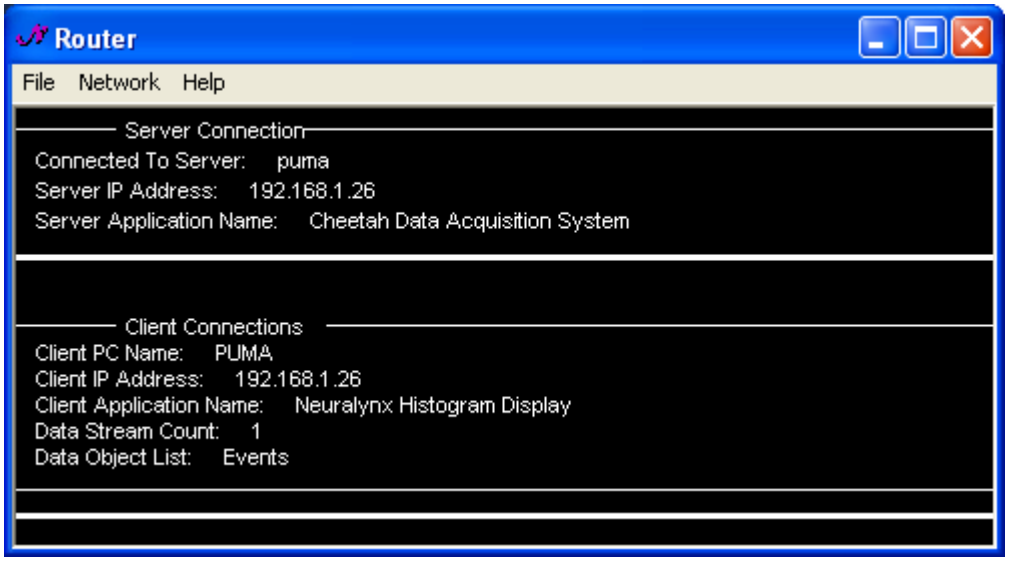
Neuralynx
High Density Electrophysiology Recording Systems



Router
Users Manual

Router User Manual

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© Neuralynx, Inc.
2434 N. Pantano Rd. Tucson, AZ
Ph: 520.722.8144 Fax:520.722.8163
www.Neuralynx.com
support@Neuralynx.com

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INTRODUCTION

Router Description

The Router exchanges online data and messages between the Cheetah Data Acquisition System and any number of Neuralynx Data Analysis Programs.

Router Features

- Allows for any number of connections to be made from any computer on the network.
- Allows for Neuralynx online data records to be passed from the Cheetah Data Acquisition System to any data analysis program.
- Allows for messages to be passed between Cheetah and any data analysis program.

CHAPTER 1 – Connections

Connecting To a Server

To connect to a server, select the *Network* menu option, followed by the *Connect to Server* sub menu option. This will bring up a small dialog box requesting you to enter a computer name or IP address. Enter the appropriate information regarding the location of the server that you want to connect to. Click the *OK* button and the Router will attempt to make a connection to the requested location. It may take up to a minute to either make a connection or to time out depending on your network. After a successful connection the Routers main display will update and show connection information.

Disconnecting From a Server

To disconnect from a server, select the *Network* menu option, followed by the *Disconnect from Server* sub menu option. The connection will then be terminated and the Router will be ready to connect to another server. The Router should only be disconnected from its server when it is no longer acting as a server to any other applications.

Optimal Connection Procedure

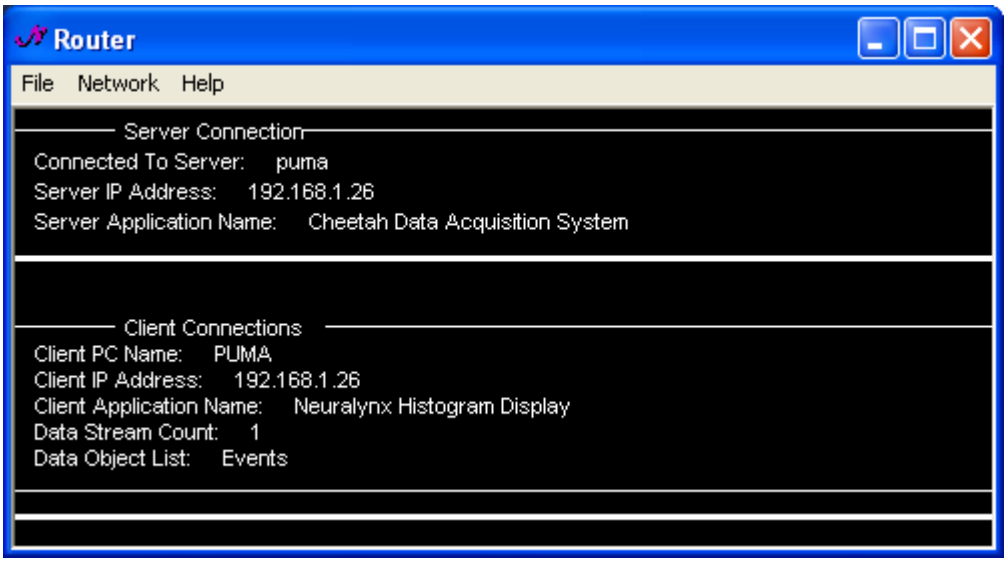
When using the Router to transfer messages or data, the following steps are suggested:

- Start the Cheetah Data Acquisition Software
- Start the Router
- Connect the Router to Cheetah
- Start and Connect any number of Data Analysis Programs to the Router
- Disconnect All Data Analysis Programs
- Disconnect the Router from Cheetah
- Close all Applications

Accepting Client Connections

When the Router starts up, it will launch its own server for handling connections. Client applications may connect and disconnect at their own discretion. All client connections will be terminated when the Router is closed.

Chapter 2 – Router Display



The Router display consists of two sections. The first and top most section is the Client Connection Display. This display shows three things

- The name of the PC the Router is connected to, if the Router is connected
- The IP Address of the PC
- The Application Name that the Router is connected to (should always be Cheetah)

There will only ever be one client at a time that the Router is connected to.

- The next section is the Server connection display. Because there can be any number of incoming client connections, there can be any number of server display sections. Each section consists of the following:
- Client PC Name – The name of the PC that is connected to the Router
- Client IP Address – The IP Address of the PC that is connected to the Router
- Client Application Name – The name of the program that is connected to the Router
- Data Stream Count – The number of streams (or data types) that are being sent to the client
- Data Object List – The list of objects for online data that are being sent to the client

The display is meant to act as a status tool for the various connections that are being used by the Router.