

Remotely Possible/32 Help



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Quick Steps Startup



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Overview

Topics



Remotely Possible/32 Windows 95 version is a 32-bit remote control communication software package. Remotely Possible/32 supports Windows 95 and networking environments with backward compatibility for PCs running Remotely Possible 16 bit versions.

Remotely Possible/32 is ideal for:

- n Customer Support
- n Help Desk
- n Telecommuters
- n Home Office professionals
- n Classroom Training
- n Monitoring

Features

Topics



Remotely Possible/32 contains a collection of programs that allow you to:

- n Edit [access codes](#) to provide security
- n Change [user preferences](#)
- n [Remotely control](#) several PCs
- n [Transfer files](#) among multiple PCs
- n Establish an interactive [chat](#) session among multiple PCs
- n Get [context-sensitive online help](#) for important topics and difficult problems

New Remotely Possible/32 highlights include:

- n [Easy Installation](#)
- n [Simultaneous Local and Remote Printing](#)
- n [Multi-tasking](#)
- n [Full Compatibility with 16 Bit Windows](#)
- n [Enhanced Performance](#)
- n [Simultaneous Control of Multiple Protocols](#)
- n [Multiple Levels of Security](#)
- n [Auto Panning](#)
- n [Host Confirm Connect](#)

Improvements

Topics



Since Remotely Possible/32 supports both Windows 95 and Windows NT technologies, users gain advantages to the following improvements:

- n 50-60% performance boost over 16 bit applications
- n 32 bit Multi-tasking application
- n Multiple and simultaneous remote control, file transfer, and chat sessions
- n Local host confirmation for access
- n User definable logging
- n Browse multiple networks
- n New user interface
- n Enhanced file transfer
- n Enhanced remote control
- n New systems management facilities
- n Increase task-orientation capabilities. For example, you can create an icon to automatically open a frequently-used document
- n New multi-tasking ability
- n Background and remote printing ability
- n Quicker menuing system

Edit Access Codes

Topics



Remote Control

Remote Control allows the remote user to remotely control your PC. Remote Control provides the remote user with the ability to run your PC as if the user was sitting at your PC. As a Viewer PC, you can start up Windows 95 on a Host PC and select a particular program or a file to execute.



Remote Control

In this example, Betty the Viewer PC is remotely controlling Barney the Host PC. Betty has launched an MS Word application on Barney's system.

In the other example, Betty is also the Viewer PC for the Host PC called Fred. In that example, the Viewer PC is starting up a Windows 95 program.

Remote Control

Remote Control allows a Windows PC running the Viewer application to operate a remote Windows PC running the Host application. The keyboards, screens, and mice on the two PCs act as one. Both keyboards and mice are active to allow complete control of the Host PC.

Remote Control gives you the ability to take over a remote PC running Windows. Keystrokes and mouse movements from the Viewer's PC are sent to the remote Host PC. Screen information from the applications running on the Host is transmitted back to the Viewer and displayed on the Viewer's screen.

Several options are available for a remote control session.

- n Blank the Host screen
- n Disable the Host's keyboard and mouse
- n Disable the Host's wallpaper
- n Disable the Viewer keyboard and mouse
- n Exit to your local machine
- n Switch between full control and monitor only

These options must be set prior to connecting. To change an option, disconnect, change the option and then reconnect.

New features for Remote Control include:

- n Auto Panning
- n Baton Passing

File Transfer

File Transfer is a powerful tool that lets you exchange files between two Windows PCs. The Viewer or Host may initiate File Transfer. The PC that **initiates** File Transfer is the **master**. The remote machine then becomes a **slave** and is referred to as the **background machine**.

By initiating File Transfer, you can send files to a remote PC, or you can receive files from a remote PC. Before file transfer, select the directory and files that you want to send or receive on both PCs. You can specify special confirmation and filtering options to apply to the file transfer process. To start the file transfer, select the file transfer button located at the bottom of the screen. During the file transfer process, you are updated with the transfer status of both the individual file in progress and the total files involved in the transfer. New features for file transfer include:

- n Create and Remove Directories
- n Rename Files
- n Delete Files
- n Switch control to the remote
- n Long filename support
- n Drag and Drop file transfer



Chat Session

Chat is a program that displays a pair of interactive Windows on both the Host and Viewer PC monitors. One window is for input, and the other for output. With Chat, you can communicate to the remote user by using your keyboard and display.

Chat gives you the ability to have a two-way interactive communication session between the Host and Viewer. This program gives you the ability to "chat" to the remote user, and also allows the remote user to activate Chat.

Chat options include Cut, Copy, Paste, and Undo. These functions use the Windows clipboard, and you use the standard Windows techniques for applying the Chat options.

New features for Chat include:

- n Chat Notification Bell
- n Chat Window pops to foreground

User Preferences

The User Preferences function allows you to enter basic setup and configuration options **before** you use the Remotely Possible/32 programs. The User Preferences function provides controls and options for the following:

- n Viewer Mode
- n Host Mode
- n TCP/IP (if included in product)
- n Dial Modems (if included in product)
- n Event Log
- n General

The user can specify how the Viewer and Host are to behave during a remote control session by setting options in the Viewer Mode and Host Mode sections. In TCP/IP, Dial, IPX and NetBios you can select data transmission options for licensed protocols. The Event Log specifies what session information you want to record. Finally, in the General preferences a user can set global program parameters.

User Preferences are options that you want to set up and customize before you begin using your programs.

Connecting to a Remote

The Connect to a Remote function provides the basic connection to another PC. Connect to a Remote also consists of the Address Book and the Browse function.

The Address Book allows you to easily define connection information required to connect to remote PCs for outgoing connections. The Address Book allows you to maintain unlimited addresses containing IP names and addresses, and login-ids of frequently called systems stored in the database.

The Browse function is able to detect other PCs running Remotely Possible eliminating the need to create an address book of other users and IP addresses. The Browse function is an alternative to the Address Book.

Start a connection by selecting one of the icons located at the bottom of the **Connect To Remote** window. You can select:

- n Viewer Mode - [Remote Control](#)
- n Host Mode - Remote Control
- n [File Transfer](#) Mode
- n [Chat](#) Session

Receive Files

This allows access to File Transfer. Will only let the remote user receive files from your PC.

Send Files

This allows access to File Transfer. Will only let the remote user send files to your PC.

Enable Callback

Will force Remotely Possible/32 to call back the **Callback Address**. Turn this option on when you desire added security beyond the login name and password.

Local Confirmation

Enables the pop-up Security Box for the selected User Login. Before a connection is allowed, the Host PC must type in a password set under the security options to allow the user access.

User Name

This field shows the user selected from the list box. When you select **OK** the information in the fields below is saved under this user name.

RP Login Name

This field contains the Remotely Possible/32 login name used in the **Connect To Remote** window, which the remote caller MUST use in order to connect to your PC.

RP Login Password

This field contains the Remotely Possible/32 password for the user. This field is used in the **Connect To Remote** window, and always echoes asterisks (*****) to protect the identity of the user password. If both the login name and password match then a connection is allowed.

Callback Address

Enter the network address to call back here. This network address is called when callback is on and the correct login name and password were received.

Notes

This field is for information only. It may contain information about the remote user to help you manage this database.

Access List

This list box contains the names of the users configured to access your system.

OK

Save the current entry.

Add

This button adds the current user to password database and clears input fields for adding new user.

To add a new user to the database press the **Add** button at the bottom of the window. This action saves the current information in the user information fields and clears all the input fields to their default values. Enter information for each user, and when done press the **Add** button to add another user or press **OK** to exit the database.

Delete

This will remove the current selection from the password database.

To delete a user from the database select the user name from the Password Directory list box. Press the **Delete** button to delete the user from the database after you've confirmed the selection.

Help 1

Security

Topics



Security Options [X]

Master Password

Require to change access codes

Password to use:

xxxxx

Global Security Options

Remote users must login

Disable callback for all calls

Disable local confirmation for all calls

OK Cancel Help

Disable Local Confirmation For All Calls

Select this option to disable the local confirmation for all calls feature. When this feature is on local users are not called back. The connection is completed on the initial call.

Require to Change Access Code

Select to enable/disable password protection for the Access Codes database. Enter an access code and press **OK**. Confirm the access code you've just entered. Now each time you start **Edit Access Codes**, you must enter this password. Do not forget it.

Master Password

The master password provides or denies access to remote users.

You must enter the correct password to access the Password Editor

Password to Use

This box is activated to indicate that a remote user must log in. The password entered here is the master password which regulates access for remote users.

Remote Users Must Log In

You may globally disable all users calling in from requiring a login name and password by disabling the **Users must login** option. This effectively disables security and allows FULL access to your PC. This also disables all callbacks since user-ids are bypassed.

If the **Remote users must log in** box is checked, then to gain access, the remote user must login and match the correct master password as entered in this box.

Disable Callback for all Users

Select this option to disable the callback feature. When this feature is on remote users are not called back. The connection is completed on the initial call.

Also notice there are two other security related items in the dialog box. These are global settings that should be set when absolutely necessary.

The **Disable callback for all users** will override the callback enable setting for all users. When this option is selected Remotely Possible/32 will establish a connection with a caller without requiring any callback to take place even if the user access options have callback enabled.

Cancel

Press the **Cancel** button to close without saving the current user information.



Help

Context sensitive help is available in windows and in dialog boxes. You can also access the online help in standalone mode as a reference tool before using this application.

Change User Preferences IPX

Sorry, IPX support is not currently available.

Change User Preferences Netbios

Sorry, Netbios support is not currently available.

Change User Preferences Dial



Click on an area to get more information.

The screenshot shows the 'Change User Preferences' dialog box with the 'Dial' tab selected. The dialog has a title bar with a close button (X) and a tabbed interface with the following tabs: Viewer, Host, TCP/IP, **Dial**, IPX, Netbios, Event log, and General.

Under the 'Dial' tab, there are several settings:

- Enable Inactivity Timer: 30 (minutes)
- Answer calls on: 1 Ring(s)
- Data Transmission Options:**
 - Data Compression
 - Error Detection/Correction
 - Auto reconnect
- Wait for connection for: 60 (seconds)
- Allow incoming calls:**

To allow an incoming call select one of the following modems or direct cable connections.

 - Hayes Accura 288 V.FC + FAX
 - Direct connect on COM1
 - Direct connect on COM2
 - Direct connect on COM3

Configure...

At the bottom of the dialog are four buttons: OK, Cancel, Apply, and Help.

Data Compression

Enables/Disables Remotely Possible's built in data compression algorithm. Data compression is active for both file transfer and remote control. Enabling this feature will improve performance for virtually all connections. Leave this feature on even when using modem data compression, or sending compressed files.

Error Correction

Enables/Disables Remotely Possible's built in error correction algorithm. It is HIGHLY recommended that you leave this setting ON!. Most communication ports are prone to overruns under heavy CPU loads (even 16550 ports). Leaving this feature on will correct any errors that occur due to any condition - including overruns.

Rings to answer on

Determines which ring the modem should automatically answer an incoming call on.

Select modem(s) for incoming calls

This list contains all installed TAPI devices on which an incoming call may be received. You may select up to 2 lines for incoming calls. A line is available for an incoming call if the box is checked. If you need to change the settings for a particular modem, highlight the modem and select the configure button. **Note: Support for communication server hardware is available, please contact your Avalan sales representative. (ex. Digiboard, etc.)**

Configure Modem

Select configure to change the modem Communication Port, Port Speed, Flow Control and settings.

When a modem is highlighted and the configure button is selected the Windows 95 TAPI properties screen is displayed. Remotely Possible/32 interfaces directly with TAPI and supports all Windows 95 TAPI compliant devices. This screen is also available by selecting Control Panel, Modems then Properties. **Note: Remotely Possible requires Hardware Flow Control to be enabled.**

Change User Preferences



To change the user preferences for an area select the tab at the top of the Window. If you change an option during a connection, or while waiting for a connection, you must reconnect or wait for another connection for the new settings to take effect.



Change User Preferences Viewer



Click on an area to get more information.

The screenshot shows a Windows-style dialog box titled "Change User Preferences" with a close button (X) in the top right corner. The "Viewer" tab is selected, and other tabs include Host, TCP/IP, Dial, IPX, Netbios, Event log, and General. The dialog contains the following settings:

- Redirect Host Printer Port:** A group box containing five radio buttons: None, LPT1, LPT2, LPT3, and LPT4.
- To Viewer Printer Port:** A text box containing "HP LaserJet 4P/4MP PostScript on \\serve" and a "Change Printer..." button.
- Checkboxes:**
 - Simultaneous printing on Host
 - Mouse exits remote control
 - Blink during remote control
 - Disable Host wallpaper
 - Don't flash Host screen
 - Use Host's standard cursors
 - Blank Host's screen
 - Disable Host's keyboard
 - Disable Host's mouse
 - Hide Host's Remotely Possible Window
 - Monitor only
 - Toggle Monitor mode
 - Auto-pan mode on
 - Start in full screen mode

At the bottom of the dialog are four buttons: OK, Cancel, Apply, and Help.

Auto Pan Mode On

Set by Viewer mode. Provides automatic screen movement by mouse on the Viewer PC. Use this feature to view information on a remote PC that has a larger screen size than your PC.

Example

A Viewer PC with a 640x480 screen resolution that views a Host PC with a 800x600 screen resolution, can pan towards the four sides of the Host PC to view any missing information that does not fit on the Viewer PC screen because of the screen size difference.

Start In Full Screen Mode

Starts the display of the Host PC in a full screen on the Viewer PC instead of in a window.

Redirect Host Printer Port

You can select which printer port on the Host PC to redirect to your printer attached to the Viewer PC.

None

This disables Host printer redirection.

LPT1-LPT4

Selects the printer port on the Host PC to redirect to your local printer attached to the Viewer PC.

To Viewer Printer Port

Select the printer on the Viewer PC that the redirected Host printout is to use

Simultaneous Printing on the Host

In addition to redirecting the printer port to the Viewer you may also request simultaneous printing on the Viewer and the redirected port on the Host PC.

Mouse Exits Remote Control

While the Viewer is actively controlling a Host PC you will notice the upper left corner of the Viewer screen contains a flashing region. This flashing region serves two purposes. It informs the Viewer that the Host's screen is being displayed in remote control mode and also indicates the position on the screen to use to exit remote control using your mouse.

Clicking the right button on your mouse while the cursor is in the blinking region will immediately switch you to your local (Viewer) screen. This is a quick alternative to the keyboard method of pressing **Ctrl-Shift-Esc**. In the highly unlikely case your application requires a right mouse button click in this region hold down either the Control or Shift key, or click either the left or middle button while clicking the right mouse button. This will transmit the right mouse button click information to the Host PC (along with the corresponding Control/Shift key or left/middle click information).

To disable this feature entirely disable the **Mouse exits remote control** check-box in the Setup Window. Changing this option during a connection has no effect until the next connection.

Blink During Remote Control

While the Viewer is actively controlling a Host PC you will notice the upper left corner of the Viewer screen contains a flashing region. To disable the blinking indicator disable the **Blink during remote control** check-box in the Setup Window. Note: Even though you have disabled this feature you may still exit remote control by clicking the right mouse button while positioned in this region. You must disable **the Mouse exits remote control** option to disable that feature.

Disable Host Wallpaper

Selecting this option will disable the displaying of the Host's wallpaper during a connection. This setting will speed up the remote control session when the Host is using a background wallpaper.

Don't Flash Host Screen

When first connecting to a Host in remote control mode the default behavior is to force all the applications to do a repaint. This results in a "flash" on the screen just before the applications begin to repaint. As the applications repaint the screen we capture all the Windows GDI calls and transmit these to the Viewer.



Use Host's Standard Cursor

By default the Viewer will always use the Host's cursors when remotely controlling a Host PC. If you are on a laptop and have enabled a cursor enhancement program to enlarge your cursors you should disable this option. This will allow laptop users to keep using their modified cursors when controlling a desktop PC with standard Windows cursors. Changing this option during a connection has no effect until the next connection.

Since many of the Cursor Enhancement Programs on the market will modify the display driver line in the system.ini file they may not run properly if you install another program that also modifies the display driver setting in system.ini. The solution is to first install the standard display driver using either of the Windows setup programs provided with Windows, next install Remotely Possible/Sockets and then install the Cursor Enhancement program last. This will insure that the Cursor Enhancement program can find it's video driver.

Blank Host's Screen

Select this option if you want the Host screen blanked during a remote control session.

Disable Host's Keyboard

Select this option if you want the Host keyboard disabled during a remote control session.

Disable Host's Mouse

Select this option if you want the Host mouse disabled during a remote control session.

Disable Host's Remotely Possible Window

Select this option if you want the Host screen disabled during a remote control session.

Monitor Only

Monitor Only disables the Viewer keyboard and mouse during remote control. You may still use your mouse to return to your local machine by pressing the right button while the cursor is in the upper left corner of the screen. You may also toggle this feature to switch from monitor only to full control and back (See Toggle monitor mode).

Toggle Monitor Mode

You may enable/disable monitor only mode on the fly during remote control. When toggle Monitor Mode is on you can switch between monitor only and full remote control by simultaneously pressing the **Shift key** and the **right mouse button**. If you are in monitor only mode you will switch to full remote control. If you are in full remote control mode you will switch to monitor only mode.

Change User Preferences



Click on an area to get more information.

The screenshot shows the 'Change User Preferences' dialog box with the 'Host' tab selected. The 'Enable Host operation' checkbox is checked. Under 'Always force these options on connect:', there are six unchecked checkboxes: 'Hide Remotely Possible', 'Don't flash Host screen', 'Viewer can monitor only', 'Disable wallpaper', 'Disable Host mouse', and 'Disable Host keyboard'. Below these are three radio buttons: 'Don't blank screen' (selected), 'Use method 1', and 'Use method 2'. The 'Map Viewer redirected printer ports:' section contains a table with four rows, each with a port name and a server path.

Port	Server Path
LPT1:	HP LaserJet 4P/4MP PostScript on \\server\hp4
LPT2:	Microsoft Fax on FAX:
LPT3:	Panasonic KX-P1180 on \\Presario\panasonic
LPT4:	HP LaserJet 4P/4MP PostScript on \\server\hp4



Note

For all Host options - when the Host option is selected, it overrides the Viewer PC selection. If the option is not selected, the Viewer PC makes the decision.

Enable Host Operation

Select this option to enable Host mode for remote control. This option requires the addition or removal of files from the registry, and requires your PC to be rebooted for the changes to take effect.

Hide Remotely Possible

This option will hide the Remotely Possible application the next time it is started. Caution: The program remains hidden for all session types, therefore a user will not be able to see a File Transfer or Chat session either. To disable this feature hold the **Shift+Ctrl keys down while starting**, then set to Don't hide.

Disable Wallpaper

Selecting this option disables the displaying of the Host's wallpaper during a connection. This setting will speed up the remote control session when the Host is using a background wallpaper.

Viewer Can Monitor Only

In monitor only mode, your keystrokes and mouse movements are not sent to the remote system. You have no control over the remote system.

Don't Blank Screen

Select this option if you do not want the Host screen blanked during a remote control session.

Use Method 1

Standard Method of screen blanking. If you experience problems, try alternative method.

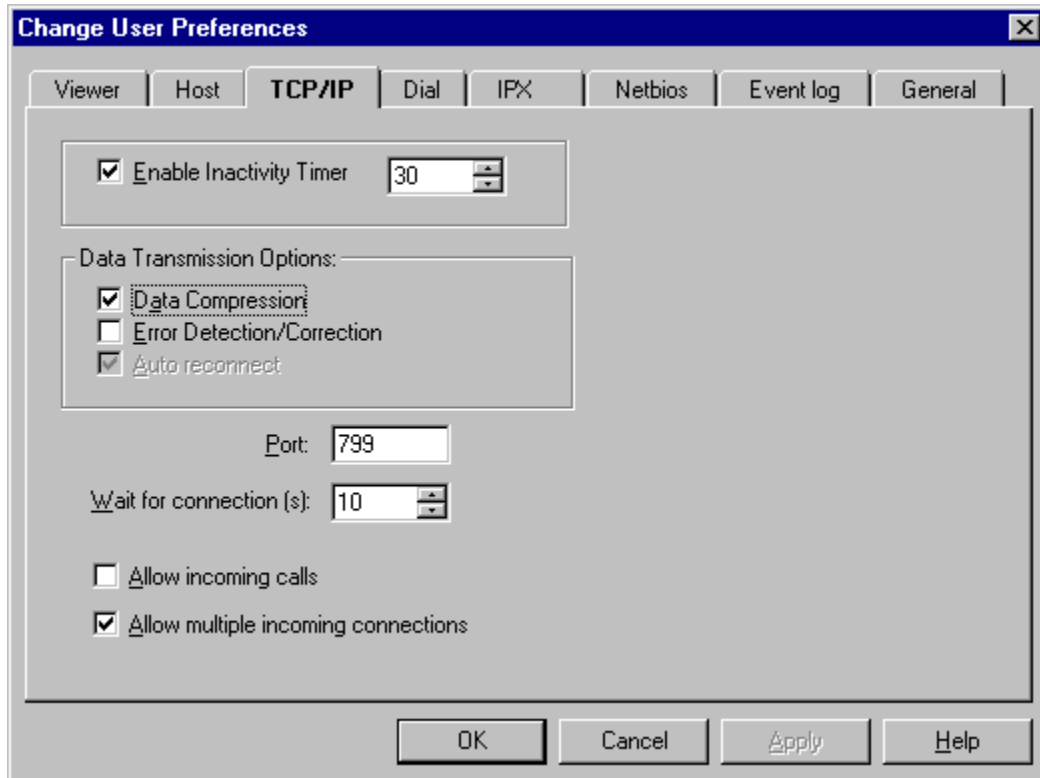
Use Method 2

Alternative Method of screen blanking. If you experience problems, try standard method.

Change User Preferences



Click on an area to get more information.



The image shows a Windows-style dialog box titled "Change User Preferences". It has a blue title bar with a close button (X) in the top right corner. Below the title bar is a tabbed interface with the following tabs: "Viewer", "Host", "TCP/IP" (which is selected and highlighted), "Dial", "IPX", "Netbios", "Event log", and "General".

Under the "TCP/IP" tab, there are several settings:

- A checked checkbox labeled "Enable Inactivity Timer" followed by a spin box containing the value "30".
- A section titled "Data Transmission Options:" containing three checkboxes:
 - Checked: "Data Compression"
 - Unchecked: "Error Detection/Correction"
 - Checked: "Auto reconnect"
- A "Port:" label followed by a text box containing "799".
- A "Wait for connection (s):" label followed by a spin box containing "10".
- Two checkboxes at the bottom:
 - Unchecked: "Allow incoming calls"
 - Checked: "Allow multiple incoming connections"

At the bottom of the dialog box, there are four buttons: "OK", "Cancel", "Apply", and "Help".

Enable Inactivity Timer

The Inactivity Timer will automatically disconnect the session after there is no activity for the time specified. Changing this option during a connection has no effect until the next connection.

Data Compression

Enables/Disables Remotely Possible's built in data compression algorithm. Data compression is active for both file transfer and remote control. We recommended that you disable this feature on connections residing on the same LAN. Data Compression will improve performance when using dial-up SLIP or PPP connections or routers. Data compression is always controlled by the PC that initiates the connection.

Error Detection Correction

Enables/Disables Remotely Possible's built in error detection and correction protocol. We recommend that you disable Error Detection and Correction unless you suspect problems with your TCP/IP stack. This will increase the performance of Remotely Possible/32 for most TCP/IP connections. Error Detection and Correction are always controlled by the PC that initiates the connection.

Auto Reconnect

This feature is currently not implemented at this time.

Computer Name

This should be a unique name on your Network that Remotely Possible/32 uses to communicate with other PCs on your LAN. This name along with the IP address is displayed by Remotely Possible/32 when browsing the network. You should set this to your IP Host name.

Wait for Connection(s)

Determines the amount of time to wait to complete a connection.

Allow Incoming Calls

Allows your PC to listen for and accept incoming connections. If this is not checked you will not be able to accept incoming connections via TCP/IP.

Allow Multiple Incoming Connections

Selecting this button allows multiple incoming connections to a PC.

Event Log



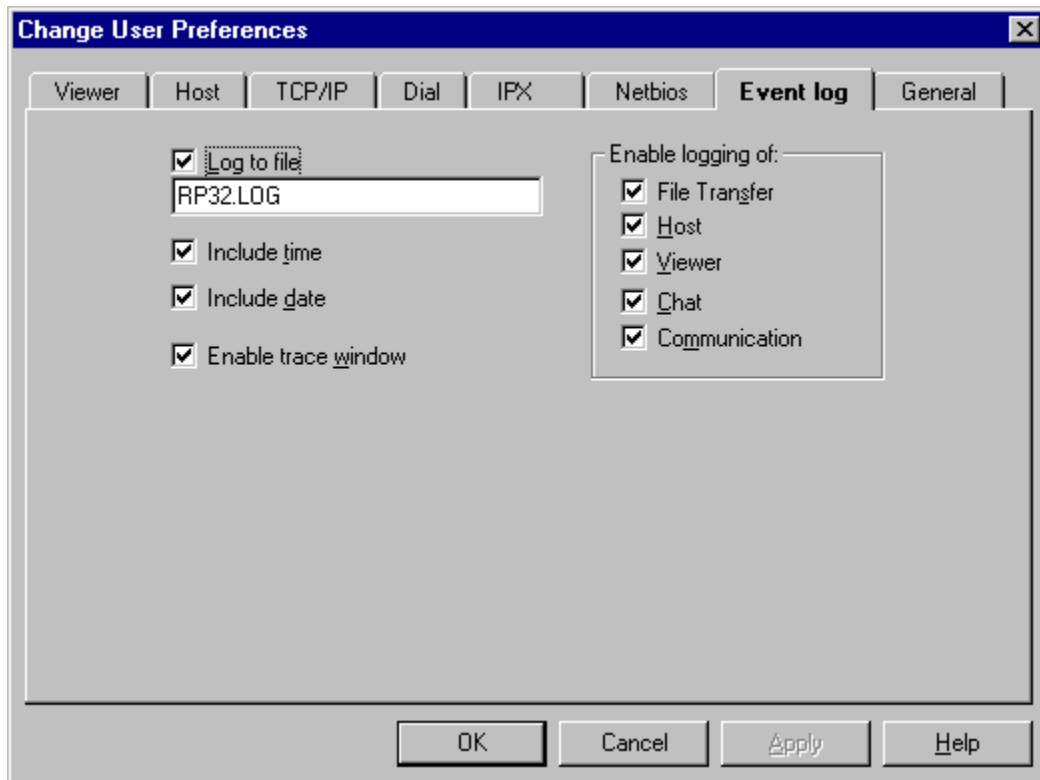
The Event Log is a date and time journal containing all the communication activities involved in the Remotely Possible/32 sessions. The following example is a list of the types of information tracked during a normal communication session.

```
09/12/95 12:09:00 : TCP/IP: Listening for a call-in
09/12/95 12:09:01 : TCP/IP: SESSION: sending connect request via timer
09/12/95 12:09:02 : TCP/IP: Connection started with 199.3.134.125
09/12/95 12:09:03 : FILE: Starting
09/12/95 12:09:03 : TCP/IP: Connection started with Default
09/12/95 12:09:04 : FILE: Starting
09/12/95 12:10:06 : FILE: Closed by local user
09/12/95 12:10:06 : FILE: Closed by remote user
09/12/95 12:10:14 : TCP/IP: Disconnect: Remote user initiated
09/13/95 08:21:36 : TCP/IP: Created connect socket 19
09/13/95 08:21:36 : TCP/IP: Listening for a call-in
09/13/95 08:21:38 : TCP/IP: Sending browse to 255.255.255.255
09/13/95 08:21:44 : TCP/IP: Connecting to 199.3.134.125
09/13/95 08:21:44 : TCP/IP: Created connect socket 22
09/13/95 08:21:44 : TCP/IP: WINSOCK: OnConnect entered, error code = 0
09/13/95 08:21:44 : TCP/IP: SESSION: InitSession(), originate=1
09/13/95 08:21:44 : TCP/IP: WINSOCK: OnAccept entered, error code = 0
09/13/95 08:21:44 : TCP/IP: Listening for a call-in
09/13/95 08:21:45 : TCP/IP: SESSION: sending connect request via timer
```

Change User Preferences



Click on an area to get more information.



Enable Logging of Viewer

This option automatically allows Viewer logging during a connection.

Enable Logging of File Transfer

File transfer connections are noted in the log by a listing of files that are sent and received during the connection.

Enable Logging of Host

This option automatically allows Host logging during a connection.

Enable Logging of Chat

This option automatically enables logging for a Chat connection started.

Enable Logging of Communication

This option automatically enables low level communication information for protocol used in the connection.

Log to File

This option commits events to a log file for tracking purposes.

Include Time

This option includes the current time.

Include Date

This option includes the current date.

Enable Trace Window

Generates a trace window for tracking events.

Communication

This option allows the communication function.

Change User Preferences



Click on an area to get more information.

The screenshot shows a Windows-style dialog box titled "Change User Preferences" with a close button (X) in the top right corner. The dialog has several tabs: "Viewer", "Host", "TCP/IP", "Dial", "IPX", "Netbios", "Event log", and "General". The "General" tab is selected and active. Inside the dialog, there are several sections of controls:

- Start automatically when Windows starts:** Three radio buttons are present: "Don't start automaticall" (selected), "Start before logon", and "Start after logon".
- Hide application on startup:** Three radio buttons are present: "Don't hide" (selected), "Don't hide, keep minimized", and "Hide".
- Enable Interfaces:** A group box containing four checked checkboxes: "Dial", "IPX", "TCP/IP", and "Netbios".
- