

Ultinet Networking Fundamentals

When using the Hurco Ultinet Option on a Hurco Mill or Lathe, the customer must understand the following:

- 1.) The Hurco machine is both an **FTP Client** and **FTP Server**. When several Hurco machines are all connected via Ultinet, each machine can connect and transfer programs to and from other machines on the network, provided they are all set up as a Host to connect to the other Hurco Machines on the network.
- 2.) When connecting only 1 machine to a PC, the PC must have FTP (Server) software running on it for the Hurco machine (Client) to connect to the PC (Server) and request file to be sent from the Server PC to the Hurco Machine. i.e.. Select Current Storage Device Network Drive E: load program.

Without FTP Server Software installed and configured

- 3.) If the PC does not have an FTP Server software running on it, then the customer must be at the PC to send a file down to the machine. In this configuration, the PC is the Client, and the Hurco Machine is the Server.
The communications can ONLY be established in one direction. The Computer (Client) must be used to connect to Hurco Machine (Server) and transfer files to/from the machine or the PC

FTP Server Software is the responsibility of the Customer to supply on his PC.

Network cabling; hubs, switch or routers are the responsibility of the customer to supply and configure.

Customers can pick and choose between several commercial and or shareware Server programs to purchase.

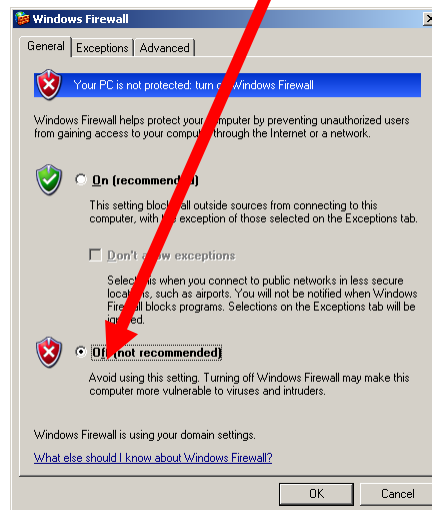
A Shareware (**FREE**) FTP Server that does function well is [War FTP Daemon 1.80](#).

Download and install it from this internet site. <http://support.igaa.com/index.php?MenuPage=download>

Link to [WarFTP v1.82 tutorial](#)

Link to [Quick start guide for Warftpd](#)

NOTE: When running Windows XP Service Pack 2, **TURN OFF THE WINDOWS FIREWALL** on the PC. Start Menu, Settings, Control Panel, Windows Firewall.



If the Firewall is required to be ON, then check the Windows web site on how to properly configure it to allow communications.

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Definitions:

Client: A computer system or process that requests a service of another computer system or process (a "server") using some kind of protocol and accepts the server's responses. A **client** is part of a client-server software architecture. For example, a workstation requesting the contents of a file from a file server is a **client** of the file server. (1997-10-27). Source: [The Free On-line Dictionary of Computing](#).

Server: n. A kind of daemon that performs a service for the requester and which often runs on a computer other than the one on which the requestor/client runs. A particularly common term on the Internet, which is rife with `web servers', `name servers', `domain servers', `news servers', `finger servers', and the like. Source: [Jargon File](#).

A **server** in computing is:

- A computer software application that carries out some task on behalf of users. This is usually divided into file serving, allowing users to store and access files on a common computer; and application serving, where the software runs a computer program to carry out some task for the users. This is the original meaning of the term.

FTP server A network server program or computer which responds to requests for files via FTP. A busy Internet archive site may have one or more computers dedicated to running **FTP server** software. These will typically have hostnames beginning with "ftp.", e.g. ftp.denet.dk. (1998-07-02). Source: [The Free On-line Dictionary of Computing](#).