

XNET network module

XNET Network Module FAQ's

Q. What is it ?

A. An interface to allow serial communications from a PC to a CPU or controller via a TCP/IP network.

Q. What is the nearest hardware comparison for operation ?

A. The module would be perceived as a serial line driver using the network as the interconnecting medium.

Q. Where is it fitted ?

A. In a panel or adjacent to a CPU or master controller

Q. What connections are on the Network Module ?

A. There are 2 RJ45 sockets, 1 for the network and 1 for the serial communications/power lead from the controller.

Q. What visual indicators are on the Network Module ?

A. There are 3 LED's, 1 for power, 1 for network link (LNK) and 1 for network data activity (ACT).

Q. How is it powered ?

A. From the controller serial port via the serial interface lead.

Q. What is needed on the PC ?

A. Microsoft Windows 2000/XP as the operating system, with .NET framework version 1.1 installed and the Allen Martin communication interface software program Netcomm.

Q. What does Netcomm do ?

A. A pseudo com port is created, when Netcomm is installed and configured for the first time. It then uses the standard modem dial up requests of Picturebook (graphics) or Acmpriint (text based access) and converts them to TCP/IP and forwards this information to a remote Network Module via the computers existing LAN connection.

Q. What is required of the Host Network for internal communications ?

A. Fixed IP addresses, 1 for each module and 1 for the PC, and the network mask

Q. Can the software work within DHCP networks ?

A. Yes, but fixed IP's are always required for each Network Module and the PC.

Q. What if the originating PC is dual homed ?

A. Set the IP address of the PC LAN adapter to be used.

Q. Can the Network Module be contacted from a PC on an external network or the internet

A. Yes, a fixed external IP address is required which is then routed to a fixed internal IP address of the Module on a pre determined port number.

Q. Can the Network Module send external information (alarms) to a PC on another network ?

A. Yes, the Network Module requires a gateway out and network permissions if applicable to access the external network (usually via the internet).

- Q. Will the Network Module respond to a ping ?
A. Yes.
- Q. What security measures are programmed within the Network Module ?
A. A user defined lockout period is employed, should 3 incorrect tries to log on be attempted the Network Module will refuse all traffic until the timeout period has expired.
- Q. What if I accidentally use the wrong codes and the Network Module locks me out ?
A. Power down the Network Module for 30 seconds, upon restoring power, 3 more tries are available, should these fail the Network Module will automatically lockout the incoming traffic until the timeout period has expired.
- Q. Can the security measures be disabled ?
A. If the Network Module is on an internal secure network, the lockout can be disabled.
- Q. How do the security codes work ?
A. A four digit number is entered into both the remote site data file and the PC resident data file, the Network Module connects and checks the validity of these codes, if they match a visible log on is displayed, and normal operations are then possible, if the codes do not match then logging on is denied and the lockout count begins.
- Q. Can the Network Module be sent a program over the network or store any information ?
A. No, the Network Module is only for converting TCP/IP data to and from serial data; it has no user memory.
- Q. Can the Network Module originate a contact ?
A. No, the Network Module can only act as a serial to TCP/IP interface for a CPU or controller.
- Q. Can the Network Module be used for any other purpose ?
A. No, the Network Module can only function with Allen Martin controllers.
- Q. How is the remote CPU or controller contacted by a PC over the network.
A. The IP address of the Network Module you wish to contact is entered as a 12 digit phone number into the data file on the PC, i.e. 192.168.0.15 would be entered as 192168000015 as the number to be contacted. This format applies for all IP addresses, local and remote.
- Q. What if the CPU or controller is on a remote network ?
A. The external IP address of the network, of which the Network Module is connected to, is entered into the data file instead of the fixed/local IP address of the module. Within the Netcomm configuration file a remote port can be set (usually port 11003). When the remote network sees a request on the external IP with the pre determined port number, a socket is created and is then routed to the internal fixed IP address of the Network Module (routing rules required), this socket now allows the remote PC to directly contact the remote CPU or controller.
- Q. How is the Network Module configured ?
A. Any terminal program (such a HyperTerminal) can be used to changed values such as IP address, Gateway and serial bit rate, however a dedicated serial lead is required for this operation.
- Q. How can I find out the Network Module's Mac address ?
A. During configuration the Mac address is displayed.
- Q. Does the Network Module or Netcomm tie up network resources ?
A. No, the Network Module and Netcomm only access the network whilst the PC is logged on, and sending or receiving data, or, when alarms are being sent from the CPU or controller.

- Q. Can the Network Module operate at both 10mbps and 100mbps ?
 A. No, the Network Module only operates at 10mbps
- Q. Can the Network Module operate with wireless networks ?
 A. Yes, but if the connection is broken for any reason, logging back on will be required before data can be transferred.

XNET Network Module Dimensions

