

# Inputs

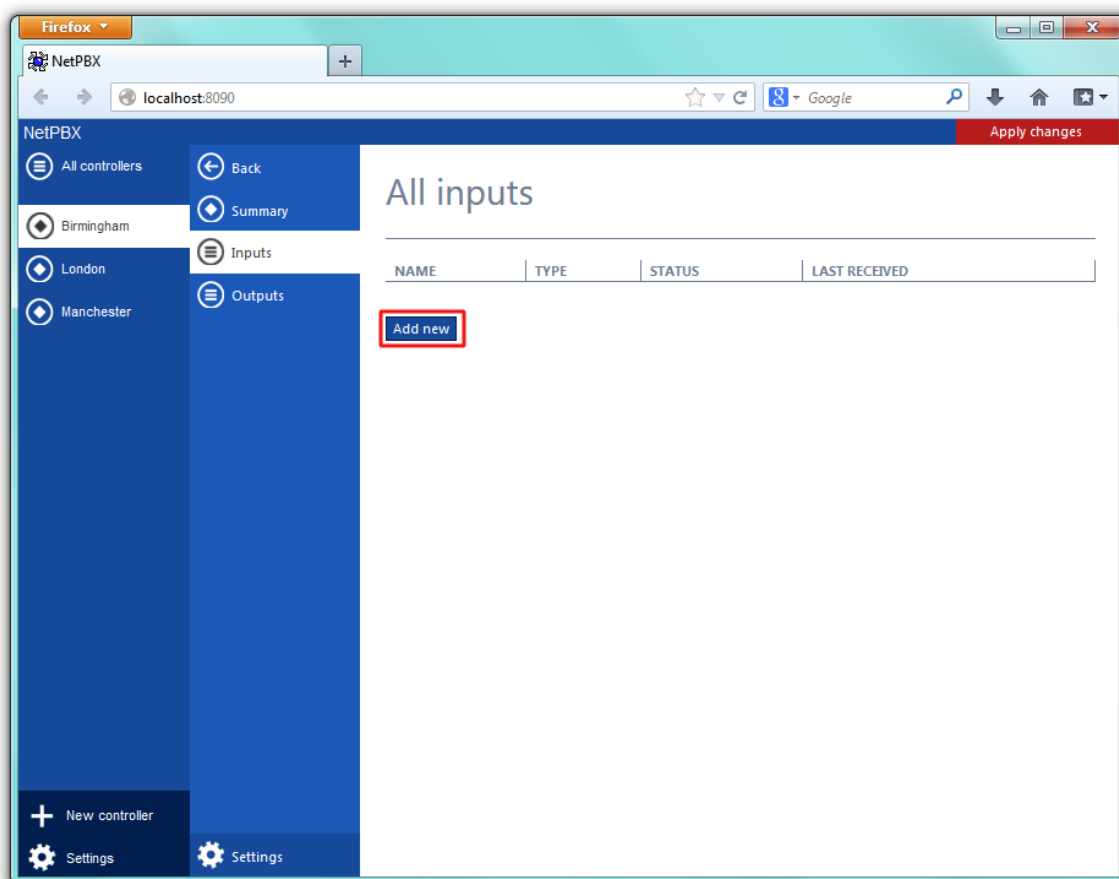
An **Input** is the system object that connects to a data source, such as PBXs, routers and other telecom signalling equipment, in order to collect the call logging data.

