



PSListener Help Manual

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Updated Tuesday, June 29, 2010

PSListener Help

PSListener is a synchronization utility that enhances the abilities of [PeerSync](#) to synchronize data. PSListener working in conjunction with PeerSync helps in the movement of modified and new data at the block/byte level to ensure minimal amount of data transfer and/or use of network bandwidth. This process will allow for faster transfer of data to one or more locations and/or less use of network resources.

The major benefit of the initial PSListener release is the updating of modified Source Files that need to be synchronized over the network. Through analysis of Source and Target Files, PSListener can decide, specifically, what blocks/bytes of the Source File that need to be sent over the network to re-create the Target file. This will lower the amount of data transfer at the same time increasing the speed of synchronization. This block/byte level capability can be run in all PeerSync modes of operation: Manual, Interval, Scheduled and Real-Time, and also has the ability to utilize the Embedded Open File Manager option available with PeerSync.

Advanced Capabilities

With the release of PeerSync v7.3, the role of the PSListener expanded to service file transfer over the TCP/IP protocol. PeerSync in conjunction with the [TCP_WAN_Connector_Option](#) now gives users the ability to transfer data across the Internet. The PSListener would simply be required to run on the remote device(s). Adding the [ByteReplicator_Option](#) to the PeerSync package will enable PSListener's block/byte level capability described above.

Furthermore, the PSListener has been improved to support bi-directional synchronization over [TCP](#) in version 7.4 and newer of PeerSync as well as provide limited Status Display information to the [PSObserver](#) across TCP.

The manufacturer of PSListener makes no warranties, implied or otherwise, for use of this product. User assumes all responsibility for any data loss or damage.

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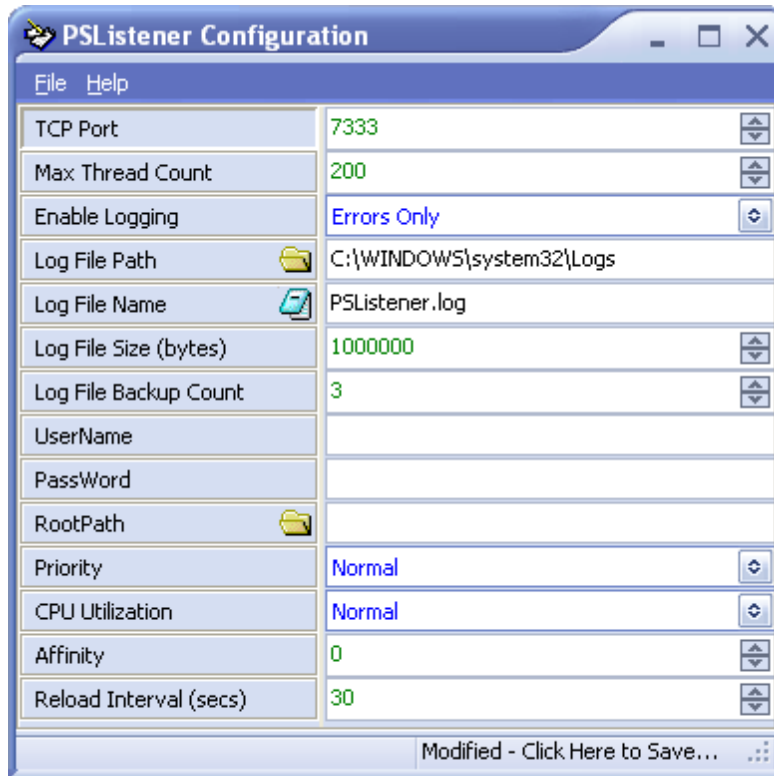
Installing PSListener

Please perform the following steps to install and configure PS Listener:

