

# Starting Guide – PortStore2 PL

*Start collecting data from PBX using PortStore2 PL*

## 1) Connecting PortStore2 PL

**RS-232 serial port for receiving data.**  
PC-like wiring. Use a LapLink cable to connect to a PC.

**Ethernet connector – 10 Mbps**  
Green LED: power; yellow LED: Link/Activity

**Power: 9 to 12V**

**Push Button**  
3s = RS-232 setup. 10s = factory defaults

**Indication of RS-232 data transfer** (green = receive, red = transmit)

PortStore2 PL Port			
Pin	Signal		
1	--		
2	<-	IN	RxD
3	->	OUT	TxD
4	->		DTR
5	--		GND
6	<-	IN	DSR
7	->	OUT	RTS
8	<-	IN	CTS
9	--		

**Cannon 9 - Male**

## 2) UDP Config – Configuring the IP address

UDP Config utility – root directory of the supplied CD (Windows and Linux versions).

Also available for download at [www.HW-group.com](http://www.HW-group.com) – Software -> UDP Config.

- Click the icon to launch **UDP Config**. The program automatically looks for connected devices.
- To search for devices, click the **Find Devices** icon.



The program searches for devices in your local network. To identify a particular PortStore2 unit, look at the MAC address on the label at the bottom of the device.

Double-click a MAC address to open a basic configuration dialog.

## Configure network parameters

- IP address / HTTP port (23 by default)
- Network mask
- Gateway IP address for your network
- Device name (optional)

Click the **Apply Changes** button to save the settings.

### Notes:

- *To reset the device to factory defaults, turn PortStore2 PL off, press and hold the button, and power up for at least 20 seconds.*

## 3) PS2 Configurator – Configuring RS-232

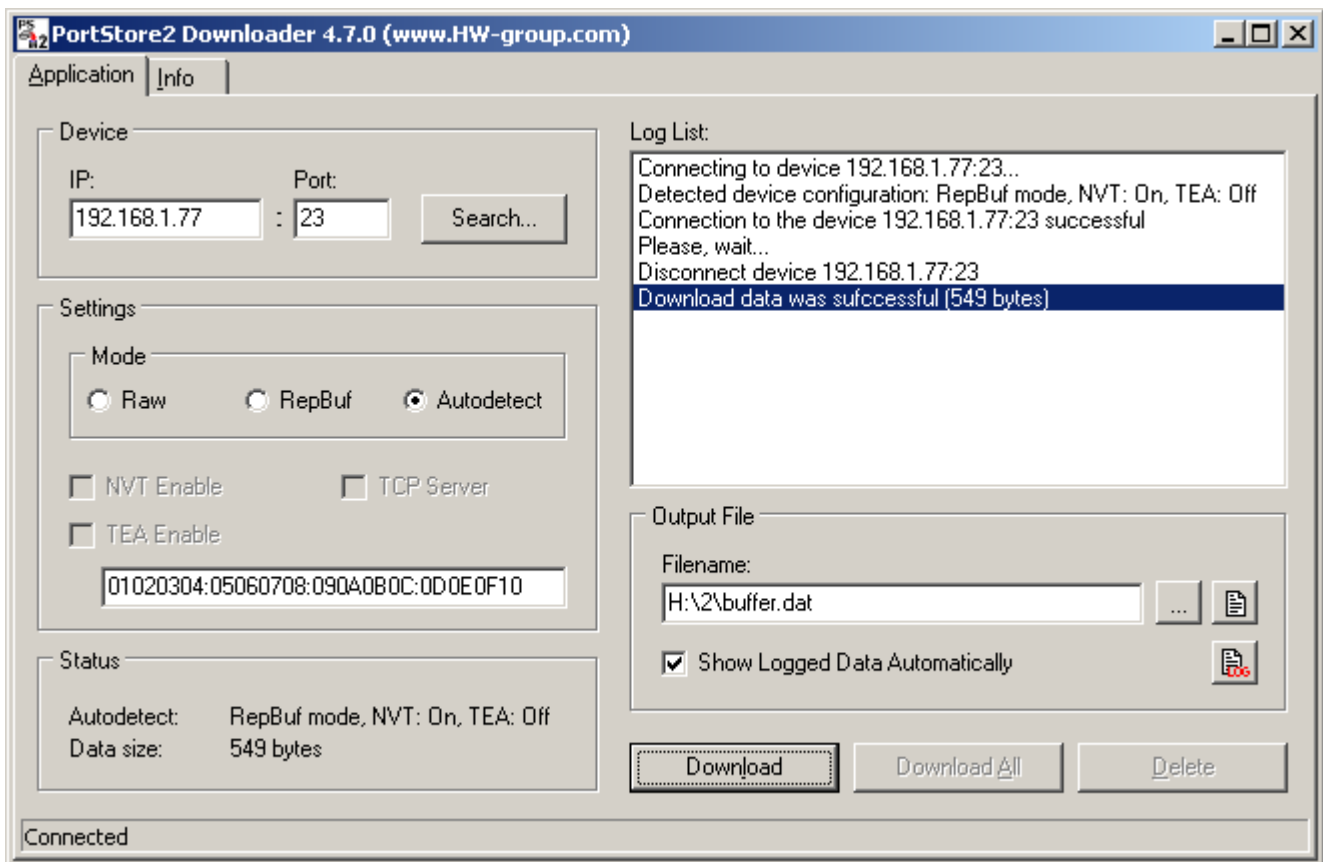
PortStore2 Configurator utility – /PortStore2/PS2 Config.exe on the CD.

- 1) Click the **Search** button to search for devices on the local network, or enter the IP address manually.
- 2) Click the OK button next to the port number. The utility reads the current configuration from PortStore2 PL.
- 3) Set the parameters of the **serial port of your PBX**.
- 4) Select **mode 1** (1: PS2-REPBUF-SERVER): PortStore2 PL is a TCP server, RepBuf protocol.
- 5) Click the **Save** button to save your configuration changes.

## 4) Downloading data to a file – PS2 Downloader

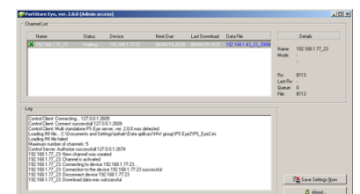
Run the **PortStore2 Downloader** utility – /PortStore2/PS2 Downloader.exe on the CD.

- 1) Keep the PS2 Configurator utility open, change to the **PBX Emulation** tab and click the **Start PBX emulation** button.  
*Note: PortStore2 PL must be connected to the selected serial port. Another option is to connect PortStore2 PL to a real PBX.*
- 2) Run **PS2 Downloader** and enter the device IP address, or use the search function (**Search** button).
- 3) Click the Download button. Received data is displayed in a new window.



## 5) Downloading data from multiple PortStore units

- Use the **PS Eye2** utility that can download data from multiple PortStore2 unit and store them to text files for use by other applications.  
The utility can run in NT service mode and supports the Client/Server mode of PortStore2 PL.
- Use PortStore2 PL **with your own software**. Download the data using SDK examples, or with the CMD version. In modes 2 and 3 (RAW), a simple TCP/IP connection is used.
- Use the **DataCentral** software by DataCom Gear, Inc. For details, see <http://www.datacomgear.com>.



## 6) Using PS2 PL with your own software

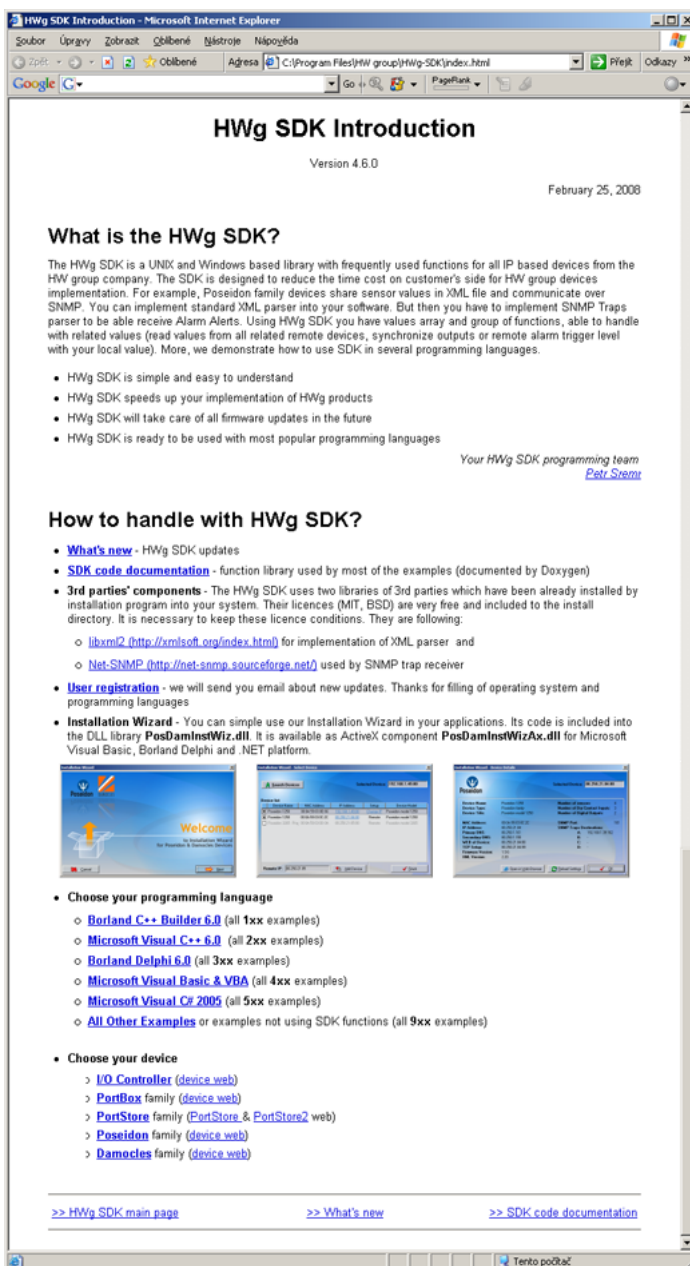
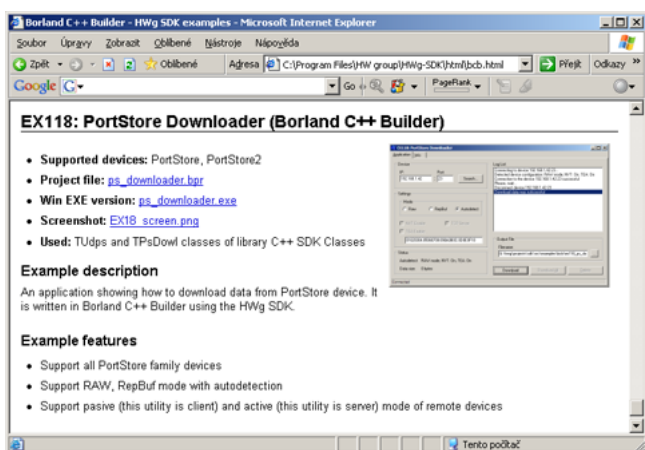
The source code of PS2 Downloader is available as a part of HWg SDK.

**PS2 Downloader** for various programming languages:

- EX118 - **Borland C++ Builder**
- EX218 - **Microsoft Visual C++**
- EX318 - **Borland Delphi**
- EX418 - **Microsoft Visual Basic**
- EX518 - **Microsoft Visual C#**

A similar application for downloading data from PortStore2. Command-line (CMD) version. (Does not include a graphical user interface).

- EX114 - **Borland C++ Builder**
- EX214 - **Microsoft Visual C++**



**HWg SDK** is available for free. You can find it on the CD supplied with sets, or at our website. In order to download it, you have to register and enter your e-mail so that we can inform you about possible API upgrades.

For more information, please refer to the product manual, or see [www.HW-group.com](http://www.HW-group.com).