## Inputs

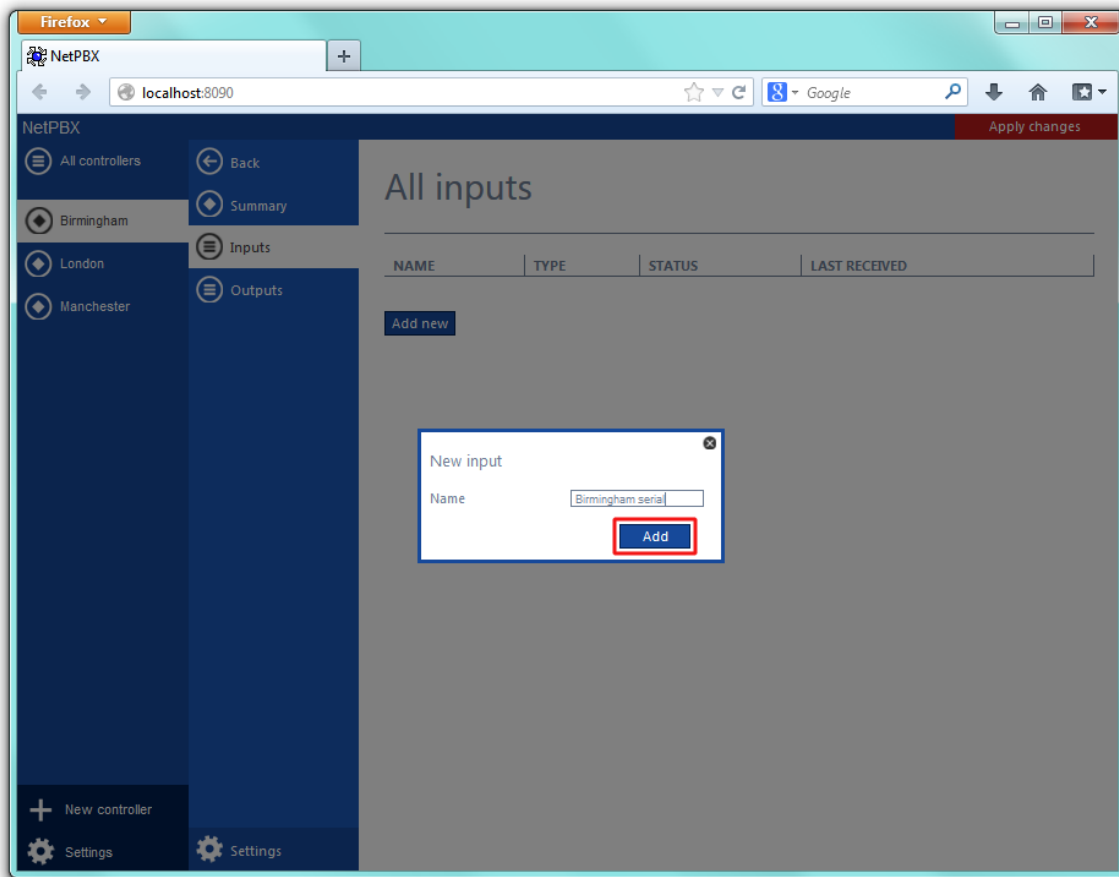
- ☒ Adding an input
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## Adding an input

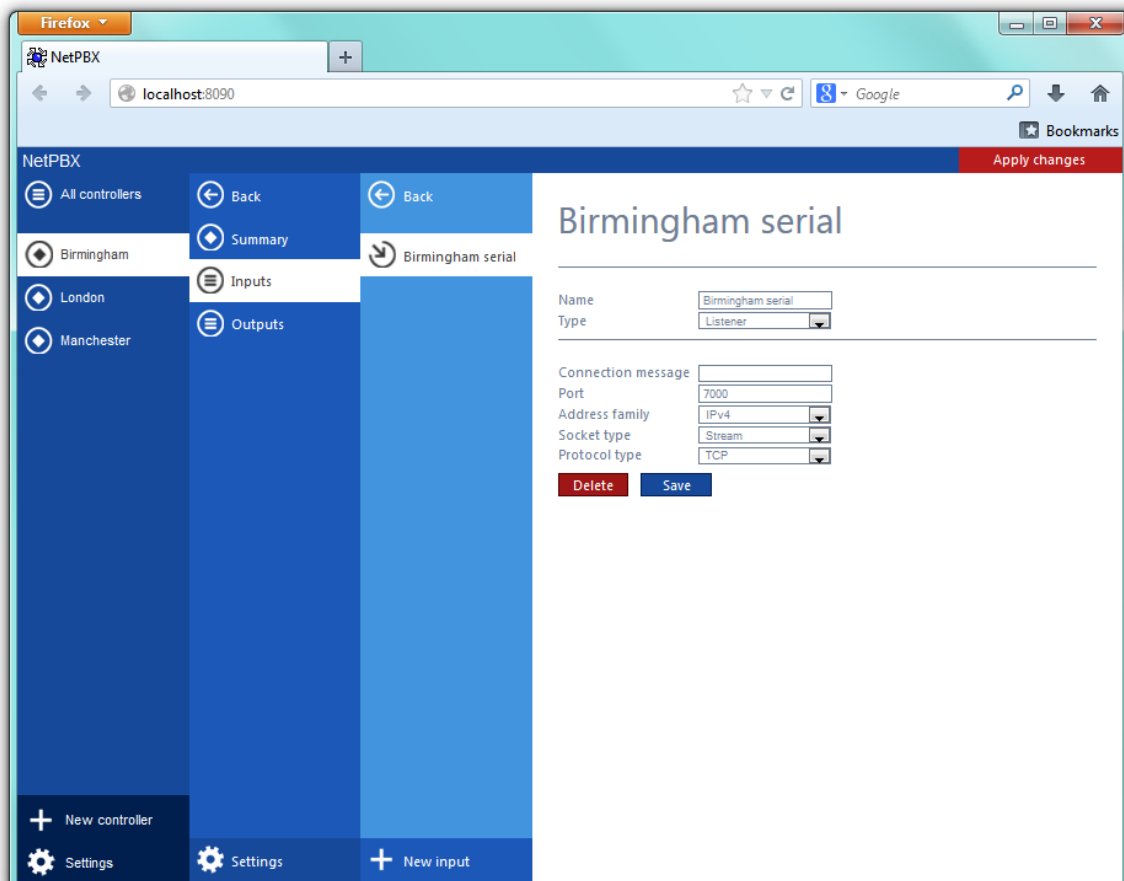
To add a data input, click on the **Add new** button from either the **Summary** or the **Inputs** screen, as shown below:



A new window will open, allowing you to name the input. Click on the **Add** button to add the input to the system, as shown below:

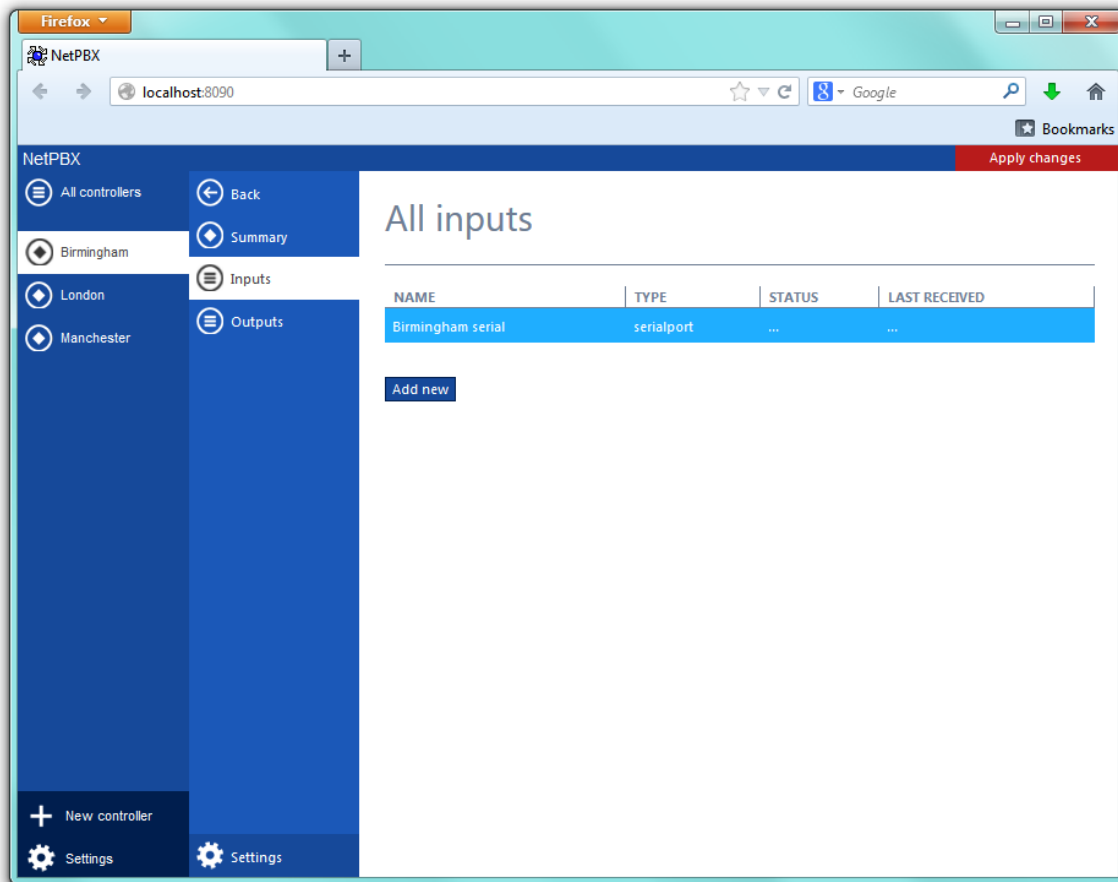


The input-configuration screen will be displayed. For information on how to configure these settings, refer to the [Configuring an input](#) section below.

