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# 1 About this document

This is the user documentation for DEWESoft® TCP/IP Server Emulator Version 1.0.0.

This program maybe helpful during development of a program that uses the TCP/IP Binary Client plugin for Dewesoft.

## 1.1 Legend

The following symbols and formats will be used throughout the document.

<b>IMPORTANT</b> 	<p>Gives you an important information about a subject. Please read carefully!</p>
<b>HINT</b> 	<p>Gives you a hint or provides additional information about a subject.</p>
<b>EXAMPLE</b> 	<p>Gives you an example of a specific subject.</p>

Example	Meaning	Description
<b>Cancel</b>	Button	a button that you can click
<i>File</i>	Menu Item	a menu item, will open a sub menu or a dialogue
<i>Times New Roman</i>	List Item	an item in a list (or tree) that you can select
<b>Events</b>	Tab Sheet	a tab sheet that you can select
C:\Program Files\OpenOffice.org 3\readme.txt	File Path and Name	a file name or path
<i>Windows Key</i>	a term	any kind of term (maybe also compound)

Table 1: Layout formats used in the documentation

## 1.2 Links



DEWESoft® homepage

<http://www.dewesoft.com>

you can download DEWESoft® plugins when you go to: [Support](#) - [Downloads](#) - [Plugins](#)

## 1.3 Compatibility

The test program is compatible with *DEWESoft® X2* and *TCP/IP Plugin Version 1.1.4*.

## 1.4 Licensing

The program is free of charge and only meant to be used by developers.

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## 2 Usage

To start the TCP/IP Server Emulator simply start the `TcpIpBinaryEmulator.exe` file.

### 2.1 Hardware setup

#### 2.1.1 Port settings

The screenshot below shows the Hardware setup of the TCP/IP Binary Client plugin in DEWESoft® in the background and the TCP/IP Server Emulator window in front of it.

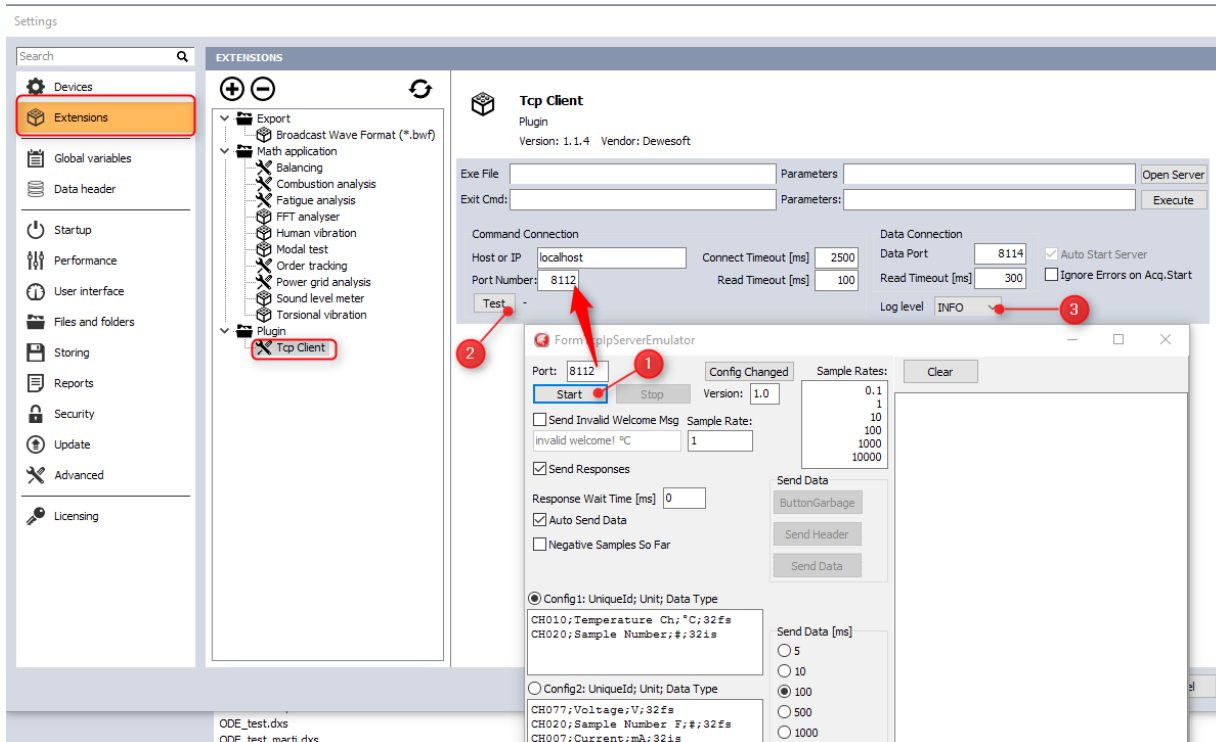


Illustration 1: Hw Setup – Port

Both programs must use the same port – in the screenshot above we simply use the default port 8112.

