



Technical Note

Connecting to the RESON T-series PSP

Version 1.1

TELEDYNE RESON B.V.
Stuttgartstraat 42- 44
3047 AS Rotterdam
The Netherlands

Tel.: +31 (0)10 245 15 00
www.teledyne-reson.com

Dated: 15-04-2020
© Copyright 2020 TELEDYNE RESON B.V.

Use and Disclosure of Data
EU Uncontrolled Technology: Information contained herein is uncontrolled under the E.U. Regulation (EC) No 428/2009. However, export, reexport or diversion contrary to law is prohibited.

Amendment Record Sheet

Rev.	Date	Reason for Modifications
1.1	15/04/2020	Export control disclosure added.
1.0	28/06/2016	First version of this Technical Bulletin.

1 Introduction

This technical note describes how to connect to a RESON –T-series PSP from a computer running the Sonar User Interface (SUI). When the network connection with the PSP is not established then it is not possible to operate the sonar from the SUI.

To establish a connection between the survey computer and the PSP:

1. Connect both the survey computer and the PSP to the LAN network.
2. Set the computer in the same IP range as the PSP or the PSP in the same range as the computer.
3. Connect with the PSP from the SUI.

Use the option to connect by computer name when the IP number of the PSP is unknown and set the IP address to the desired value. The computer name of the PSP is always SN + the serial number.

2 Establishing a connection between a computer and the T-series PSP when the IP address of the PSP is known.

1. Connect the computer to the Portable Sonar Processor (PSP) using an Ethernet cable. The cable should be connected to the LAN 1 or LAN 2 port of the PSP, or through a switch.
2. The user should know the IP address of the PSP LAN port(s).
Ensure that the IP address of the computer is on the same range as the IP address of the PSP.

When for example 10.11.10.2 is assigned to the PSP LAN port, then the computer address is set to 10.11.10.x.

With x a number different as 2 (in this example).

Both systems should use the same subnet mask.

Refer to chapter 2.1 on page 2 how to set the IP address of a computer using Windows 7.

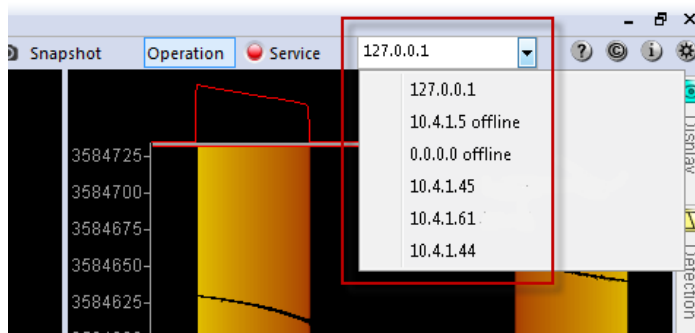
Note

The IP address of PSP LAN 2 is fixed in the range limited between 10.11.10.2 and 10.11.10.9 with subnet mask 255.255.255.0

