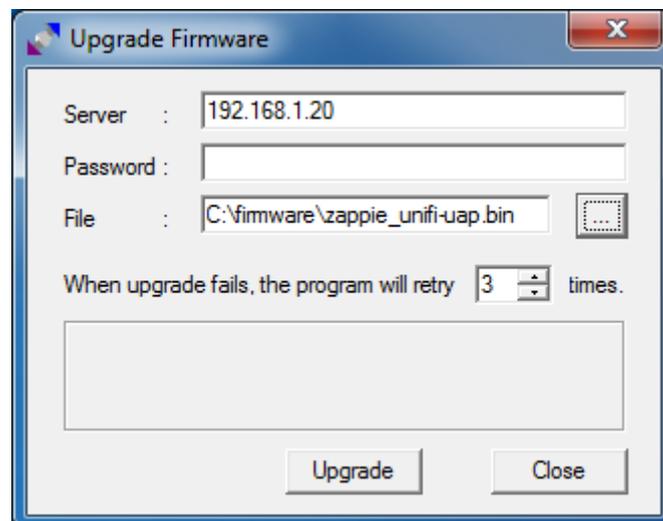
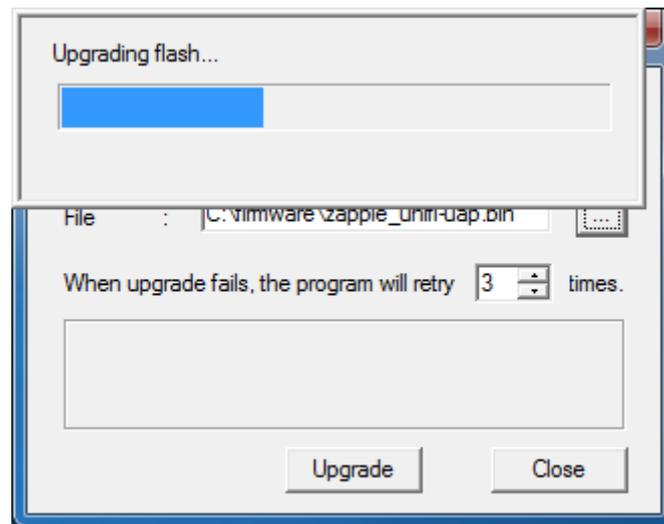


# Ubiquiti Unifi UAP Setup Guide

1. Download the Zappie firmware file for the Unifi UAP if you haven't done so already and save it to your computer.
2. This guide assumes an understanding of POE devices, if you are unsure, please Google "Ubiquiti PoE setup".
3. Connect your computer to the device via the LAN port on the PoE Adapter (**Do not power on the device yet**). Make sure your computers network settings are set to Static with a fixed ip address of 192.168.1.2, and subnet of 255.255.255.0.
4. Download the tftp.exe utility if you haven't done so already and save it to your computer.
5. Open the tftp utility and type 192.168.1.20 in the server field. Select the firmware file you downloaded to your computer earlier. No password is required, leave this blank.



7. This next step involves starting the device in recovery mode before we can upgrade the firmware. The reset button (small pin hole next to the network port) needs to be held in and the device powered on while the button remains held in for at least 10 seconds. You will eventually see the device start flashing green and red, at this point you can click the “Upgrade” button on the tftp utility and the firmware will upgrade.



8. The tftp utility will display a “successfully upgraded” message a few seconds later, **Do not power off the device**. The actual upgrade is still being processed internally, this will take approximately 1 minute. Once finished, the device will start to flash green then change to solid green, once this happens you can safely unplug the device from your PC and plug directly into your modem or internet source.
9. On your WiFi enabled device, look for the SSID/WiFi Network called “Zappie Hotspot” and join this network. Your device should be assigned an ip address in the range of 100.88.66.X.
10. Try navigating to any non SSL domain, eg <http://www.google.com> and you should be redirected to the Zappie sign up page. Signing up is free and simply ties your access point with a Zappie operators account.