# Wireless LAN Application Notes (002) Implementation of Serial Tunneling through Wireless LAN

Version 1.1

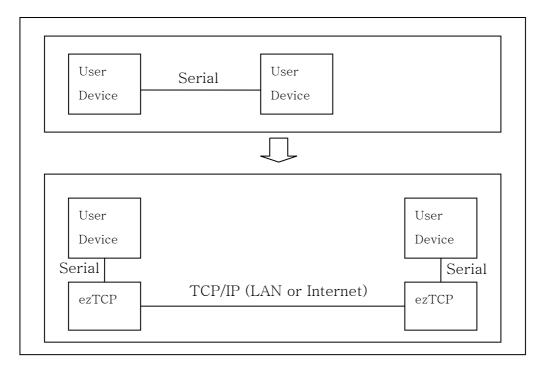


# 1. Ad-hoc Wireless LAN Serial Tunneling

# 1.1. Serial Tunneling

## 1.1.1. What's Serial Tunneling?

Serial tunneling means long-distance communication between two serial devices connected over TCP/IP protocol. Using serial tunneling, you can extend communication distance between two serial devices.



# 1.1.2. Advantages of Serial Tunneling

- No modification required for firmware of user device.
- Notably long communication distance.
- Ensured data integrity because of TCP.

# 1.2. Configuring Serial Tunneling with Wireless LAN

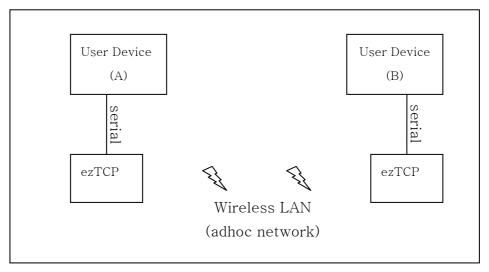
Serial tunneling with wireless LAN can be implemented in two modes: infrastructure mode using AP and ad-hoc mode. In ad-hoc mode, you can

configure serial tunneling more simply.

This document describes only ad-hoc mode.

## 1.2.1. Network Configuration

Connect each serial device to corporate wireless LAN in series.



#### 1.2.2. Features

In ad-hoc mode you can install the system more simply at a low cost because network is configured without AP.

# 1.3. Setting ezTCP

#### 1.3.1. Serial Port

Configure the serial port to match the serial port of the existing user device.

#### 1.3.2 Wireless LAN

#### WLAN Mode

It should be configured as AD-HOC.

#### SSID

Both Target SSID and Ad-Hoc Master SSID should be same value.

## Channel

You don't have to set SSID.

## • WEP

Set WEP if you want to apply security; otherwise ignore WEP.

# 2. Configuration

# 2.1. Configuration Example

## 2.1.1. Local IP Address, Subnet Mask, Gateway IP Address

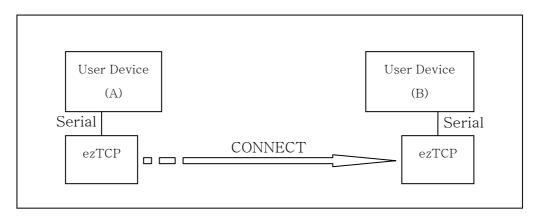
Configure network with a different IP address for both sides. Since only two devices are configured into the network, you can configure them regardless of the adjacent devices.

The following configuration is recommended:

	А	В
Local IP Address	10.1.0.1	10.1.0.2
Subnet Mask	255.0.0.0	255.0.0.0
Gateway IP Address	0.0.0.0	0.0.0.0

#### 2.1.2. ezTCP Mode

Set one device to Server (T2S) and the other to Client (COD) and connect the client to the server. Two-way communication is allowed after connection.



	A(10.1.0.1)	B(10.1.0.2)
ezTCP Mode	COD	T2S
Local Port	_	1470
Peer IP	10.1.0.2	0.0.0.0
Peer Port	1470	_
Conn. Byte	0	_

Timeout	0	0
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Set other fields related to serial port in accordance with the user device.

# 2.1.3. ezSerialConfig Example

• Device A



Device B