To test the communication you must first start the TCP/IP Server Emulator - just click on the **Start** button (1). Then start the connection test in the hardware settings of the TCP/IP Binary Client plugin in DEWESoft® - press the **Test** button (2). Now the connection info label will show a green success message.

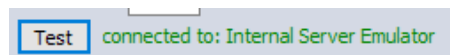
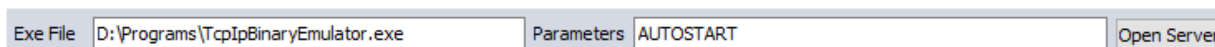


Illustration 2: Connection test okay

Note: you may also want to set the log-level to **ALL** (3) so that you get detailed info in the DEWESoft® log-files.

### 2.1.2 Autostart

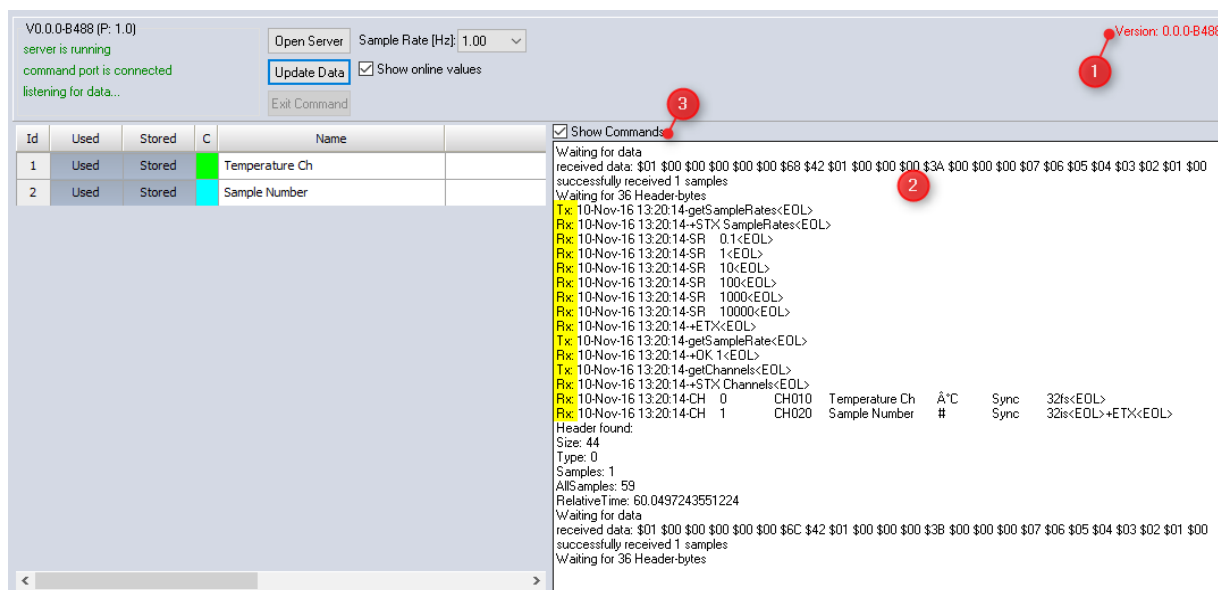
When you want DEWESoft® to automatically execute the TCP/IP Server Emulator and start the TCP/IP listener, you can pass the *AUTOSTART* parameter to the executable, like this:



*Illustration 3: Autostart parameter*

## 2.2 Channel Setup

When you go to channel setup, you will already see some simulated data arriving from the TCP/IP Server Emulator.



*Illustration 4: Channel Setup*

Illustration 4 shows the channel setup when you use the debug version of the TCP/IP Binary Client plugin (you can tell that it is a debug version, when the plugin version starts with 0. see ❶). In this case the debug controls are visible (❷, ❸). When you activate the Show commands checkbox, then the debug text control (❷) will also show all sent and received commands – see the data highlighted in yellow.

Note: you can clear the debug text control when you double click it.

### 3 Version History

Revision number: 154

Last modified: Thu 10 Nov 2016, 13:28

Plugin-Version	Date [dd.mm.yyyy]	Notes
1.0.0	10.11.2016	<input checked="" type="checkbox"/> Initial version