

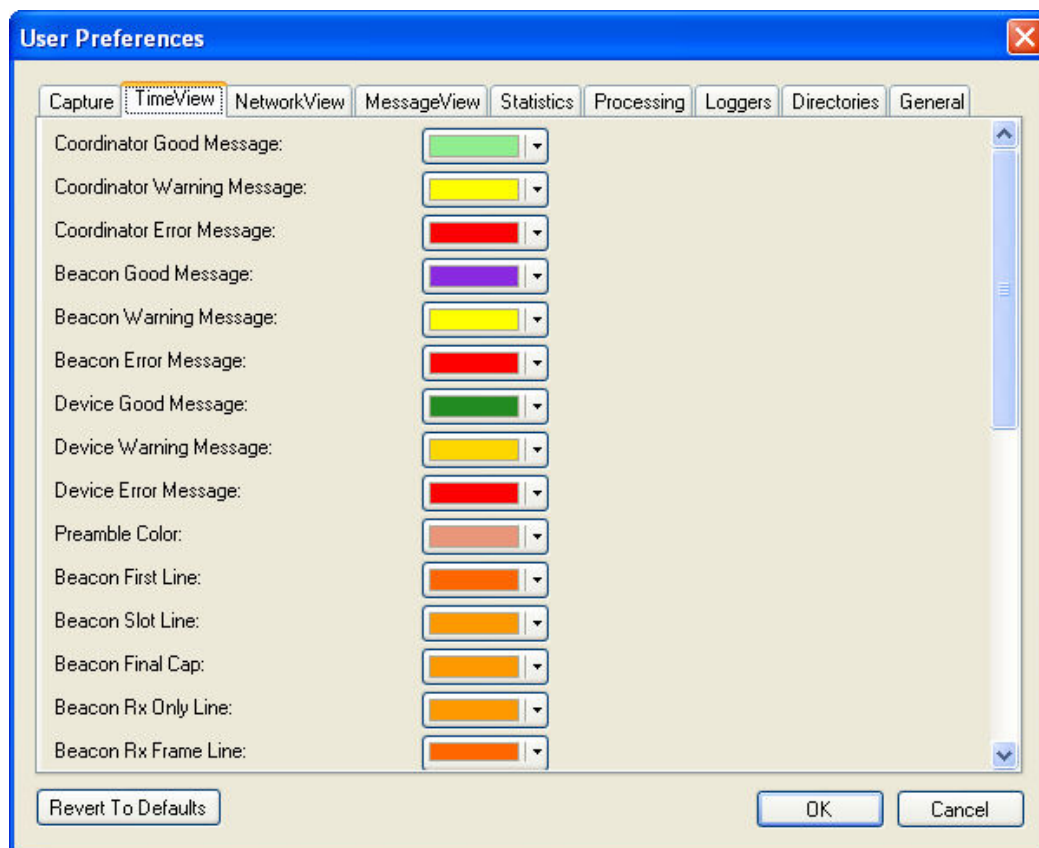
Perytons™ Flexibility

The Peryton analyzers provide a variety of flexibility levels for the user. Starting with the basic look and feel preferences available to all users, and all through to a full environment allowing the user to build his own protocol into the analyzer, create charts and more.

Preferences

Available in all basic Perytons analyzer models.

Allows the user to set the colors of different message types, connections (colors and line thickness), etc.



Use Open Source Rules written by Perytons or by others

Available in all basic Perytons analyzer models.

Any Perytons analyzer user can use Open Source Rules written for the analyzer.

Such a rule can generate charts, filter messages in Time View and Message View windows, change the device icon in the Network View, generate events and alarms, and more (for further

information regarding Perytons Open Source Rules see the Perytons Open Source Rules whitepaper).

Write your own Open Source Rules

Available as part of the Perytons-Monitor add-on license.

Allows to write new rules or modify existing rules. The rules are written using C# (C-sharp) convention. No development environment is needed for writing or debugging rules. Rules written can be then shared by any other Perytons analyzer user regardless of its product license.

Other than the basic rule features, the rule has an access to PC resources allowing the user to create sophisticated rules that can send messages over LAN according to defined scenarios, send information over the internet, etc.

SDK – Software Development Kit

Available as part of the Perytons-SDK add-on license.

Allows writing a complete protocol into the Perytons analyzer as well as adding protocol layers on top of layers already supported by the analyzer. The development of the new protocol is easy based on predefined templates to a variety of fields, yet fully flexible due to the use of C# coding, and the ability to override any of the template's features.

Using the SDK requires Microsoft Visual Studio development environment.