1. Run the PS Listener installation file on the Target remote machine and choose the directory to install the PSListener
2. Select to 'Install as a Service' and 'Configure Now'
3. Enter the Logon information for a user account that has full administrative rights to both the local (where the PSListener is running) and remote machines (where PeerSyncs are running)
4. Proceed with installation, and choose to 'Show Services' and display install folder
5. Run configuration tool.
6. PSListener will listen on a port on the machine specified by the port number in the configuration tool. Without the [TCP_WAN_Connector_Option](#) it still requires that both PeerSync and the PSListener be visible to each other on the network.
7. Please note the port number. This port must not be blocked by any software or hardware firewall. PeerSync communicating with PSListener must also be configured to communicate on this port number.
8. The other features in the configuration utility all have defaults that can be initially used. Please read the features of the configuration tool for more information about these options.
9. Close the configuration tool. You can now start the PSListener by running the service in the Services Window. You will not see any tray icons or windows during operating. Please check the Services Window, Task Manager, and/or the log file specified in configuration tool to ensure PSListener is running.
10. Please consult the PeerSync documentation to configure PeerSync to communicate with PS Listener.

PSListener Configuration

All configuration settings are available for viewing and modification in the PSLConfig.exe application located in the PSListener installation folder. The configuration editor will allow you to make changes that will take effect on either the next run of PSListener, or if it is running, on the next interval that it checks for updates. In some instances you may need to restart the PSListener.



PSListener File Menu

This menu includes items allowing you to load and save configurations as well as exit the configuration tool.

| | |
|------|--|
| Load | This item allows you to load local and remote configuration files (.cfg). |
| Save | This item saves the current configuration. |
| Exit | This menu exits the configuration tool. It does not shut down PSListener if it is running. |

PSListener Help Menu

This menu includes items for support such as README documentation, help files, and information about PSListener and Peer Software, Inc..

| | |
|--------------------------|--|
| PSListener Help | Will open the application help file to the contents section. You may also access specific parts of the help file for features you are currently observing by pressing 'F1' on your keyboard. |
| PSListener Readme | Opens the Readme text file. |
| PSListener Product Guide | Opens the Product Guide document. |

| | |
|-------|--|
| About | Will display an about screen, which contains information about the current PSListener you are running. |
|-------|--|

| PSListener Screen Features | |
|----------------------------|---|
| TCP Port | This value specifies the port number PSListener will bind to while accepting TCP connections. This value does not pertain to the Internal method of communication. This option must match the Port setting on the PeerSync side. The default TCP Port is 7333. |
| Max Thread Count | This value specifies the maximum number of simultaneous connections that can be made to the PSListener. Any requests for connections that exceed this limit will be replied to with a 'Busy' message. PeerSync will then either retry, or copy the entire file depending on its configuration. By default the Max Thread Count is set to 200. |
| Enable Logging | PSListener can log messages to the log file at 3 different levels: Full (default) All Status, Success, and Errors messages are logged to the log file. Errors Only Only Errors messages are logged to the log file. None No messages are logged to the log file. |
| Log File Path | This path is the location where log files will be stored. The Log File Path Icon button will open an Explorer window to the folder specified. The default Log File Path is the C:\WINDOWS\system32\Logs folder. |
| Log File Name | The name of the log file. The Log File Name Icon button will open the log file in your default text editor. The default Log File Name is PeerSyncListener.log. |
| Log File Size | The maximum size of the log file. When this value is exceeded, it will either overwrite the original log file data if no backups are specified, or will rename the log file to a backup name based on the Log File Backup Count. By default the Log File Size is set to 1000000 bytes. |
| Log File Backup Count | The maximum size of the log file. When this value is exceeded, it will either overwrite the original log file data if no backups are specified, or will rename the log file to a backup name based on the Log File Backup Count. By default the Log File Backup Count is set to 3. |
| UserName | This is an optional setting that allows you to specify a |

| | | | |
|------------------------|--|-----------------------------|---|
| | <p>UserName and PassWord to be used for encryption as well as authentication purposes when connecting to PeerSync. In order to activate encryption or authentication, you must specify both a UserName and a PassWord value. Strong DES encryption will be used to encrypt the data and communication as it is being transmitted over the Internet, LAN, WAN, or VPN. These values must match the UserName and PassWord settings on the PeerSync side.</p> | | |
| PassWord | <p>This is an optional setting that allows you to specify a UserName and PassWord to be used for encryption as well as authentication purposes when connecting to PeerSync. In order to activate encryption or authentication, you must specify both a UserName and a PassWord value. Strong DES encryption will be used to encrypt the data and communication as it is being transmitted over the Internet, LAN, WAN, or VPN. These values must match the UserName and PassWord settings on the PeerSync side.</p> | | |
| RootPath | <p>Use this option when performing replication/synchronization via TCP (see TCP_WAN_Connector). This option is similar to how FTP servers set Root Paths to limit user access to a local file system. Entering a path in this field limits PeerSync's access to directories on the remote device to only those equal to or below the Root Path level. In no circumstances can PeerSync access directories located above this path. If the remote path on the PeerSync's Profiler side references a directory above the Root Path, PeerSync will create that folder structure below the Root Path.</p> <p>Note: The "Root Path" will be ignored when performing byte-level replication using non TCP Mode (i.e. Normal Mode with Local or UNC paths).</p> | | |
| Root Path Examples: | | | |
| | RootPath | PeerSync Remote Path | Actual Remote Path |
| 1 | - | C:\My Documents | C:\My Documents |
| 2 | C:\Backup\Users\Admin | C:\My Documents | C:\Backup\Users\Admin\C\My Documents |
| 3 | C:\Backup\Users\Admin | C:\Backup\My Documents | C:\Backup\Users\Admin\C\Backup\My Documents |
| Enable Unicode Logging | <p>This option enables UNICODE characters to be correctly displayed in the log file. This however will double the size of the log file, in order to support Unicode characters. By default this option is disabled (False).</p> | | |
| Priority | <p>This is the application and thread priority used in the Windows environment. Setting the priority to "High" may cause instability on your system. The default Priority setting is Normal.</p> | | |

| CPU Utilization | This controls the amount of CPU used by the process. Low will use a minimum of CPU, while High will run unrestricted. The default CPU Utilization setting is Normal. | | | | | | | | | | | | | | | | | | | | | | |
|--|---|--------------------|-----------------------|-----------------|--|----------|--|-----------|------------|-----------------|--------------------|-----------|------------|--------------|--------------------|-----------|------------|--------------------|-----------------------|-----------|-------------|--------------|--------------|
| Affinity | Allows you to limit which CPUs to use in a multi-processor environment. Each CPU is represented by 2x-1 value. The default is 0: Use all CPUs. The default setting is 0. | | | | | | | | | | | | | | | | | | | | | | |
| Affinity Examples: | | | | | | | | | | | | | | | | | | | | | | | |
| <table border="1"> <thead> <tr> <th colspan="2">CPU Description</th> <th colspan="2">Examples</th> </tr> </thead> <tbody> <tr> <td>1 = CPU 1</td> <td>16 = CPU 5</td> <td>0: Use All CPUs</td> <td>5: Use CPU 1 and 3</td> </tr> <tr> <td>2 = CPU 2</td> <td>32 = CPU 6</td> <td>1: Use CPU 1</td> <td>6: Use CPU 2 and 3</td> </tr> <tr> <td>4 = CPU 3</td> <td>64 = CPU 7</td> <td>3: Use CPU 1 and 2</td> <td>7: Use CPU 1, 2 and 3</td> </tr> <tr> <td>8 = CPU 4</td> <td>128 = CPU 8</td> <td>4: Use CPU 2</td> <td>8: Use CPU 4</td> </tr> </tbody> </table> | | | | CPU Description | | Examples | | 1 = CPU 1 | 16 = CPU 5 | 0: Use All CPUs | 5: Use CPU 1 and 3 | 2 = CPU 2 | 32 = CPU 6 | 1: Use CPU 1 | 6: Use CPU 2 and 3 | 4 = CPU 3 | 64 = CPU 7 | 3: Use CPU 1 and 2 | 7: Use CPU 1, 2 and 3 | 8 = CPU 4 | 128 = CPU 8 | 4: Use CPU 2 | 8: Use CPU 4 |
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| 8 = CPU 4 | 128 = CPU 8 | 4: Use CPU 2 | 8: Use CPU 4 | | | | | | | | | | | | | | | | | | | | |
| Reload Interval | This value is the interval that PSListener will check for updated configuration data, and if updated, will load the new information. The default Reload Interval is 30 seconds. | | | | | | | | | | | | | | | | | | | | | | |

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