3. Start the Portable Sonar Processor (PSP).
4. Launch the Sonar UI on the computer.



5. Select the IP address of the PSP from the drop down list.

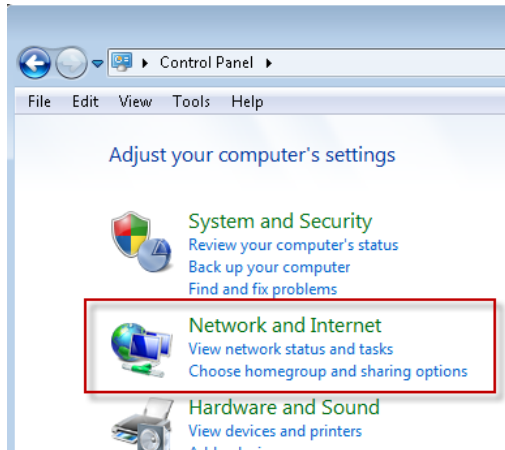


6. The connection is established and data is displayed in the SUI.

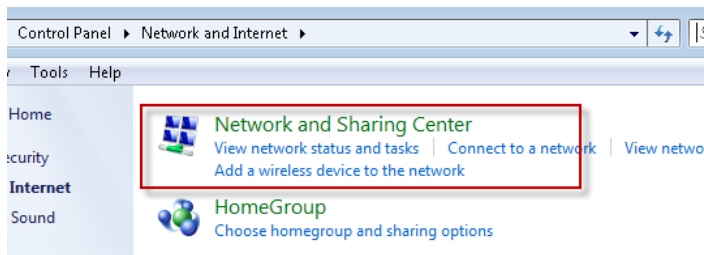
2.1 Set the IP address of a computer

This procedure applies for the Windows 7 operation system.

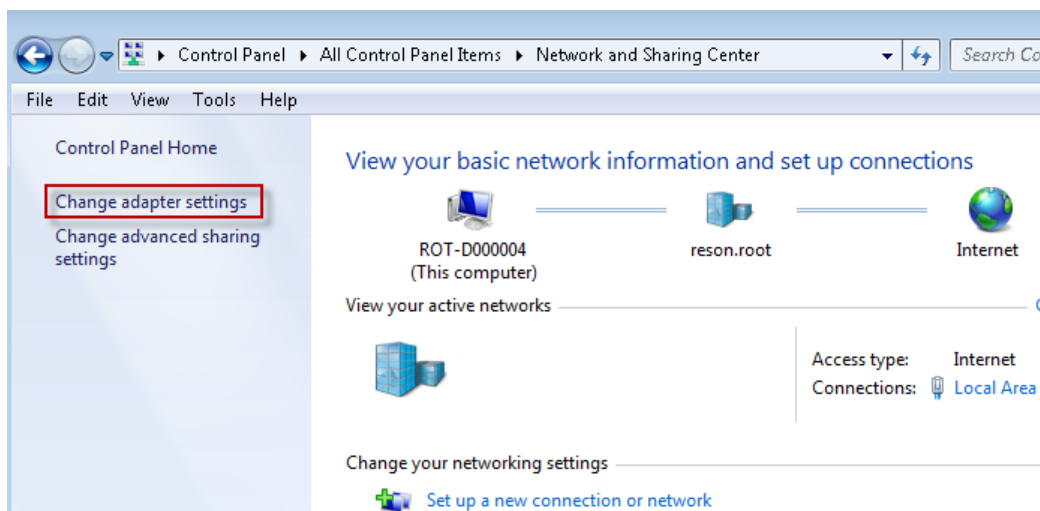
1. Navigate to **Control Panel > Network and Internet**.



2. Open the **Network and Sharing Center**.



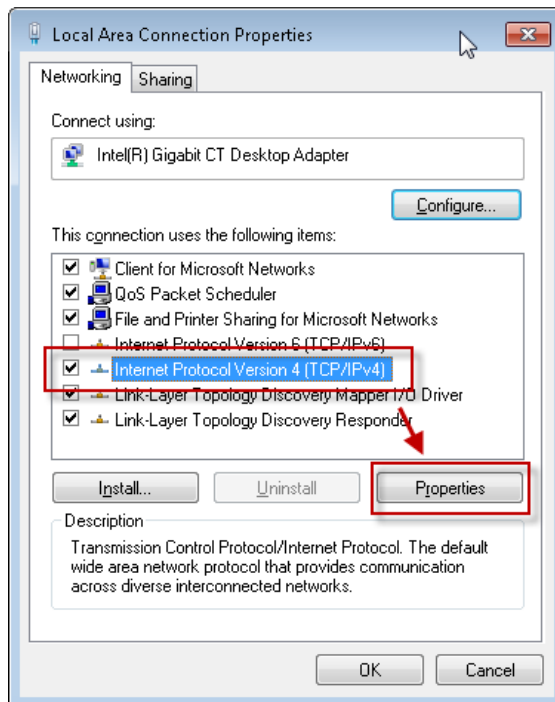
3. Select **Change Adapter Settings**.



