BXOsolutions

SIO PROTOCOL TESTER

🗶 CCFP Emulator / KIRK/SIO protocol tester 📃 🗖 🔀						
File View Tools Help						
: 🚭 Сомі	і 😂 🔽 сомі 🔽 🖓					
Handset number	Handset number	Handset number	Handset number			
100	101	102	103			
Delete	Delete	Delete	Delete			
Handset number	Handset number					
104	105					
Delete	Delete					
Connected to COM1						

User's Guide

V1.0

Revisions	
Date/version	Changes
2008-01-19 V1.00	First release.

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1 What is this?

This tool can be used to simulate a DECT system from Kirk Telecom, products based on the same platform, such as COBS DECT systems. It simulates the text messaging part of CCFP central equipment of the DECT system, and any number of connected handsets.

This tool was designed with system integrators using BXO Log or BXO Local Alarm Solution in mind.



With the CCFP Emulator you can test DECT paging without a DECT system – it also helps to isolate a fault and find out in which subsystem it is.

2 System Requirements

Windows XP SP2 with .NET Framework 2.0 Windows 2003 Server with .NET Framework 2.0

3 Overview

Click here to add a handset.

Select the COM port and click the contact icon to connect.

K CCFP Emulat	or / KIRK/SIO prot	tocol tester	
File View To	ols Help		
Handset number	Handset number	Handset number	Handset number 103
Delete	Delete	Delete	Delete
	•		
Handset number 104	Handset number		
Delete	Delete		
Connected to CC	M1		

The gray area represents the display of the DECT handset. You can change the handset number at any time.

4 Getting started

1. Link two COM ports together with a **crossed RS-232 cable** (a nullmodem).



- 2. Set up BXO Log or Local Alarm Solution (the SIO module) to use one of the ports, and the CCFP Emulator to use the other one.
- 3. Click on the Add Handset button.



A "handset" appears in the window.

Handset number	
100	
Delete	

Change the handset numbers to match whatever handset numbers you have set up BXO Log or LAS paging to use.

4. Click the Connect/Disconnect button to open the COM port.



If the connection was established OK, it will display in the status bar.



5. Send messages and they will appear in the simulated displays!



5 Communication Log

The Communication Trace log lets you see what is being sent and received. Select **View/Trace Log**. The trace form appears.

X TraceForm	
Local Side (CCFP Emulator)	Remote Side
[20][56][20][44][65][66][61][75][6C][74] [64] [00][21][20][22][01][34][33][35][00][35] [00][00][04][09][00	[20][6D][6F][64][65][20][65][6E][74][65][72][65]][20][20][20][20][20][20][20][20][20][20
[ACK] [SN=00][ACK]	[SN=00][MSFSetupReqFormatil] [DLE][ETB][TRR] [ENQ]1
[MSFRelind] [DLE][ETB][TRR]	[SN][ACK] [ENQ]2
[ACK] [SN=00][ACK]	[SN=00][MSFSetupReqFormatil] [DLE][ETB][TRR] [ENQ]1
[MSFRelInd]	
🗌 Information 📘 Control 📃	Message Error

Control is for communication that doesn't convey any actual information – polling, acknowledgements and so on.

Message is communication that contains the actual information.

Error means that the communication was not recognized. Note that because the CCFP tester only understands a small portion of the SIO protocol, error does not necessarily mean that something is wrong.