



**Snell  
Advanced  
Media**

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# **User Manual**

# **RollNet IP Share**

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## 1. Introduction

The RollNet IP Share service provides a direct connection into a RollNet network, and allows this connection to be shared by multiple applications on the same PC or on other PCs on a computer network.

**The PC providing the RollNet IP Share service must have a RollNet adapter fitted.**

This can either be a USB22 RollNet adapter (RollUSB), or an adapter for PCI-bus PC workstations (RollPCI). The other PCs using the shared connection need only a TCP/IP link to the sharer PC.

For more information about installing a RollNet adapter, refer to the RollPCI and RollUSB documentation.

The server PC must also be running TCP/IP protocol drivers. Assign an IP address or IP name to this PC. For more information, refer to the Microsoft documentation on how to install TCP/IP for your operating system.

## 2. Open RollNet IP Share

When RollNet IP Share is installed, a shortcut to the RollNet IP Share Configurator is created in the Windows program list on the Start menu and a RollNet IP Share icon (  ) is placed in the notification area of the Windows taskbar.

To open the Configurator, do one of the following:

- Click **Start > All Programs > SAM > RollCall > RollNet IP Share Configuration**.
- Double-click on the RollCall IP Share icon in the notification area.

The Configurator displays.

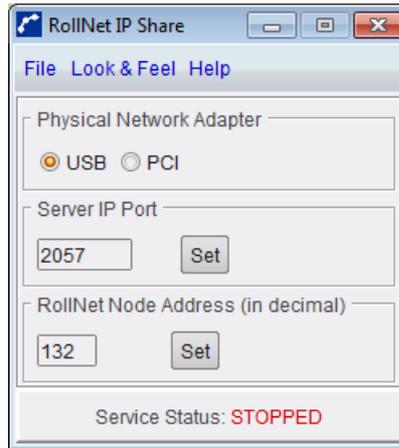


Figure 1 RollNet IP Share Configurator

### 2.1 Configurator Menu Bar

#### 2.1.1 File Menu

<b>Start Service/Stop Service</b>	Toggles between starting and stopping the RollNet IP Share Service, depending on the current state.
<b>Minimise to System Tray</b>	Hides the Configurator from view. The Configurator can be resumed by clicking on the RollNet IP Share icon in the notification area of the Windows taskbar.
<b>Exit</b>	Exits the RollNet IP Share Configurator.

Note: Exiting the Configurator does not stop the RollNet IP Share Service, if it is running.

#### 2.1.2 Look & Feel Menu

<b>Dark Theme</b>	A light text on dark background color scheme.
<b>Bright Theme</b>	A dark text on light background color scheme.

**Note:** Changing the color scheme displays a dialog prompting for the application to be restarted.

#### 2.1.3 Help Menu

<b>User Manual</b>	Opens a pdf file of the RollNet IP Share User manual.
<b>About</b>	Displays information about RollNet IP Share.

## 2.2 Configurator Interface

The following parameters must be specified:

<b>The type of physical network adapter</b>	Select the relevant radio button depending on the adapter being used:  USB, or PCI
<b>The IPShare server port</b>	The port through which IP share will listen for incoming client calls.  By default this is port 2057, but, depending on the configuration, this may need to be changed to avoid conflicting with other RollCall components.
<b>The RollNet node address of the IP Share</b>	The RollNet node address of the IP Share node, in decimal.  The default value is 132 (Hex 0x84).

Changing any of the above parameters will cause RollNet IP Share to restart, if it is running.

### 3. Starting and Stopping RollNet IP Share

RollNet IP Share runs as a Windows service. By default, it is configured to start automatically when the computer is started.

**Note:** Configure the RollNet IP Share before starting the service for the first time. Once configured, the Configurator does not need to display for the RollNet IP Share Service in order to start.

Right-click on the icon in the notification area of the Windows taskbar to display the following menu:

- Show RollNet IP Share Configurator** Opens the RollNet IP Share Configurator
- Hide RollNet IP Share Configurator** Closes the RollNet IP Share Configurator
- Exit RollNet IP Share Configurator** Exits the RollNet IP Share Configurator
- Start RollNet IP Share Service** Starts the RollNet IP Share service. The icon in the notification area displays with blue background .
- Stop RollNet IP Share Service** Stops the RollNet IP Share service. The icon in the notification area displays with a red background .

When the RollNet IP Share Configurator is running, the RollNet IP Share Service status is reported at the bottom of the screen, as either **RUNNING** or **STOPPED**.