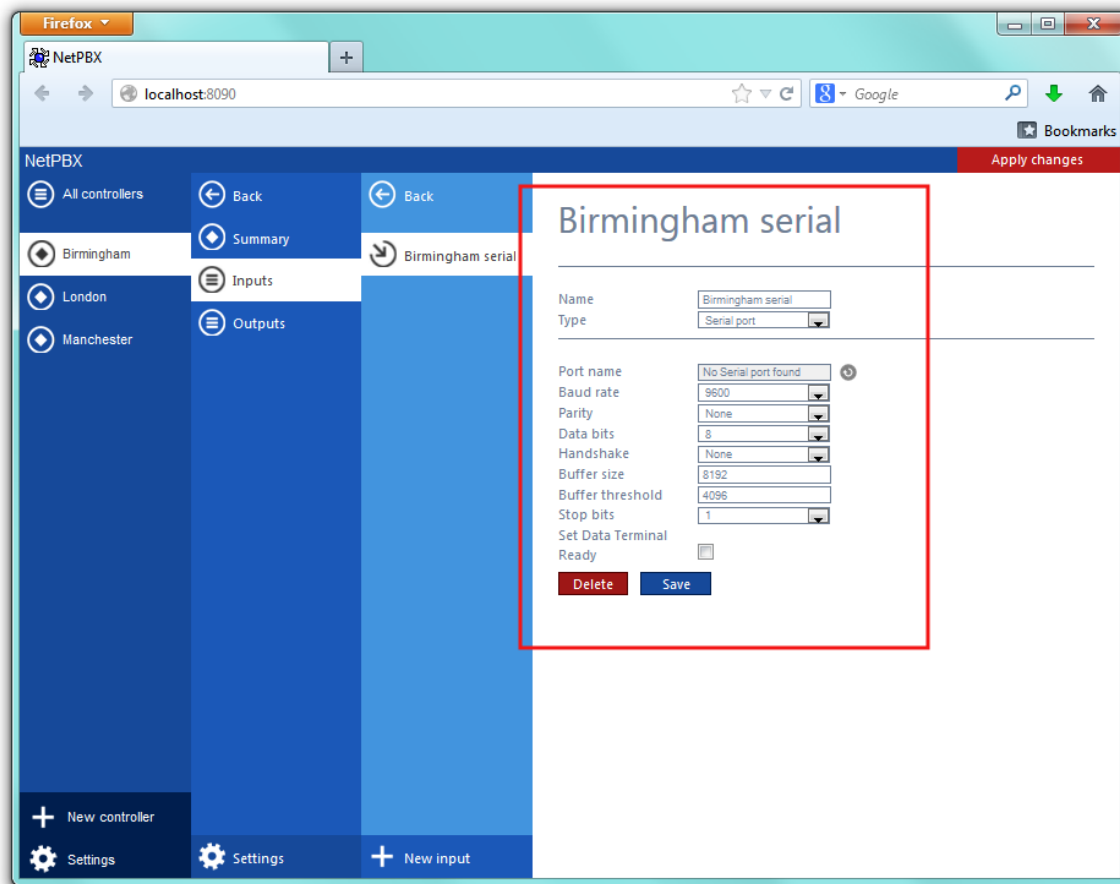


## Configuring an input

To configure a data input, select it from the `All inputs` list, as shown below:



A new window will open on the right-hand side panel, allowing you to configure the settings of your data input:



The settings displayed in this window will be described below:

## Name

The `Name` field allows you to view or edit the name of the selected input. To rename, overwrite the current entry.

## Type

The `Type` field allows you to specify the connection method you want to use to collect the data from the phone system. The following connection methods are supported in NetPBX:

- Listener
- Serial port
- Client socket
- Pipe server
- BCM SSH
- XML file
- File reader
- BCM DCOM

## Input types

### Listener

This method creates a socket and binds it to a specific port, accepting any data received on the connection without challenge.

---

Name

Type

---

Connection message

Port

Address family

Socket type

Protocol type

Field	Description
<b>Connection message</b>	An optional greeting message which is sent to any connecting socket. This message can include one or more of the following variables: <ul style="list-style-type: none"> <li><code>{remoteip}</code> - the IP address of the remote party</li> <li><code>{remoteport}</code> - the remote party's source port</li> </ul>
<b>Port</b>	The port that the listener should bind to
<b>Address family</b>	The address family of the socket
<b>Socket type</b>	The type of data flow the socket expects
<b>Protocol type</b>	The type of protocol the listener will use

## Serial port


This method allows the connection of a serial (RS-232) device.

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Name

Type

---

Port name  

Baud rate

Parity

Data bits

Handshake

Buffer size

Buffer threshold

Stop bits

Set Data Terminal Ready ☐

Field	Description
<b>Port name</b>	The name of the serial port device, e.g. COM 1, COM 2

<b>Baud rate</b>	The serial port's speed
<b>Parity</b>	The parity check regime <ul style="list-style-type: none"> <li>• <b>none</b> - no parity checking is performed</li> <li>• <b>odd</b> - odd bits parity checking is performed</li> <li>• <b>even</b> - even bits parity checking is performed</li> </ul>
<b>Data bits</b>	The number of data bits, between 5 and 8
<b>Handshake</b>	The type of handshake the serial port requires: <ul style="list-style-type: none"> <li>• <b>none</b> - no handshake required</li> <li>• <b>rts</b> - request to Send</li> <li>• <b>xonxoff</b> - X-On/X-Off</li> <li>• <b>rtsexonxoff</b> - either RTS or X-On/X-Off is used</li> </ul>
<b>Buffer size</b>	The size of the data buffer of the serial port
<b>Buffer threshold</b>	The size that the buffer must first reach before being empty
<b>Stop bits</b>	The number of stop bits used

## Client socket

This method creates a TCP socket and connects to a remote host.

Name

Type

---

Address

Address family

Port

Username

Password

IP script

Trickle frequency

Trickle data

Field	Description
<b>Address</b>	The IP address or hostname to which the socket should connect
<b>Address family</b>	The address family of the socket
<b>Port</b>	The port that the listener should bind to
<b>Username</b>	The username required by the data source, if applicable
<b>Password</b>	An optional password which is sent upon successful connection
<b>IP script</b>	The script file used by NetPBX to check for new data

<b>Trickle frequency</b>	<p>This option allows you reset the connection between NetPBX and remote host, in case of inactivity. When the system becomes inactive, NetPBX sends a string of data back to the remote host in order to test the connection. Sending the trickle back data will emit a detectable error in case a disconnection has occurred and, thus, will cause the connection to reset.</p> <p>The <b>Trickle frequency</b> option allows you to configure the amount of inactivity that must occur (in milliseconds) before a trickle back is performed.</p>
<b>Trickle data</b>	A string containing the data to be sent back

## Pipe server

This method opens a global named pipe and accepts any data that is sent to it.

Name

Type

---

Pipe name

Buffer size

Field	Description
<b>Pipe name</b>	The name of the pipe that is created
<b>Buffer size</b>	The size of the buffer, in bytes, that is allocated to the pipe

## BCM SSH

This method registers a connection with the `Nortel CDRClient.dll` library and receives data-callbacks whenever the PBX produces data.

---

Name

Type

---

Host

Username

Password

App ID

Field	Description
<b>Host</b>	The IP address or hostname of the BCM PBX
<b>Username</b>	The username required to access the CDR events
<b>Password</b>	The password required to access the CDR events
<b>App ID</b>	The unique ID number given to each source of data.

## XML file

This method monitors an XML file for new nodes. To specify which nodes to monitor, an XPath query is used; to identify which nodes are new, a unique element is required. Default properties are designed to work with the [ticketcollector.xml](#) file produces by an Alcatel OmniPCX Enterprise PBX.

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Name

Type

---

Location

X-Path query

Checksum node

Outer element

Check interval

Delay

Field	Description
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<b>Location</b>	The full filename of the XML file to be monitored. The <code>{app}</code> variable can be used to specify the program data location of the running service
<b>X-Path query</b>	The XPath query to use when testing for new nodes
<b>Checksum node</b>	The unique node(element) to be used to track which nodes have been added since the last check
<b>Outer element</b>	The name of the outer XML element to be used to contain any new nodes when the new XML document is created for output
<b>Check interval</b>	The time interval the system is checking for a new node.
<b>Delay</b>	A value, in milliseconds, that specifies the artificial delay that is waited when a change in the source XML file is discovered.

## File reader

This method opens a connection to an actual file.

Name

Birmingham serial

Type

File reader

Location

Delay

2000

Delete

Save

Field	Description
<b>Location</b>	The path of the folder where the file is located

## BCM DCOM

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Name	<input type="text" value="Birmingham serial"/>
Type	<input type="text" value="BCM DCOM"/>

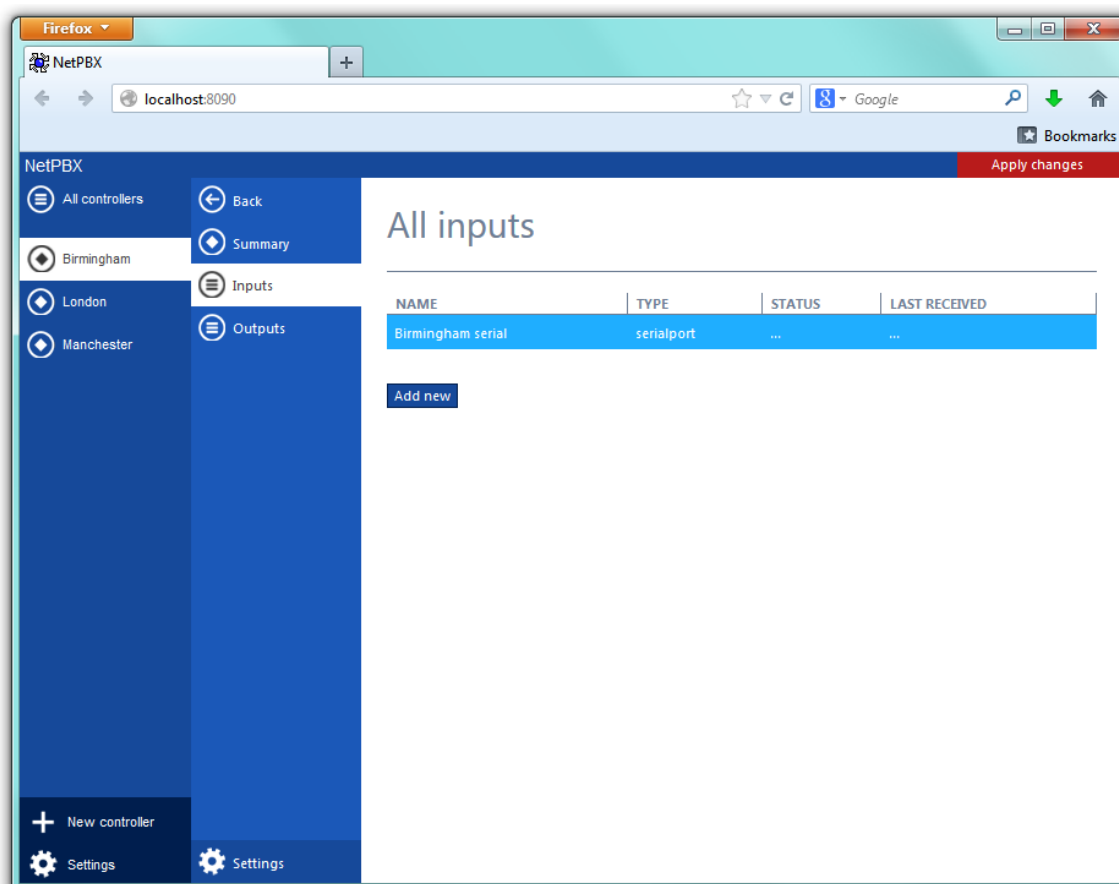
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Host	<input type="text"/>
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Field	Description
Host	The IP address or hostname of the BCM PBX

## Deleting an input

To delete a data input, select it from the `All inputs` list, as shown below:



A new window will open on the right-hand side panel. Click on the `Delete` button to remove the input from the system, as shown below:

