

Instructions

This section contains the instructions for the TCP Client Setup Worksheet . TCP was designed to work within a layered hierarchy of networking protocols, using the Internet Protocol (IP) to transfer data. Built upon the IP layer suite, TCP is a connection-oriented, end-to-end protocol that provides the packet sequencing, error control, and other services required to provide reliable end-to-end communications. IP takes the packet from TCP and passes it along whatever gateways are needed, for delivery to the remote TCP layer through the remote IP layer. The default options are in blue italics.

Port Definition Name

This is the unique identifier for the port definition.

IP Address

This must be a unique address for each device in the network. The IP Addresses consists of an Address and IP Port Number. Normally the Gateway is configured for one IP Address and unique Port Numbers.

Mode: *Pooled*, End-to-End

This parameter specifies whether the server will accept any client connection (*Pooled*), or if the server will only accept IP addresses that are defined in the "Define IP Addresses" table (*End-to-End*). Note: If '0.0.0.0' is entered as an IP address in the "Define IP Addresses" table, the server will accept all connections.

Independent Activation: *Yes*, No

This option determines if the Gateway will start the TCP link before the connection to the other device is established.

Header: *None*, JBM Standard, JBM Extended, Generic, TPDU, CPI Extended, ver. 2

The option determines if the Gateway adds special headers when communicating with TCP applications. This is needed if framing of the data is required and the TCP application supports the headers.