

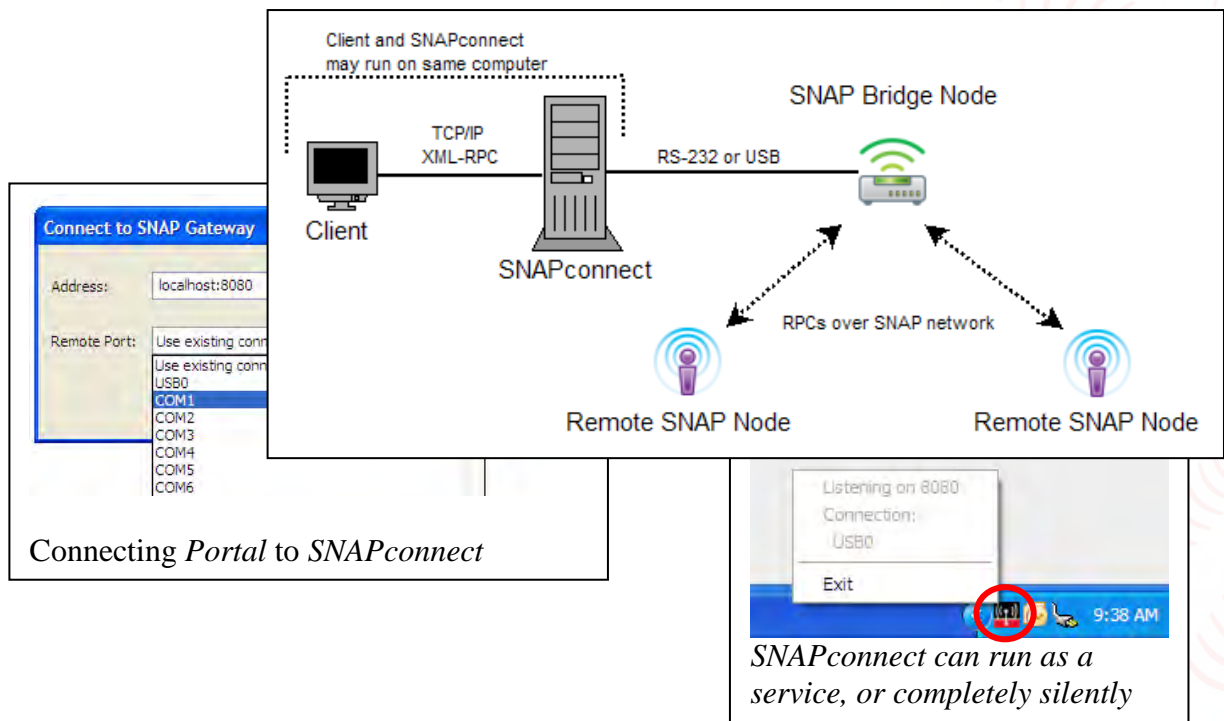


Wireless Technology to Control and Monitor Anything from Anywhere™

# SNAPconnect

*The fastest way to connect your App to SNAP*

Synapse's SNAPconnect provides a seamless interface between devices on a wireless SNAP® network and client applications. Hosted either locally (co-resident with application program) or across the Internet, your application is a full participant in the SNAP network. Each application connected to the SNAPconnect has a unique address and can both send and receive Remote Procedure Calls (RPC). Because SNAP is designed from the ground-up with native RPC support, interaction between your application program and embedded wireless devices is simple and incredibly *fast*!



## SNAPconnect Developer Pack

- Full documentation of the SNAPconnect API
- Detailed configuration options
- Includes executable examples in **Python**, **Visual Basic**, and **C#** (Java, C++ and C examples are available on Synapse's support forum: [forums.synapse-wireless.com](http://forums.synapse-wireless.com))



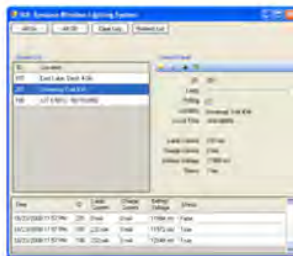
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## **Sample Application:** Visual Basic Lighting Controller

- Connects to SNAPconnect service at startup
- Broadcasts to discover wireless devices (embedded in Lights)
- Receives asynchronous events (RPC call-in to VB application) such as lamp-fail
- Accesses GPS location information from remote nodes
- Requires the standard XML-RPC.NET library (freely downloadable from Microsoft)

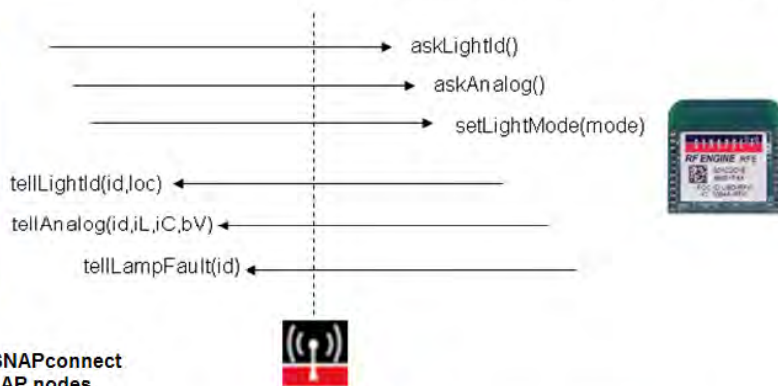


### **VB Application**

- Uses XML-RPC to connect to SNAPconnect
- Calls functions by name on SNAP nodes
- Exposes functions which SNAP nodes can call

### **Wireless Nodes**

- Scripts expose callable functions
- Respond by calling functions on remote app



### **SNAPconnect**

- Accepts XML-RPC connections over TCP/IP
- Connects to SNAP network via USB SNAPstick
- Translates SNAP-RPC ↔ XML-RPC

## **SNAPconnect Features:**

- Control and monitor a SNAP network from 3<sup>rd</sup> party client applications
  - ✓ Supports all popular programming languages and operating systems
- Any TCP/IP system can join a SNAP network
  - ✓ Selectable HTTP port for client connections
  - ✓ SNAPconnect host connects to any SNAP device via USB or RS232 port
- Client applications use **standard** XML-RPC protocol over HTTP
  - ✓ Uses established Internet standards and time-tested libraries
  - ✓ Your application is a **peer** on the SNAP network
  - ✓ Simply **call** remote (RPC) functions in your embedded wireless devices
  - ✓ Remote wireless devices can directly call (RPC) functions in your App
- Supports remote administration of SNAP network using *Portal*
  - ✓ *Portal* can connect to your **SNAPconnect** over any TCP/IP network
- Each installation of SNAP Connect requires a license