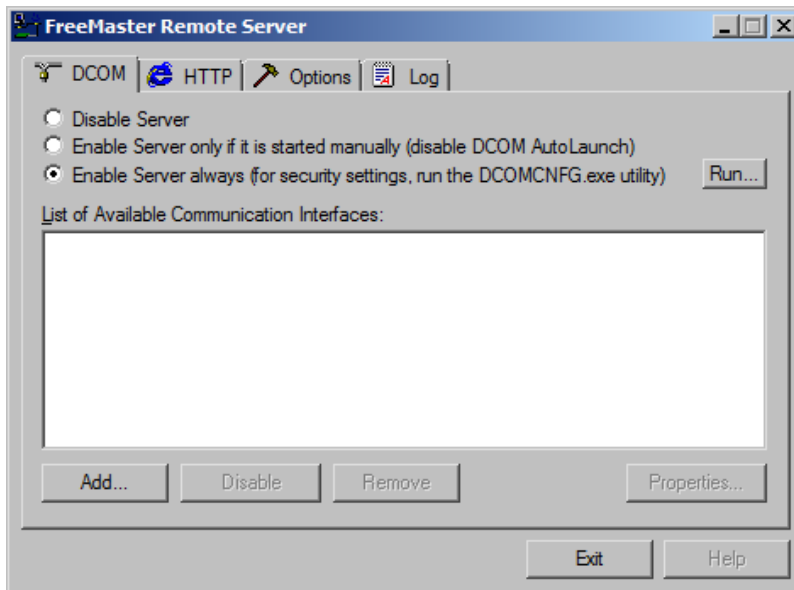
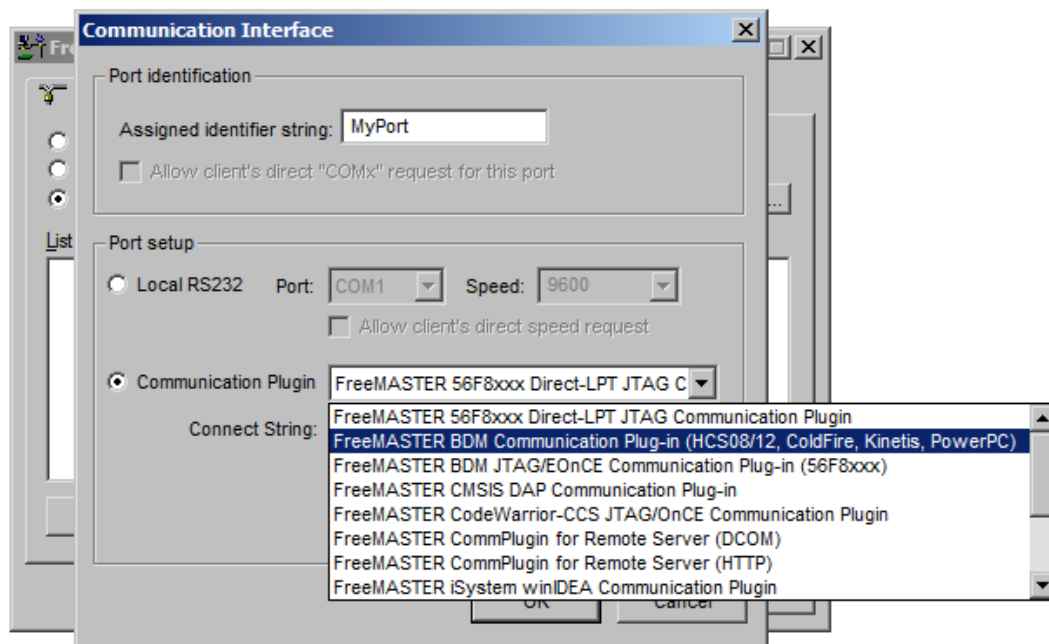


Setting up the FreeMASTER Remote Server:

1. Start the server on a computer which is physically connected to the board (over UART, BDM, CAN etc).

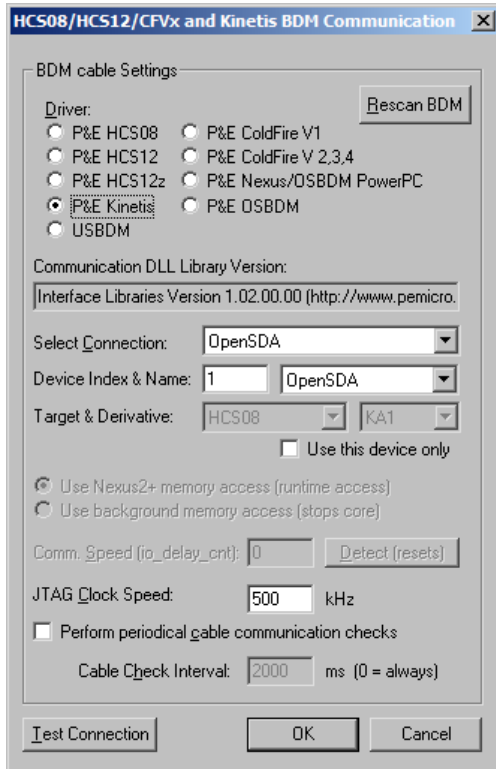


2. Click the Add button to add a new communication port. Assign it your own name, e.g. "MyPort" and select the physical connection. E.g. over P&E Micro BDM plug-in as shown in picture below:

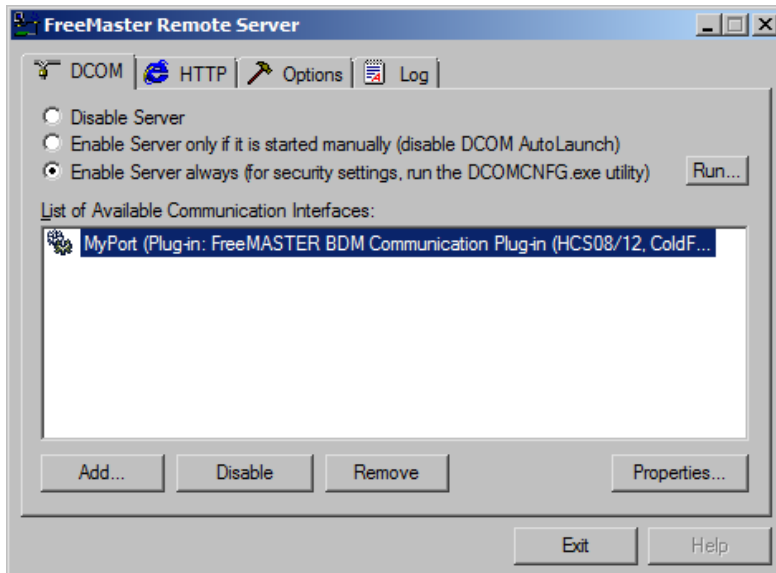


3. Click the Build button to configure the physical connection. This is same as if you would be configuring a local connection in FreeMASTER.

For example to select P&E Micro OpenSDA communication:

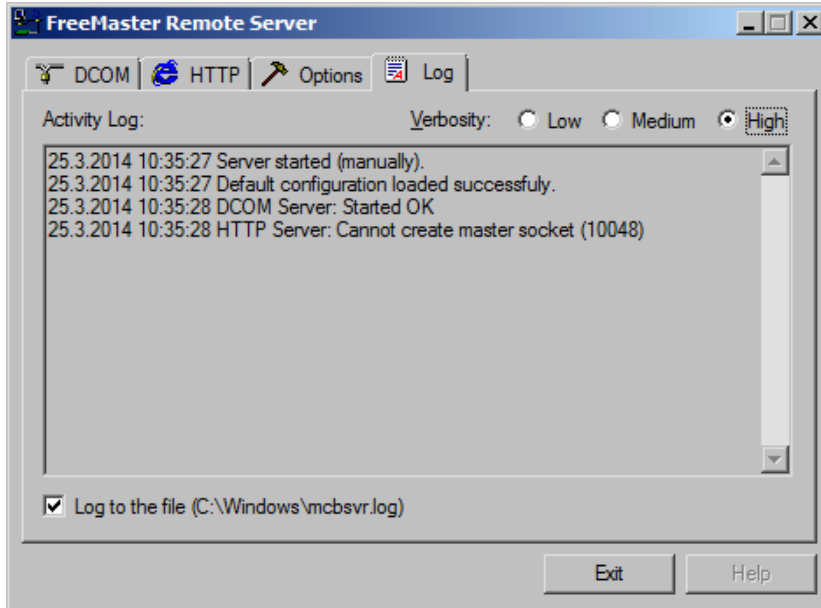


4. Click OK, OK, you should have your "MyPort" created:

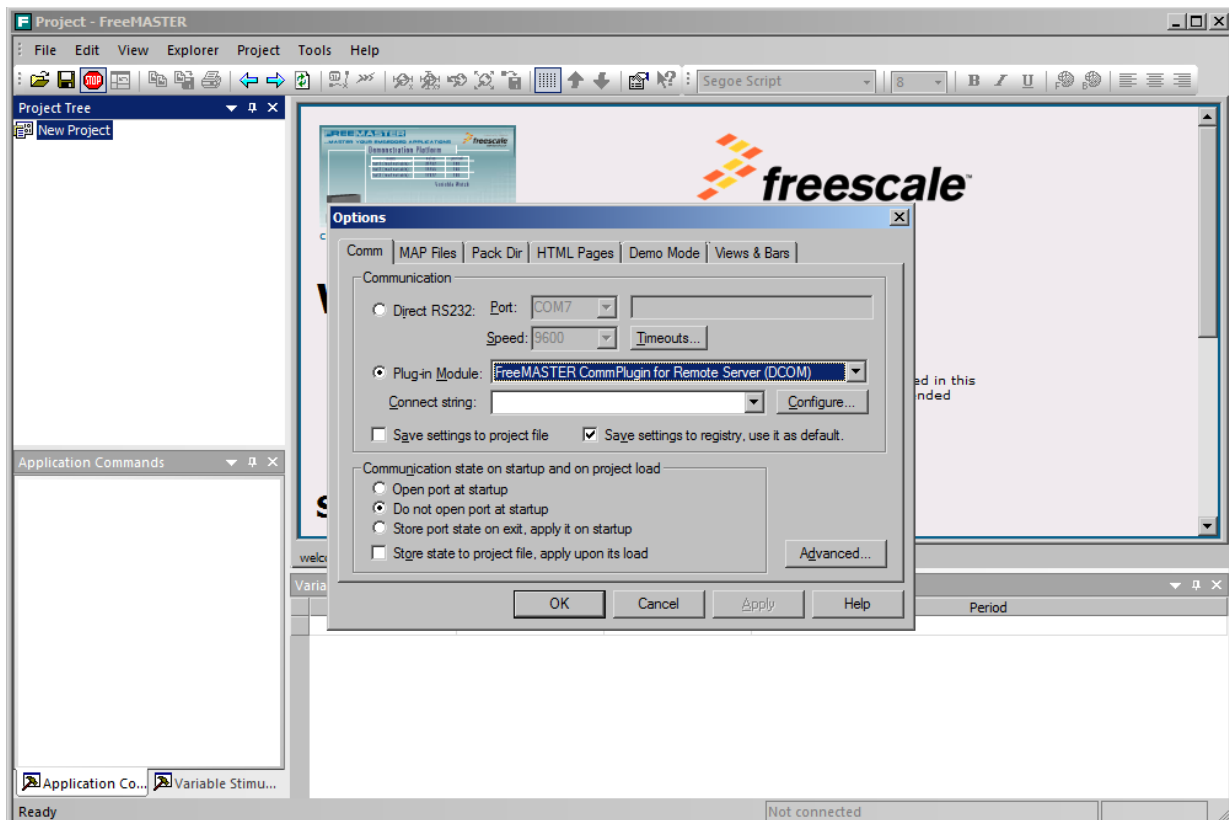


- Switch to the Log tab, you should see the DCOM and HTTP servers started. In my case the HTTP server could not start because the port 80 is blocked on my PC. In current version it is not possible to change port 80 to a different number, will change in the upcoming 1.4.1 release.

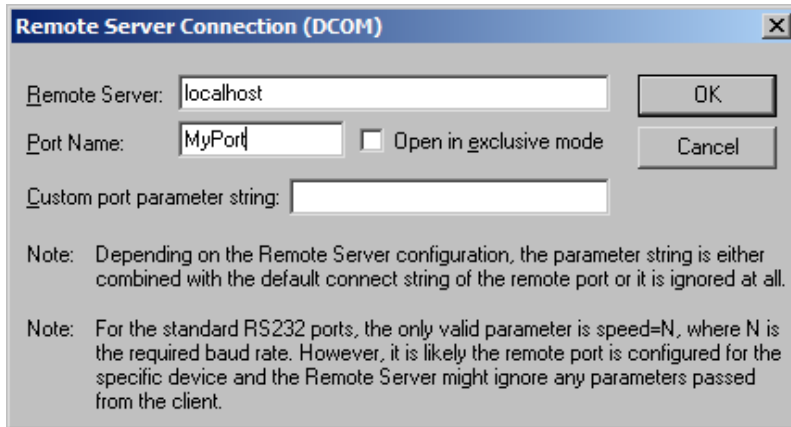
The DCOM connection works well even across the network, but the user needs to be logged on both machines, otherwise Microsoft security will block the connection and user needs to use DCOMCNFG utility to enable access (the component is named MCB Freemaster Remote Server Application).



- On the other computer, run the FreeMASTER and open Options, select DCOM plug-in and press Configure



7. Set name or address of the computer which is running the remote server and specify name of the port:



8. Press OK, OK – now you should be able to open FreeMASTER port which accesses the remote server. You should see OpenPort messages in the Remote Server log window:

