

# Inputs

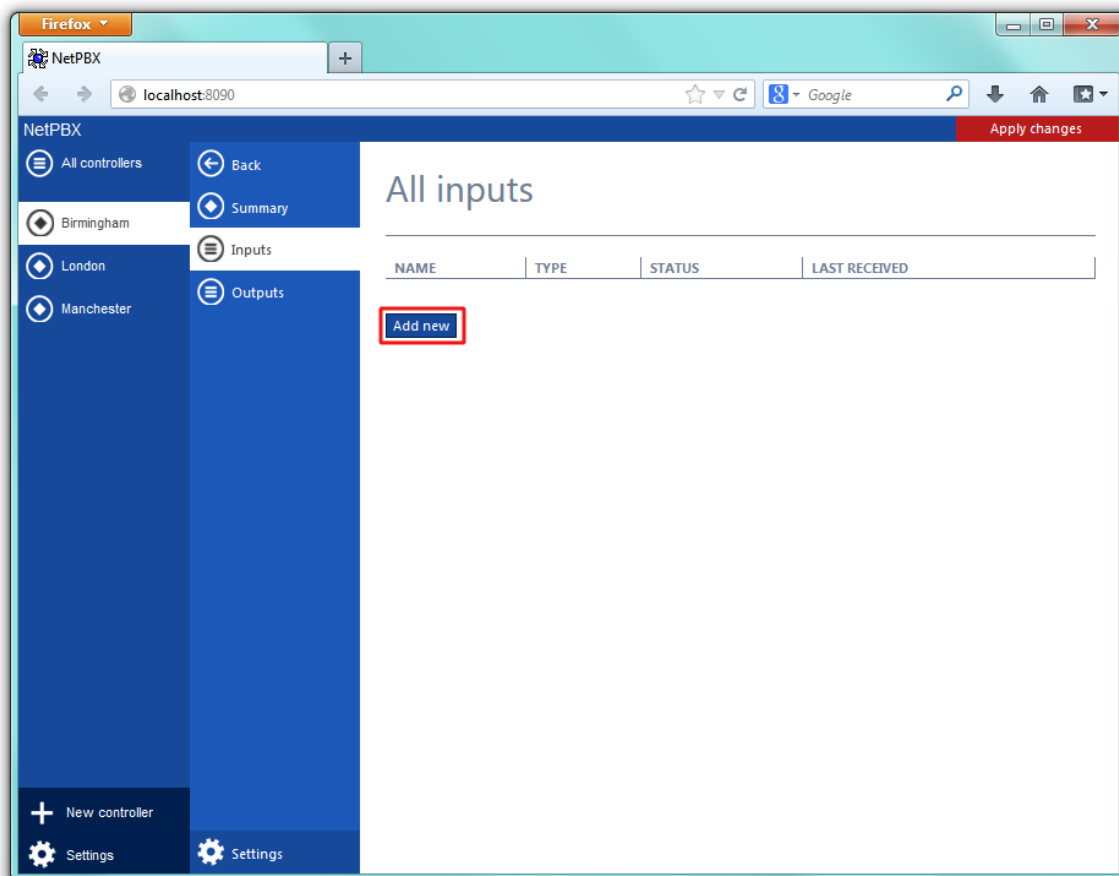
An **Input** is the system object that connects to a data source, such as PBXs, routers and other telecom signalling equipment, in order to collect the call logging data.