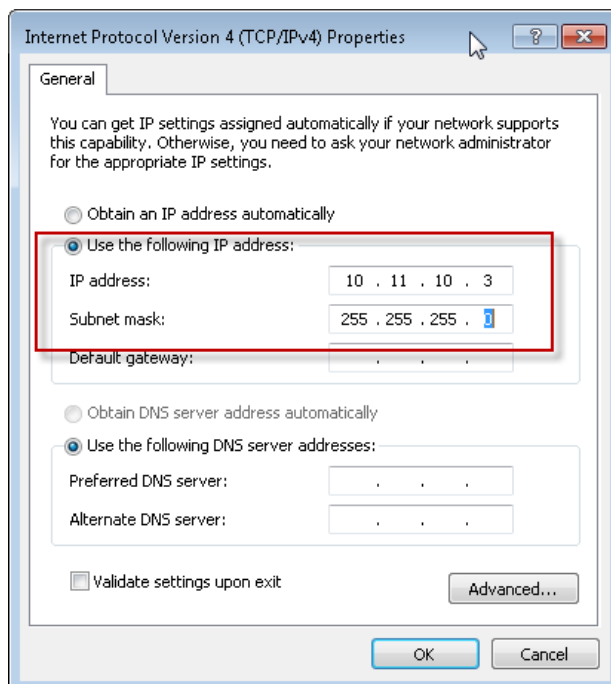
4. Open (double click on) the **Local Area Connection** to open the properties.

5. Select **Internet Protocol Version 4 (TCP/IPv4)**.

Select **Properties**.



6. Select **“Use the following IP address”** and configure the IP address and subnet mask to the desired value.



7. Press **OK**. The IP address of the computer is set.

3 Establish connection by using DHCP

The PSP is by default setup to acquire an IP address from a DHCP (Dynamic Host Configuration Protocol) server. This makes it possible to use the PSP in a network environment with a DHCP server.

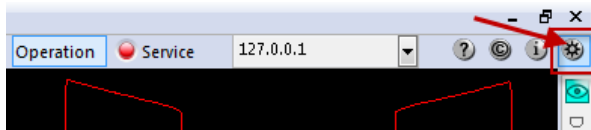
Connect the Portable Sonar Processor (PSP) to the network or computer. The (Ethernet) network cable should be connected to the LAN 1 or LAN 2 port of the PSP. The DHCP server establishes the IP addresses. In general computers do not standard have a DHCP server. Instead most routers do have a DHCP server (refer to the router documentation).

Note

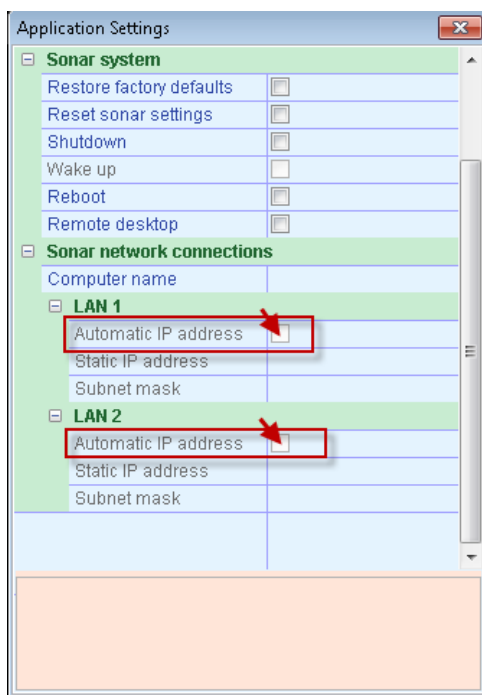
The PSP is by default set up to acquire a DHCP IP address. If no DHCP server is found after several minutes of searching on the network, the two Ethernet ports will by default select the static IP addresses 10.11.10.1 (LAN port 1) and 10.11.10.2 (LAN port 2).

To enable the PSP to get an IP address from a DHCP server:

1. Open the Sonar User Interface (SUI).
2. Open the Application settings dialog.



3. Tick the *Automatic IP address* checkbox(es).

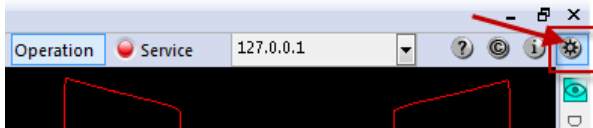


4 Establish a connection with a PSP when the PSP's IP address is unknown

1. Connect the computer to the Portable Sonar Processor (PSP) using an Ethernet cable. The cable should be connected to the LAN 1 or LAN 2 port of the PSP, or through a switch.
2. Open the Sonar User Interface (SUI).



3. Open the Application settings dialog.

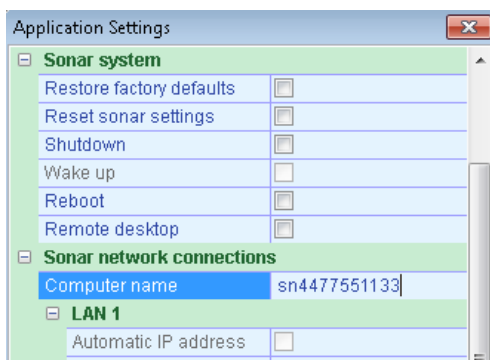
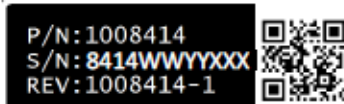


4. Enter the computer name of the PSP.

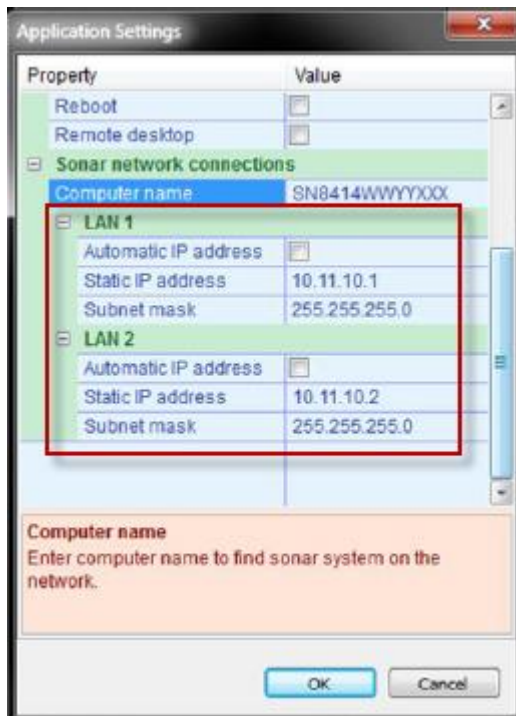
Note

The computer name of the PSP is always 'SN' followed by the serial number.

The serial number is printed on the sticker in front of the PSP.



5. Press the *Enter* key on the keyboard.
6. The configuration of the PSP LAN IP addresses is listed after a few seconds.



7. Change the IP address of the computer in the PSP LAN port range (see chapter 2.1). Or change from the SUI the IP addresses of LAN 1 and or LAN 2 into the computer IP address range.

Note

The IP address of PSP LAN 2 is fixed in the range limited between 10.11.10.2 and 10.11.10.9 with subnet mask 255.255.255.0

When IP address of LAN 2 is set outside this range then after a reboot of the PSP the IP address of LAN 2 is set to 10.11.10.2 automatically.

Note

The connection with the PSP may be lost after an IP address change. Reboot the SUI to reestablish the connection.