

Server to Server Communication

Summary Information

Communication Driver Name: TRemoteClient

Implementation DLL: T.ProtocolDriver. TRemoteClient.dll

Protocol: Proprietary

Interface: TCPIP / WCF

PC Hardware requirements: Ethernet board

Protocol Options

TagHistorian: Defines if the historical data will be recovered from the remote server

TagProperties: Defines other tag properties beyond Value, Quality, and Timestamp

Nodes Configuration

Station Configuration

Stations syntax: <Host>;<Port>;[UserName];[UserPassword];[WindowsAuthentication]

Where:

- **<Host>** = The IP Address of the Server system
- **<Port>** = The TCP/IP port of the Server system
- **[UserName]** = The username that has the ClientStart permission in the Server system. Optional parameter. Default value is the startup user
- **[UserPassword]** = The password for the user. Optional parameter. Default value is the startup user
- [TRemoteClient: Created "WindowsAuthentication" option]

E.g.: 192.168.1.1; 3101

Points Configuration

Address

The syntax for the TRemoteClient communication points is: <ServerTagName>

Where:

- **<ServerTagName>** = The tag name in the Server system

E.g.: Tag.TagName

Troubleshoot

The status of the driver's execution can be observed through the diagnostic tools, which are:

- Trace window
- Property Watch
- Module Information

The above tools indicate if the operations have succeeded or have failed. A status of 0 (zero) means communication is successful. Negative values indicate internal driver errors, and positive values indicate protocol error codes.