

Understanding PSN

Private Supply Network (PSN) connects dealerships to trading partners via the Internet. You can use PSN in TeamDesign® to transmit purchase orders (P/Os) and receive acknowledgments from vendors seamlessly in one application.

Many vendors currently accept electronic purchase orders and return electronic order acknowledgments. Each vendor uses a slightly different method to accomplish this, and along with these variances, there are slightly different order formats required. TeamDesign accommodates these variances by relaying your orders through our PSN server. The PSN server reformats the order for the appropriate vendor and forwards that order to the vendor's order system.

The PSN module in TeamDesign consists of three parts.

- **PSNOUT and PSNIN directories:** These are created manually on your data server. They serve as the bridge between the workstation and the PSN Communication Service.
- **PSN Communication Service:** This is installed on your TeamDesign data server and is the component responsible for sending the completed order to the PSN translation servers.
- **PSN interface built into TeamDesign:** The PSN interface does not exist in versions of TeamDesign prior to version 13.

Signing Up for PSN

Sign up for PSN by contacting us through [our website](#).

Setting Up the PSN Transfer Directories

The PSN process requires two transfer directories to complete the connection between your client machine and the PSN Communication Service on your server. One is for outbound transfers (P/Os), and the other is for inbound transfers (Acknowledgments).

TeamDesign creates temporary files in the PSNOUT directory when sending an order to the PSN translation servers. When retrieving acknowledgments, temporary files are created in the PSNIN directory. These files initially have a .TXT extension, but are renamed to .PO or .ACK. This renaming action alerts the PSN Communication Service that the order is ready to send, or that acknowledgments are ready to be retrieved.

We recommend these folders be added to the root of your main TeamDesign share directory, usually T:\. Doing this ensures that these new directories inherit the proper security rights. The folder names should be PSNOUT and PSNIN. Your final path should be similar to T:\PSNOUT\ and T:\PSNIN\.

Note: Should you choose to create the PSN transfer directories in another location, you MUST ensure that any user accessing these directories has FULL control to read, write, copy, rename, and delete from within the directories.

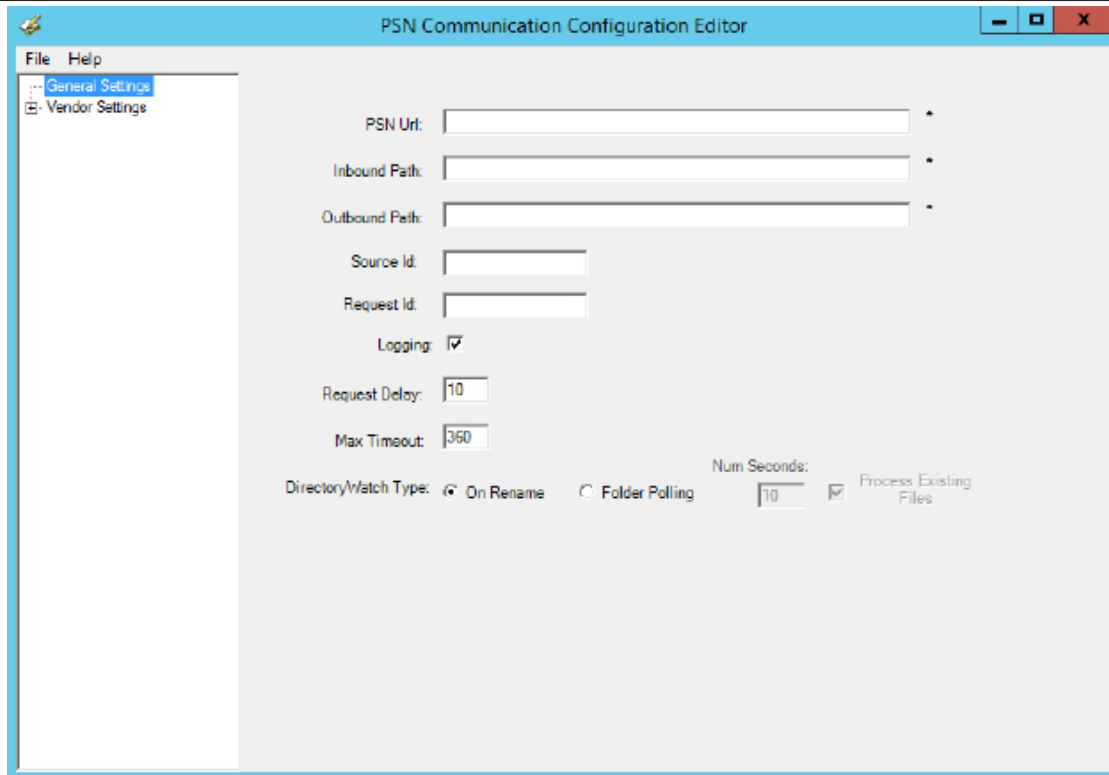
Setting Up the PSN Communication Service

Before you can use the PSN Communication Service, you must configure it. DO NOT change any settings that are not listed below.