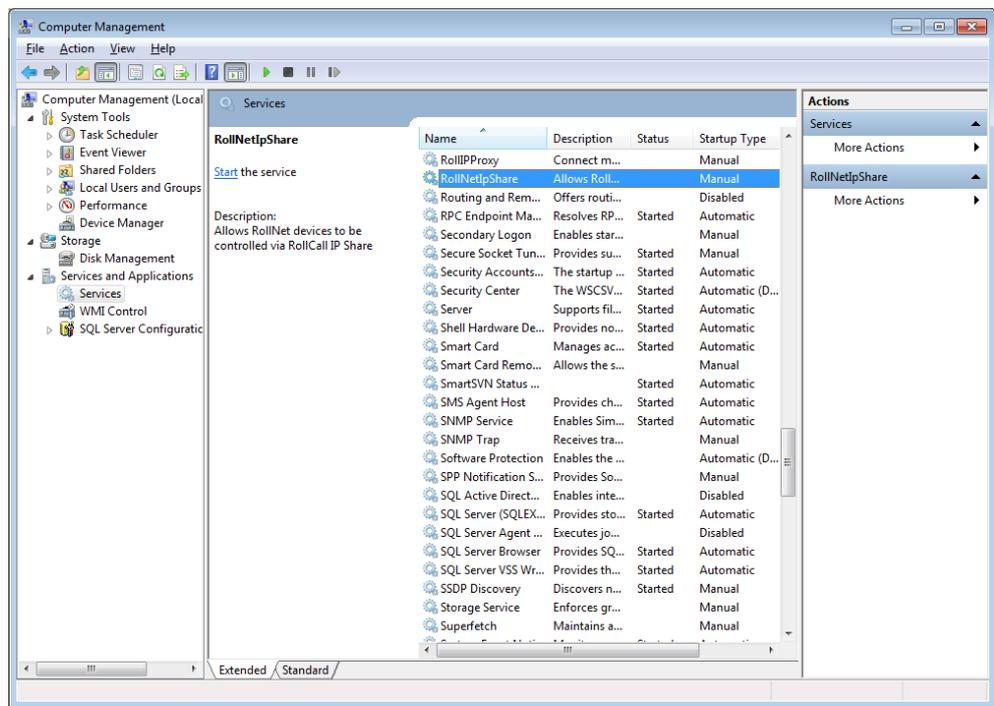


Figure 2 Windows Computer Management Window

## 4. RollNet IP Share in the RollCall Control Panel

RollNet IP Share can be monitored and controlled from the RollCall Control Panel.

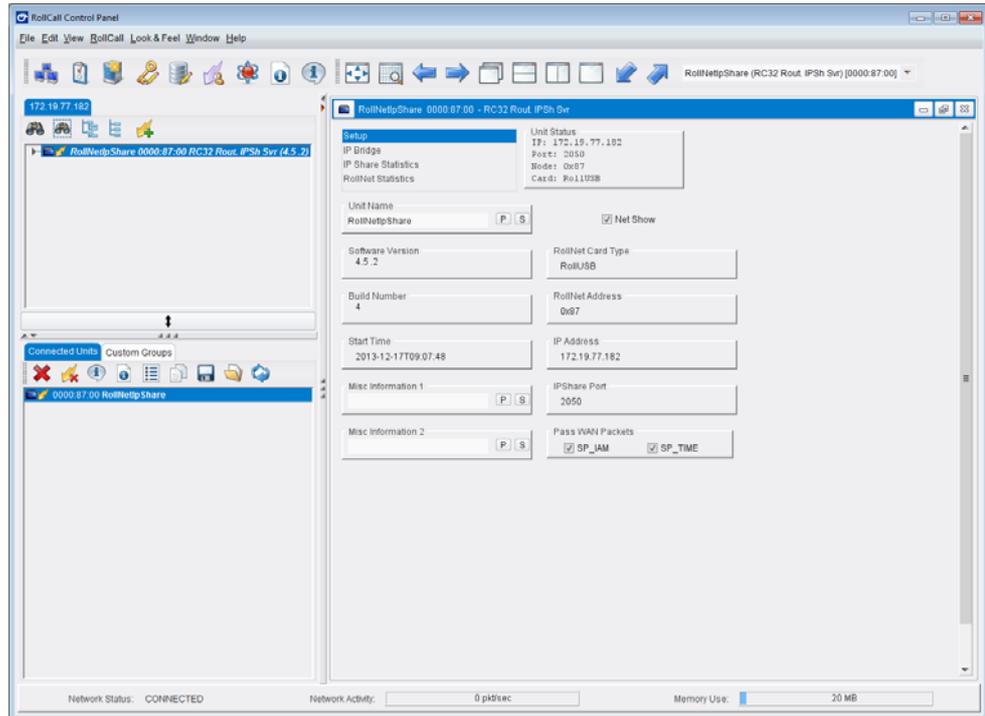


Figure 3 RollCall Control Panel

### 4.1 Unit Status

Unit Status is displayed on each RollCall Control Panel screen.

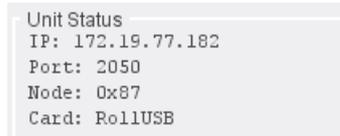


Figure 4 Unit Status

- IP** The IP address of the IP Share computer.
- Port** The port through which IP share communication is made.
- Node** The IP Share RollCall Network node address, in hexadecimal.
- Card** The type of IP Share RollNet card.

## 4.2 Bridging

The Bridge screen displays information about the remote IP address, bridge port and connection status.

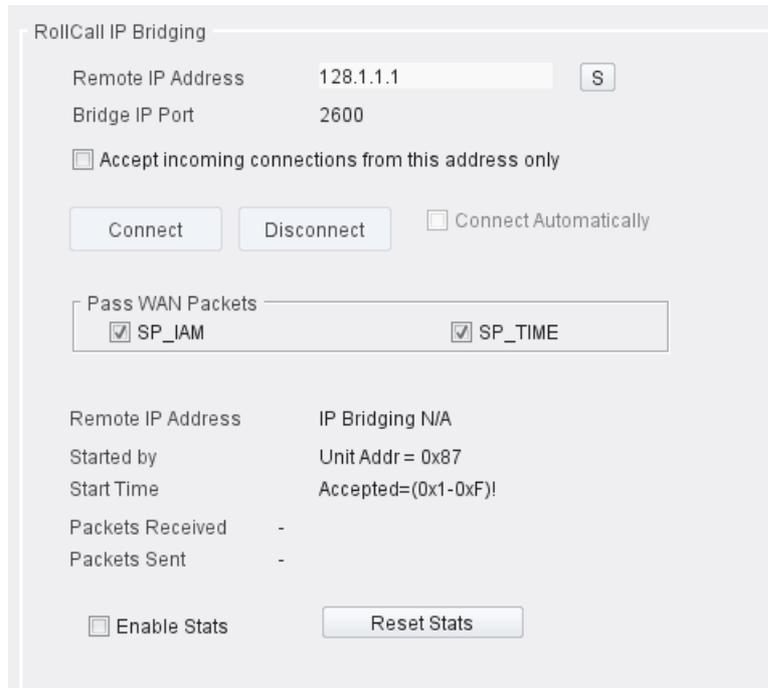


Figure 5 Bridging Page

- Remote IP Address**      The IP Address of the remote RollNet IP Share unit.  
To change the IP Address, type a new address in the field and then click **S**
- Bridge IP Port**              The port number for the IP Bridge.
- Accept incoming connections from this address only**      When this option is selected connections may only be made via the Remote IP Address specified.  
Connections can be made manually with the **Connect** and **Disconnect** buttons, or automatically if the **Connect Automatically** checkbox is selected.
- SP\_Time**                      This controls whether the RollNet IP Share passes wide area TIME packets across the bridge.
- SP\_IAM**                      This controls whether the RollNet IP Share passes wide area I\_AM packets across the bridge.
- Remote IP Address**          This displays the IP address of the remote end of the IP Bridge (when connected).
- Started By**                  This shows who initiated the bridge connection.
- Started Time**                This shows the time at which the bridge connection was established.
- Packets Received**          This shows how many packets have been received on this IP connection.
- Packets Sent**                This shows how many packets have been sent on this IP connection.
- Enable Stats**                When this option is selected, these statistics are gathered.
- Result Stats**                Click this button to reset all counts to zero.

### 4.3 Setup

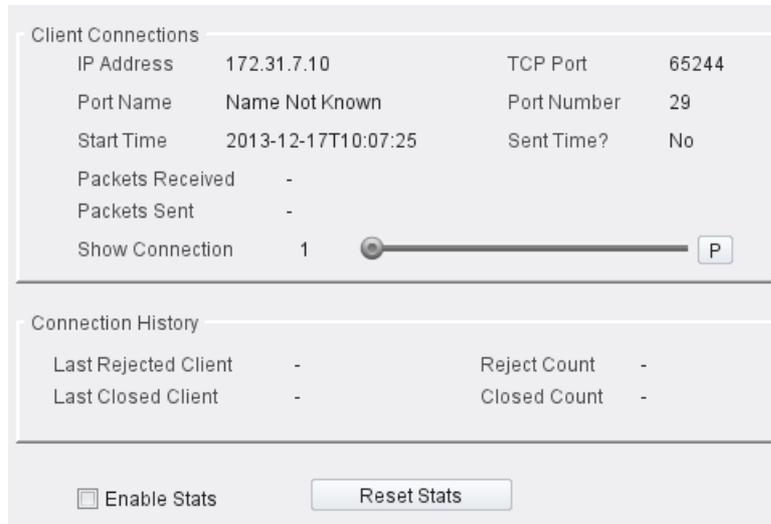
The Setup screen displays information about the IP Share card and software, allows the IP Share node to be renamed, and additional information to be entered.

**Figure 6 Setup Page**

<b>Unit Name</b>	The name of the RollNet IP Share unit  To change the name, type a new name in the field and then click <input type="button" value="S"/>  To return the name to its preset value of RollNetIpShare, click <input type="button" value="P"/>
<b>Software Version</b>	The currently installed version of the RollNet IP Share service
<b>Build Number</b>	The build number of the current software version
<b>Start Time</b>	The time that the RollNet IP Share service was last started
<b>Misc Information 1&amp;2</b>	These fields allow additional informational text to be entered. This information is not shared with any other RollCall components
<b>Net Show</b>	When Net Show is selected, the IP Share is visible on the network
<b>RollNet Address</b>	The RollNet address of the IP Share unit, in hexadecimal
<b>RollNet Card Type</b>	The type of IP Share RollNet card
<b>IP Address</b>	The IP address of the IP Share unit
<b>IP Share Port</b>	The port through which IP Share communication is made
<b>SP_Time</b>	This controls whether the RollNet IP Share passes wide area TIME packets.
<b>SP_IAM</b>	This controls whether the RollNet IP Share passes wide area I_AM packets.

### 4.4 IP Share Connections

The IP Share Connections page displays information about IP connections to IP Share. The information displayed refers to a single connection, which is selected by the Show Connection control.



**Figure 7 IP Share Connections Page**

- IP Address** This displays the IP address of the remote unit on the IP Share connection.
- TCP Port** This displays the incoming TCP port number of the RollCall IP share connection.
- Port Name** This shows the name under which this IP connection appears.
- Port Number** This shows the RollCall port that this IP connection corresponds to.
- Start Time** This shows the time at which the IP connection was started.
- Sent Time?** This shows if the remote unit on this IP connection has ever sent a TIME packet.
- Packets Received** This shows how many packets have been received on this IP connection.
- Packets Sent** This shows how many packets have been sent on this IP connection.
- Show Connection** Use the slider bar to select which IP connection statistics are shown for.
- Last Rejected Client** This shows the IP address of the last client that was rejected by IP Share.
- Reject Count** This shows the total number of IP connections that have been rejected.
- Last Closed Client** This shows the IP address of the last client to close its connection to IP Share.
- Closed Count** This shows how many IP Share connections have been closed - either by the IP Share service or the client.
- Enable Stats** When this option is selected, statistics will be updated. If this option is not selected statistics will not be updated.
- Reset Stats** Click to reset all statistic counters.

### 4.5 RollNet

The RollNet page displays various errors that may occur. In the event of a problem, these error messages may assist SAM support to troubleshoot the issue.



Figure 8 RollNet Statistics Screen

- Data Length Errors:** This counts all packets that are of incorrect length.
- Destination Errors:** This counts all packets that have an incorrect destination identifier.
- Source Errors:** This counts all packets that have an incorrect source identifier.
- Packet type Errors:** This counts all packets that have an incorrect packet type.
- Routing Errors:** This counts all packets that cannot be routed to the indicated destination.
- Dropped Packets:** This counts all packets that cannot be delivered.
- Recons:** This counts network reconfigurations.

Network reconfigurations are normal events, and occur when units join or leave the network. They may also occasionally occur as a result of electrical interference.

However, constant network reconfigurations usually indicate a physical fault. Possible faults include:

- Faulty T piece or cable.
- Missing termination or terminations.
- Incorrect value of termination or terminations.
- Clash of RollCall addresses.
- Network cable length exceeded.
- Number of unit loads per segment exceeded.

- Network Present:** This indicates whether the RollCall network is present or not.
- Enable Stats** When this option is selected, these statistics are gathered.
- Result Stats** Click this button to reset all counts to zero.
- Net Show** When Net Show is selected, the IP Share is visible on the network.