AlarmWorX64 Multimedia
Running Agents on Remote Nodes

APPLICATION NOTE

September 2013

Description: Guide to configure an AlarmWorX64 Multimedia agent to run on a computer different from the one where the Multimedia server is installed.
OS Requirement: Vista x64/ Windows 7 x64/ Windows 8 x64/ Windows Server 2008 x64/ Windows Server 2008 R2 x64/ Windows Server 2012
General Requirement: Installation of AlarmWorX64 Multimedia; basic understanding of how to configure AlarmWorX64 Multimedia

Introduction

AlarmWorX64 Multimedia allows you to send out alarm notification using various media, some of which are notification visible on a computer screen. When using this type of media, it may be necessary to send the notification to a different machine on the network. This document will walk you through the necessary steps to setup such a configuration.

First, let us define those agents that fit into this category:

- Software marquee
- Pop-up window
- Sound/Text –to-Speech
- Task tray

Now that we know the different agents that falls into this category, let us begin by understanding the installation requirements.

Installing Agents on Remote Servers

On the remote machine, you will need to install the agents which you want to use. This should be as simple as putting your GENESIS64 Installation disk in the target machine, choose the AlarmWorX64 Multimedia option on the default installation screen, and use the custom setting to install the agents that you need.

Configuring Agents on the Server

Once you have the agents installed on the remote computer, you can configure it on the server to display alarm notification on the remote machine.

If you are familiar with how to configure an agent to work on the server, then the only thing you need to do to configure the agent to work on a remote machine is to fill in the remote computer name or IP address in the Node field of the agent configuration form. It can be found next to the Media Item Name field, as shown e.g. in the following figure.

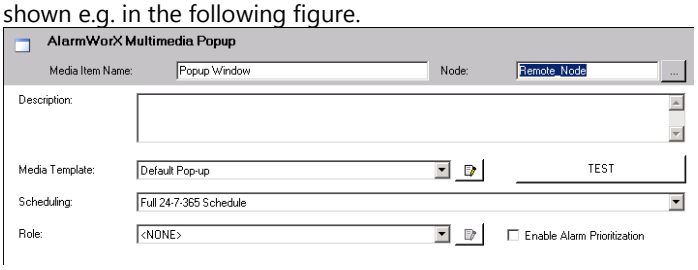

Figure 1: Setting up a remote node for a Popup agent

If you are not familiar with how to configure a multimedia agent, please refer to the application note entitled *AlarmWorX64 Multimedia - Quick Start* to learn more.

Once you have properly configured a multimedia agent, you can feel free to click on the "Test" to see that the agent comes up on the remote computer with a default test message.

Permissions Considerations

While the configuration on the multimedia server and remote clients are simple, you should consider setting up DCOM permissions. If the user running the AlarmWorX64 Multimedia server does not have proper DCOM permissions on the target machine, the agent will not launch.

If multimedia server and the target machine where the agent should run are in the same domain, we recommend that you use the same domain user to run the multimedia server and agent. You should also give this domain user full default Access and Launch and Activation permissions and set the agent to use the default DCOM permissions.

If the multimedia server and the target machine are in a workgroup, then you may want to create a user on both machines with the same name and password. This user should run the multimedia server and agents as well as have all default DCOM permissions.

Once DCOM permissions are correctly configured on the server and target machine, the multimedia client should work fine.

Also, note that most AlarmWorX64 Multimedia agents needs full permission on the system to run. Therefore, you will need to turn off UAC on the Multimedia server as well as the client computers that run the agents.

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