Configuration (D2000/D2000 System Interfaces/D2000 OPC Server)

D2000 OPC Server configuration

This topic describes the configuration of the program D2000 OPCServer for both the server part and client part.

OPC server configuration
OPC client configuration

OPC server configuration

The name of computer with running D2000 Server, to which the OPC server will connect, is the only configurable parameter of OPC server. The computer name is being set during the OPC server installation (the parameter D2000 Server location) or it can be changed by running the OPC server from the command prompt with the parameter /S<name>. The setting will be saved.

For example, the command *OPCServer.exe /Sws_main* causes that the OPC server will connect to the D2000 Server, which runs on the computer *ws_main*.

For access of the OPC server to individual objects of the D2000 System, it is necessary to create a user in the D2000 System. The OPC server will log on to the system as the user with defined access rights. The user name must be in the form of *OPC_User_<opc_server_name>*. The user should have the access rights to D2000 System objects that will be available to the OPC client.

OPC client configuration

A client connecs to OPC server by using the parameter ProgID defined during the OPC Server installation. Its form is *Ipesoft.D2000.OPCServer. <server_name>*. If the OPC client enables to set the OPC standard, select OPCDA 2.0, because OPCDA 1.0 is not supported by the D2000 OPC Server. OPC client can support the following types of OPC server: *InProc*, *Local*, *Remote*. If OPC client is running on the same computer as the server, set the type *Local*. If it is running on a remote computer, set *Remote* and enter the name of the computer with running OPC server into the parameter *Host* (it depends on OPC client).

> ⓘ **Related pages:**
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> D2000 OPC Server