## Inputs

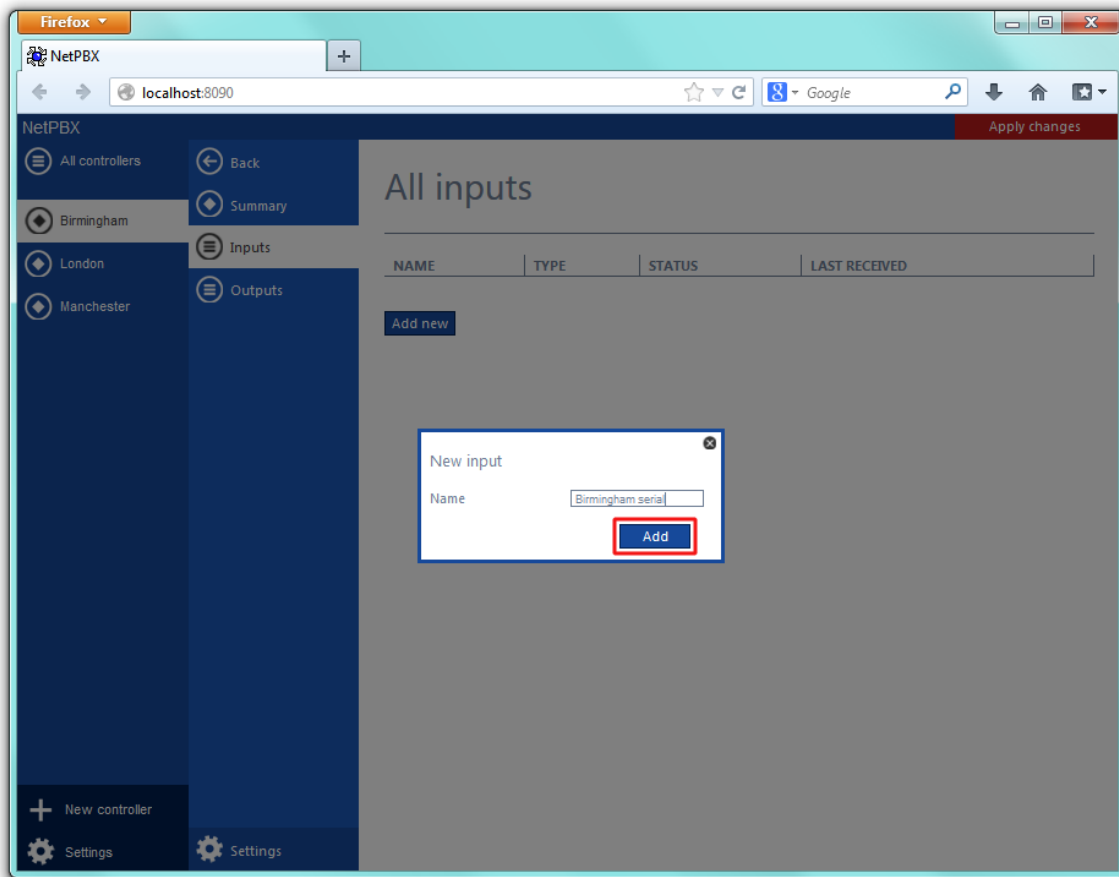
- ☒ Adding an input
- ☒ Configuring an input
- ☒ Input types
- ☒ Deleting an input

## Adding an input

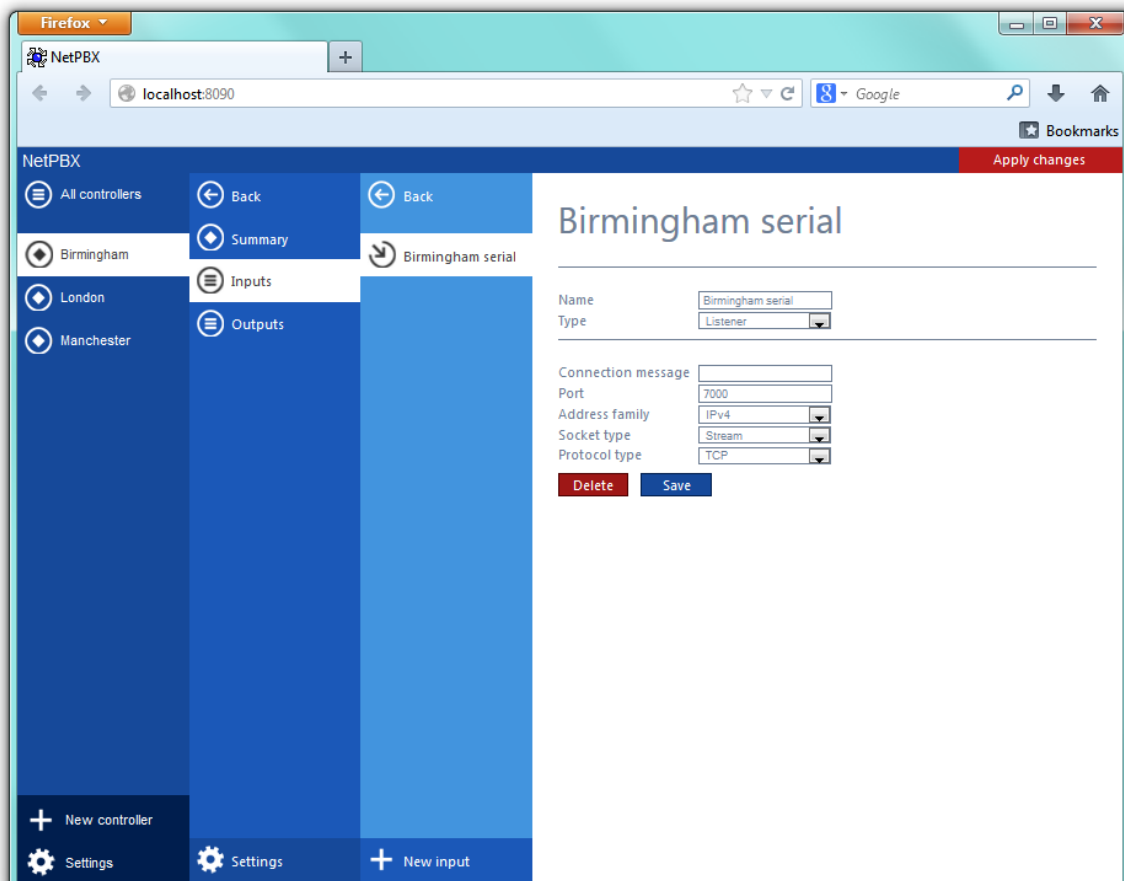
To add a data input, click on the **Add new** button from either the **Summary** or the **Inputs** screen, as shown below:



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:

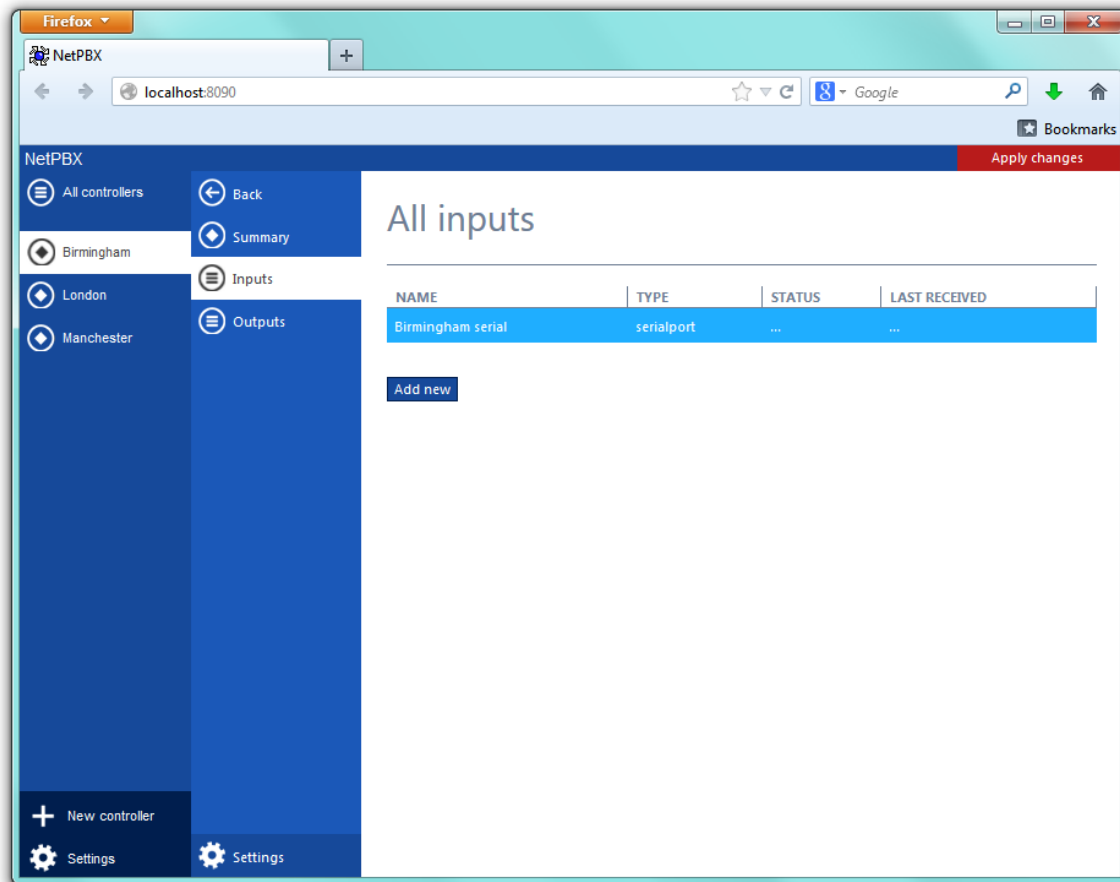


The input-configuration screen will be displayed. For information on how to configure these settings, refer to the [Configuring an input](#) section below.

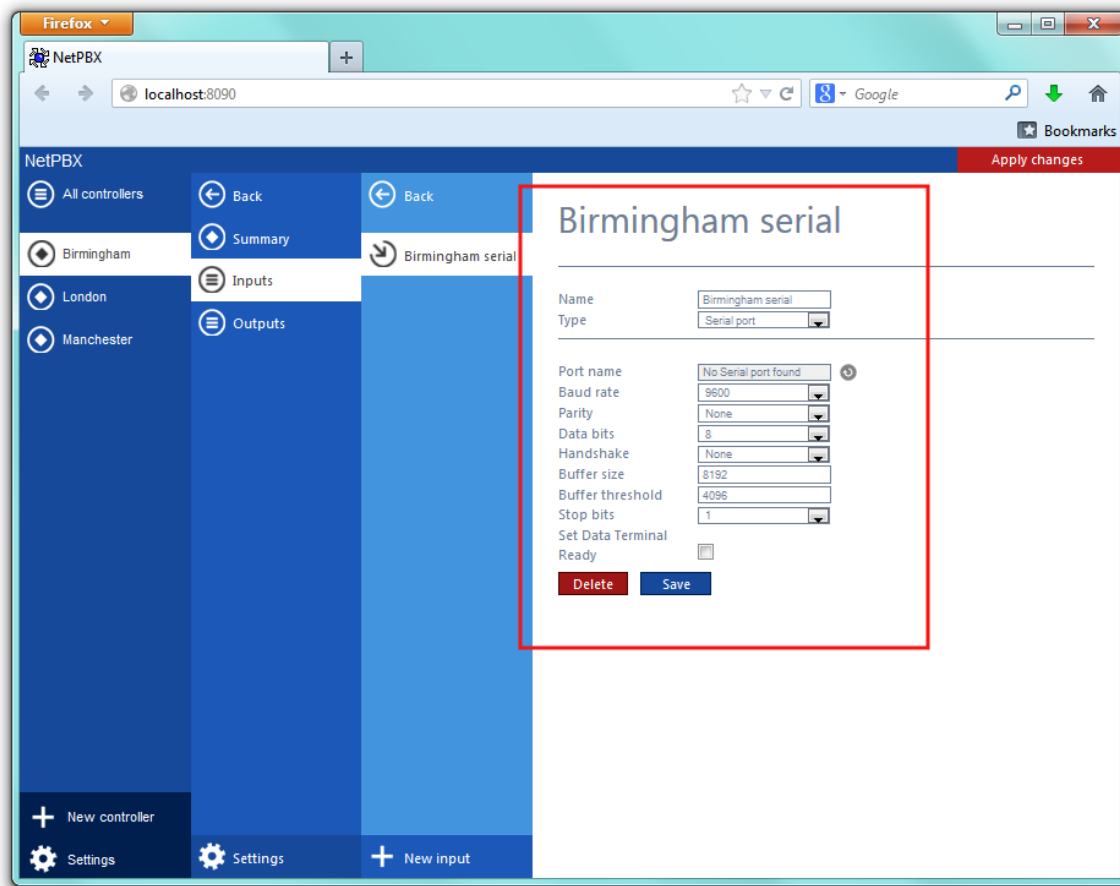


## Configuring an input

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><b>{remoteip}</b> - the IP address of the remote party</li> <li><b>{remoteport}</b> - 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.

---

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

Delete

Save

| 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                                        |
|----------|----------------------------------------------------|
| Host     | The IP address or hostname of the BCM PBX          |
| Username | The username required to access the CDR events     |
| Password | The password required to access the CDR events     |
| App ID   | 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.

---

Name

Type

---

Location

X-Path query

Checksum node

Outer element

Check interval

Delay

| Field | Description |
|-------|-------------|
|-------|-------------|

|                       |                                                                                                                                                      |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Location</b>       | The full filename of the XML file to be monitored. The <b>{app}</b> 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

---

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

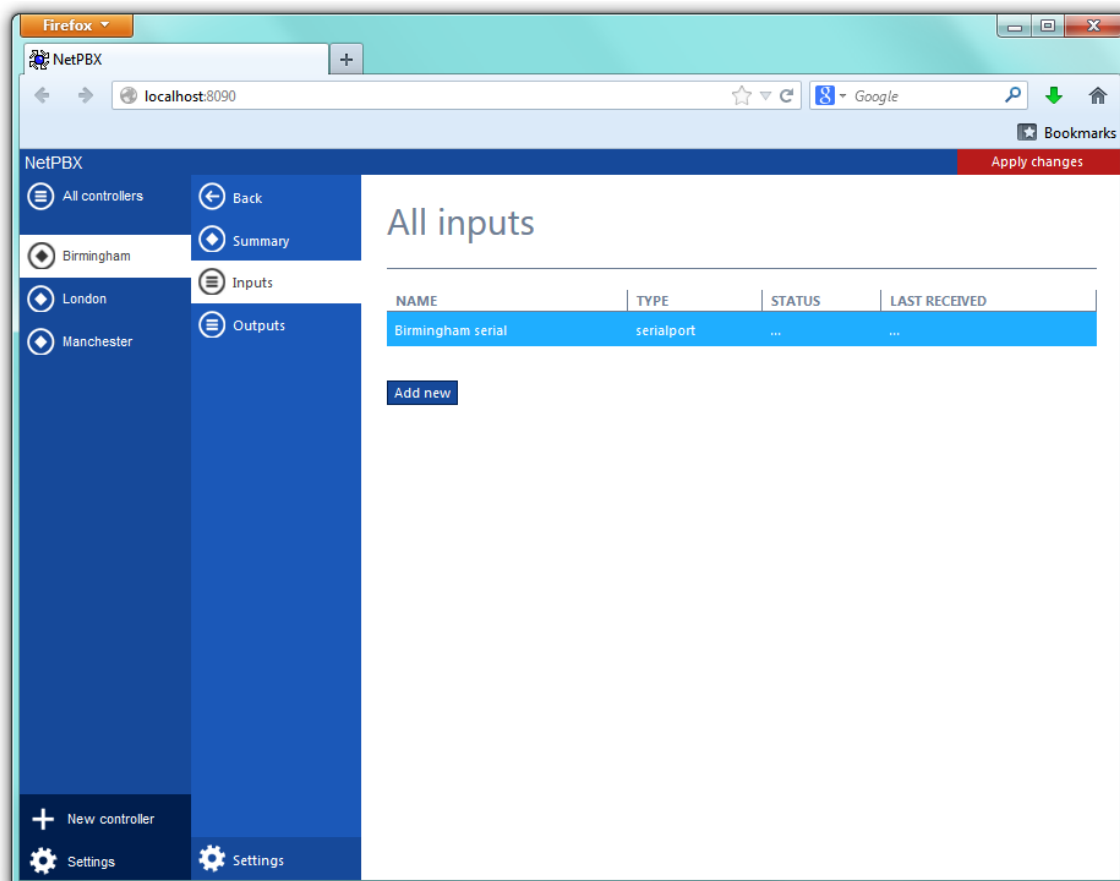
---

|      |                      |
|------|----------------------|
| Host | <input type="text"/> |
|------|----------------------|

| 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:

