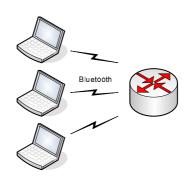# BlueConsole

Application Note: MultiPoint Forwarding Support

What is MultiPoint Forwarding?

MultiPoint allows multiple Bluetooth (SPP) Clients to simultaneously connect to BlueConsole and the RS232 serial port at the same time. BlueConsole becomes the Master, and the clients become Slaves. A Slave device can be any SPP Client such as a PC, Mac, PDA, or another BlueConsole configured for Cable-Replacement. Any data transmitted by the RS232 port is forwarded to all the Slaves. All devices will see the exact same thing on their screen. You may have up to 7 Slaves connected to BlueConsole.

Multipoint is not suitable for every application. Using simple terminal programs will work fine, but COM port applications that use special software may not be suitable for multipoint use.

Flashing BlueConsole with MultiPoint Firmware

Special firmware is required to enable MultiPoint support. Unless you need this feature, you should not install the Multipoint firmware.

To install Multipoint firmware, download the ZIP archive from the Downloads section on www.blueconsole.com   Follow the instructions to install the new firmware on BlueConsole. After installing the firmware, BlueConsole will retain any previous settings such as Device-Name, PIN Code, Baud Rate, etc.

Enabling MultiPoint Support on BlueConsole

1. Run the BlueConsole Config Utility to connect to BlueConsole via a Local COM port of Bluetooth COM Port.

2. Read the current BlueConsole Settings. Set the Multipoint Forwarding option to "On" and Write the Configuration Settings to BlueConsole.

3. Pair each desired Client device to BlueConsole. Do not Connect yet via your terminal program until all Slaves are paired. An active Connection to Blueconsole will prevent Discoverability.

4. Connect from each of your Bluetooth SPP Client devices (terminals) to BlueConsole. Each should see the same input/output on their screen from the RS232 device.