TERMINAL

Creating and managing a Eureka terminal station

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EUREKA TERMINAL STATION

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Eureka TERMINAL STATION

Eureka allows you to supervise the Server stations from the local and remote Terminal stations. From the terminal station you can see events in real time, check the status of the control panels connected to the server, and send commands. The Server sends to the Terminal all necessary information to connect to VCRs and to visualize cameras.

REQUIREMENTS

Windows XP. Terminal or Server station must have a reachable TCP/IP address.

Protection key for a Terminal installation.

INSTALLING AND COPYING ALL NECESSARY FILES

Run the installation of Eureka on the terminal workstation.
NB if on the terminal station is already installed a Eureka version earlier than 8160, it is necessary to delete the folder C: \ program files \ Eureka80, then perform a new installation.

Copy from Server MAP, SOUNDS and ICONS folders in the folder where Eureka has been installed (C: \ program files \ Eureka80).
Later when you add or edit maps, icons or sounds on the Server, you have to remember to update files on Terminal stations.

Now all is ready to create a server connection on the Terminal station and the corresponding Terminal connection on the Server.
CREATING A SERVER CONNECTION ON THE TERMINAL

After inserting the protection key for a Terminal installation, run the program E8-Links32 to create a Server connection.

Configure **Server ID**: from a terminal station you can connect to multiple servers; this specific ID Server indicates the server you refer to.

Configure **Terminal ID**: a server can have more than one terminal station and each terminal station must have a different ID.

Configure **Client**: indicates the model of communication between the Terminal and the Server. By default it is the Terminal that calls the Server, so you need to specify the Server TCP / IP address to be able to connect to the server even from different places (not simultaneously). Conversely, if you select this option, the communication flow is reversed and the address of the server is no longer required, instead you will have to specify the Terminal address on the Server. In this latter model you lose the ability to connect to the Server from different PCs, but you gain the certainty that only specified addresses will be able to connect to the server. **Be careful** to set the communication model on both the Terminal and the Server in the same way.

Configure **security** in the same way in which security has been configured on the Server.

The following example shows how to check the security level on the Server.
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Security setting on the server.

Security setting on the Terminal.
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CREATING A TERMINAL CONNECTION ON THE SERVER

On the Server, create a connection to the terminal with the program E8-Links32.

To create a Terminal connection you do not have to be in stand-alone mode but in server mode, so if necessary change from Stand-alone to Server.

Highlight Network and select Terminal.

Configure **Terminal ID**: a server can have more than one terminal station and each Terminal station is assigned a different Terminal ID.

Configure **Client**: indicates the model of communication between the Terminal and the Server. By default it is the Terminal that calls the Server, so you do not need to specify the Terminal TCP/IP address; in this model it is the Terminal that connects to the Server, even from different places (not simultaneously). Conversely, if you select this option, the communication flow is reversed and the address of the Terminal is required.

In this latter model you lose the ability to connect to the Server from different PCs, but you gain the certainty that only specified addresses will be able to connect to the Server. **Be careful** to set the communication model on both the Terminal and the Server in the same way otherwise there will be no dialogue.
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Example of Terminal to Server communication model.

Example of Server to Terminal communication model.

ALIGNING DATA WITH THE SERVER

After having configured both the terminal and the Server, start Eureka on both of them. During the connection the Server will transmit all data to the terminal so that it will be aligned to the Server. From now on, any change made on the Server will be sent to the Terminal except for files related to maps, icons and sounds; in these cases you will need to copy the files from the Server to the Terminal in their respective folders: MAP, ICONS, and SOUNDS.

Please note that the data on the Terminal are stored differently than on the Server, so trying to copy the database from the Server to the Terminal will only produce execution errors. It is recommended to start the first connection with clean database and not with copies of other installations.

After the first connection, and particularly when you make changes on icon-events association it is recommended to restart Eureka on the terminal.
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CONNECTION STATUS

You can check the status of the connection with the Terminal / Server by looking at the icon in the reception menu.

![Image of Eureka 8.183 - Server interface]

<table>
<thead>
<tr>
<th>Icon</th>
<th>Status</th>
</tr>
</thead>
<tbody>
<tr>
<td><img src="image1" alt="Icon" /></td>
<td>Terminal not connected</td>
</tr>
<tr>
<td><img src="image2" alt="Icon" /></td>
<td>Terminal connected</td>
</tr>
<tr>
<td><img src="image3" alt="Icon" /></td>
<td>Terminal disabled</td>
</tr>
</tbody>
</table>

Analogous symbols on the Terminal indicate the status of the connection with the Server. Click on the icon to display a window that will provide further information:

![Image of Terminal 01 interface]

1) Operator connected on Terminal
2) Connection status
3) Peripherals visible on Terminal/Server
4) Send messages to Terminal/Server
5) Disable communication with Terminal/Server
6) From Terminal you can request the update of data
OPERATOR CONFIGURATION

Operator code and password are requested when connecting to Server from Terminal. Whereas on the server all peripherals are always visible, on the terminal it is possible to select the peripherals that will be visible by each operator.

On the Server in Settings → Operators, by selecting the terminal tab you can configure the operability of each operator on the terminals. Here are some examples.

Example 1: Accessing from terminal operator Mario Rossi sees all peripherals.

Example 2: Accessing from terminal operator Mario Rossi sees only peripheral 1.
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**DISABLING A TERMINAL/SERVER**

From the Server you can disable the communication with a Terminal.

From the Server you can re-enable the communication with a Terminal.

In the same way, from the Terminal you can disable or re-enable the communication with a Server.

**UPDATES**

Eureka updates for the Terminal are free and can be downloaded from [www.eurekasupport.it](http://www.eurekasupport.it). It is recommended to install the same version of Eureka on both the Terminal and the Server.
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