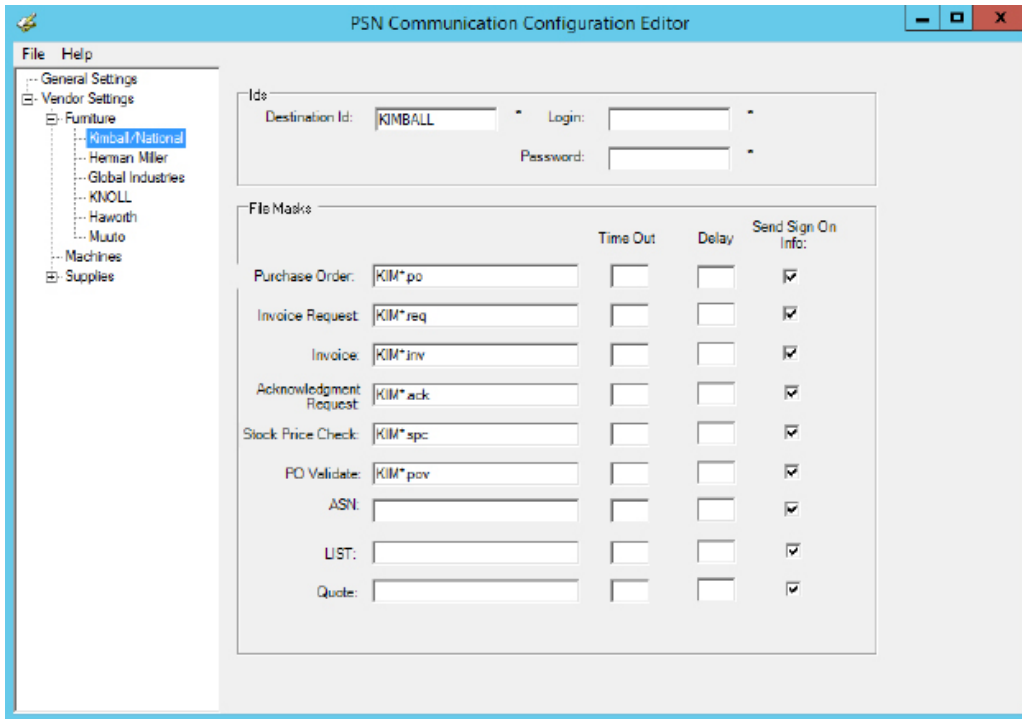
1. [Download and install](#) the PSN Communication Service. We recommend that you install it on your data server.

2. Using File Explorer, open Program Files, eCommerce Industries Inc, PSN Communication Service.
3. Double-click psnconfigeditor.exe. The Configuration Editor opens.

Note: Universal Naming Convention paths are NOT drive letter paths. They use the format \\SERVER\SHARENAME\FOLDER. Contact your local MIS\IT employee if you are unfamiliar with the UNC conventions used on your network.



4. Complete the General Settings.
 - 4.1 **Inbound Path and Outbound Path:** Enter a valid UNC path to the transfer directories you created for PSN.
 - 4.2 **Source ID:** Enter the number provided by TeamDesign. This is usually your six-digit TeamDesign serial number.
5. Click File and select Save.
6. Expand the Vendor Settings menu.
7. Expand the Furniture menu. The PSN Communication Service comes with several common vendors already configured.



8. To add a new vendor, right-click Furniture and select Add Vendor.
 - You need a vendor ID for each vendor you use with PSN. Every ID requires different file masks so that the PSN Communication Service knows through which PSN channel to send the order.
 - The following table lists current PSN vendors and their required fields. For complete vendor configuration settings, see the [PSN Vendor-Specific Setup Guides](#) on the Customer Support Center.

Vendor Name	Destination ID	Login/Password	File Mask	Send Sign On Info
Allseating	ALLSEATING	No	ALL*	No
Allsteel	ALLSTEEL	Yes	ALS*	Yes
Global	GLOBAL	Yes	GLO*	Yes
Gunlocke	GUNLOCKE	Yes	GUN*	Yes
Haworth	HAWORTHLNX	No	HAW*	Yes
Herman Miller	HMILLER	No	HM*	Yes
HON	HON	Yes	HON*	Yes
Kimball/National	KIMBALL	No	KIM*	Yes
Knoll	ONEKNOLL	No	KNO*	Yes
Maxon	MAXON	Yes	MAX*	Yes
Muuto	MUUTO	No	MUU*	No
Paoli	PAOLI	Yes	PAO*	Yes
S.P. Richards	SPARCOPLUS	No	SPR*	No

9. Click File and select Save.

Stopping and Restarting the PSN Communication Service

The PSN Communication Service must be stopped and restarted if you change any settings. When changes are made, it should immediately prompt you to stop and restart the service.

To manually stop and restart the service:

1. Right-click This PC and select Manage.
2. Double-click Services and Applications.
3. Double-click Services.
4. Double-click PSN Comm Service.
5. Click the Startup Type drop-down menu and select Automatic.
6. Click Start. If Start is greyed out, click Stop and then Start.
7. Click Apply.
8. Click OK.

