



www.butelsoftware.com  
info@butel.nl



www.scannermaster.com  
US Sales: 1-800-SCANNER  
Americas and Asia Distributor

## **Scanner Over IP - System Requirements - 1.00 - July 2004.**

### **Remote Scanner SERVER Software:**

Minimum system requirements:

- Windows XP / 2000
- CPU speed 1GHz or higher
- 256 MB ram
- VGA minimum res. 800x600
- 10/100 MB network connection
- make sure PC motherboard has enough free PCI slots for additional hardware!
- Firewall software

### **Serial ports:**

Every scanner connected to the server software requires a serial port. Most motherboards have 2 serial ports. Additional ports require either a PCI serial port extension card, or USB to Serial converters (one per extra scanner).

### **Soundcards:**

Every scanner requires a soundcard for streaming audio over the network. 'Scanner over IP' only supports PCI slot soundcards, do NOT use USB soundcards. Most soundcards are suitable, we suggest using 'Creative' SoundBlaster soundcards. Soundcard must have a line input.

### **Cable/DSL modem firewall and software firewall access:**

'Scanner Over IP' requires ports to be opened in firewall software and possibly cable/DSL modem. Make sure you have access to these items. Your system administrator should be able to help you. For security reasons every PC connected to the internet must have firewall software installed.

### **Bandwidth:**

Every stream requires a bandwidth of 10 Kbytes/sec. If 4 clients connect to the server, the total bandwidth required is  $4 \times 10 \text{ Kbytes/sec} = 40 \text{ Kbytes/sec}$ .

### **Static IP - DNS server:**

The Remoteserver PC must have either a static IP address or DNS server software installed so the client can connect to the server. Without this the clients are not able to connect to the server.

DNS server info can be found at the following websites:

<http://www.no-ip.com> - <http://www.dynip.com> - <http://www.tzo.com>

A static IP address is preferred for most reliable connection to the server.

### **Accessing the Remoteserver Software Download:**

Following submission of a Purchase Order or pre-payment to Scanner Master you will be provided a URL for downloading the software over the Web. (If submitting a Purchase Order, please be sure to include an e-mail address of the technician who will be downloading and installing the software.)

Install the software on the PC which will be running Remoteserver. Once installed a serial number will be generated that will appear on screen. E-mail this serial number, your company name and address to [info@butel.nl](mailto:info@butel.nl) and Butel will e-mail you back a registration code for you to enter into the software. Your software will be fully registered at this point. Note that the software will run for four days without the registration code at which point it will stop running until you e-mail Butel and receive and enter that code.



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## **Remote Scanner CLIENT Software:**

Minimum system requirements:

- Windows XP / 2000
- CPU speed 1GHz or higher
- 256 MB ram
- VGA minimum res. 1024x800
- 10/100 MB network connection
- make sure PC motherboard has enough free PCI slots for additional soundcard hardware!
- Firewall software

### Soundcards:

Audio from the incoming streams can be directed to one soundcard. If you monitor more than one stream at the same time, a soundcard per stream is advised. Most soundcards are suitable, we suggest using 'Creative' SoundBlaster soundcards.

### Cable/DSL modem firewall and software firewall access:

'Scanner Over IP' requires ports to be opened in firewall software and possibly cable/DSL modem. Make sure you have access to these items. Your system administrator should be able to help you. For security reasons every PC connected to the internet must have firewall software installed.

### VGA screen:

If you monitor 4 streams at the same time, a normal PC screen at 1024x800 will not display all 4 scanner pictures. A dual head video card is advised to monitor 4 screens or a second VGA card (Windows XP PRO supports 2 video cards).

### Bandwidth:

Every stream requires a bandwidth of 10 Kbytes/sec. If for example client connects to four servers, the total bandwidth required is  $4 \times 10 \text{ Kbytes/sec} = 40 \text{ Kbytes/sec}$ .