

*Setting Up the PSN
Communication Service
for TeamDesign*



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Understanding PSN

Private Supply Network (PSN) opens a new world of interactive possibilities. It connects dealers to trading partners via the Internet, eliminating the speed limitations, problems, and expense of dial-up modem connections.

You can use PSN to batch transmit purchase orders and receive acknowledgments from vendors. The always-on connection is both faster and more reliable than dial-up modem transmissions. PSN is also free. There are no setup fees or transaction charges.

Not only is PSN free, it's easy, too. Just load the latest PSN Communication Service, set up a few identifiers, passwords and go. Once you've set up your system for PSN, it's invisible. There is no learning curve, no instructions to follow — just process P/Os as normal. The software takes care of the rest.

P/Os are transmitted from your system over the Internet to TeamDesign's private communication network (PCN). The PCN acts a translator and traffic cop. It converts the order to the right file format, and then sends it to the vendor. Whether your vendor uses XML, EDI, flat-file, or something else, they receive your order in their preferred format, ensuring seamless and speedy transactions.

Trading partners can also use PSN and the PCN to offer customized, value-added services to TeamDesign customers. The features available through a trading partner's PSN are determined solely by the sponsoring trading partner and programmed to its specifications.

To use PSN, complete the setup procedures described in the following pages. Then refer to the *PSN and TeamDesign* handout for your particular trading partner. It's available at http://www.ecisolutions.com/customers/teamdesign/td_psn.htm

System Requirements

- 1 Latest PSN Communication Service. Go to <http://www.ecisolutions.com/customers/teamdesign/psnform.htm> to order the latest version.
- 2 Windows server with broadband Internet access, DSL or better.

Note: This software is not compatible with Novell. If you are running a Netware server, you need to install the PSN Communication Service on a workstation that is running Windows.

Before You Begin

Perform the following:

- Have your TeamDesign serial number available.
- **Contact *each* trading partner to whom you plan to send batch P/Os. During setup, you need trading partner-assigned customer codes.** See the heading **Setting Your Trading Partner's Communication Parameters**.

Setting Up PSN For the First Time

To begin using the PSN Communication service, you must complete the following steps:

- 1 Install the PSN Communication Service.
- 2 Configure the PSN Communication Service.
- 3 Start the PSN Communication Service.
- 4 Complete the setup procedure in the *PSN and TeamDesign* handout for your trading partner. Instructions are available at http://www.ecisolutions.com/customers/teamdesign/td_psn.htm

Installing the PSN Communication Service

The PSN Communication Service lets you communicate with trading partners via the Internet.

Use the following instructions to install the PSN Communication Service:

- 1 Load the software from the installation disc you received from TeamDesign.
- 2 Double-click the PSNCommSvcInst icon. The installation program opens.
- 3 At the To Start PSN Communication Service Setup Prompt, click OK.

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- 4 Follow the setup instructions on the screen to install the PSN Communication Service.
- 5 When you are finished, close the installation program.

Configuring the PSN Communication Service

Before you can use the PSN Communication Service, you must configure it.

- 1 Go to C:\Program Files\ECI2\PSN Communication Service\.
- 2 Double-click the psnconfigeditor.exe file to open the Configuration Editor.
- 3 Once the configuration editor opens, you can make changes to the file. See Figure 1.
 - 3.1 The psnurl box defaults to <http://www.privatesupplynetwork.com/psn.asp>. Do not change this path unless instructed to do so by TeamDesign.
 - 3.2 In the Inbound box, enter the UNC inbound path for PSN.
 - 3.3 In the Outbound box, enter the UNC outbound path for PSN.
 - 3.4 In the Sourceid box, enter your six-digit TeamDesign serial number.

Figure 1: The PSN Communication Configuration Editor

The screenshot shows the PSN Communication Configuration Editor window. The title bar reads "PSN Communication Configuration Editor". The menu bar includes "File" and "Help". The left sidebar shows a tree view with "General Settings" and "Vendor Settings". The main configuration area contains the following fields and options:

- PSN Url:
- Inbound Path:
- Outbound Path:
- Source Id:
- Request Id:
- Logging:
- Request Delay:
- Max Timeout:
- Directory/Watch Type: On Rename Folder Polling
- Num Seconds: Process Existing Files

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- 3.5 The Request ID box should be left blank.
 - 3.6 Checking the Logging box logs PSN transactions. This box defaults to checked and should not be changed.
 - 3.7 The Requestdelay box contains the number of minutes to wait before the program delays. This box defaults to 10 minutes and should not be changed.
 - 3.8 The Maxtimeout box contains the maximum number of minutes before the program exits. This box defaults to 360 minutes and should not be changed.
 - 3.9 The DirectoryWatch Type box defaults to On Rename and should not be changed.
- 4 With the latest version of the PSN Communication server, end users can add new vendors as they become PSN capable without the need to reinstall the entire application.
 - 4.1 Right-click the Vendor group in the left pane of this dialog box to open the Add Vendor option.
 - 4.2 Select Add Vendor and fill in the appropriate information for the new vendor. For example, add Knoll as a new vendor, leaving the Furniture option in the drop list as is.
 - 5 Click File and select Save.

Starting the PSN Communication Service

You must start the PSN Communication Service before you can use it.

- 1 Open the PSN Communication Service Properties window.
 - 1.1 In Windows 2000, click Start. Then, click Control Panel. (In Windows XP, click Start, click Settings, then, click Control Panel.)
 - 1.2 Once the Control Panel window opens, double-click Administrative tools.
 - 1.3 Double-click Services.
 - 1.4 Double-click PSN Comm Service.
- 2 Start the PSN Communication Service.
 - 2.1 In the Startup Type drop-down box, select Automatic.
 - 2.2 Under Service Status, click Start. See Figure 2.
 - 2.3 Click Apply.

2.4 Click OK.

Note: If you make any changes in the PSN Communication Configuration Editor, you must restart the service.

Setting Your Trading Partner's Communication Parameters

To use any of PSN's features, you must set up the communication parameters screen for your trading partner. For details, see the *PSN and TeamDesign* handout for your particular trading partner. Those currently available include:

- Global
- Herman Miller
- SitOnIt
- Baker Manufacturing
- Geiger
- Kimball
- Knoll
- National

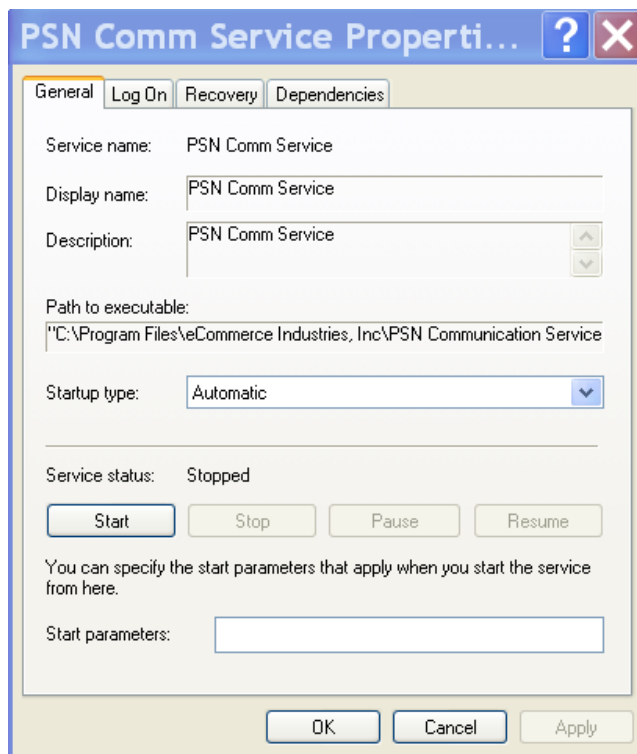


Figure 2: The PSN Communication Service Properties Window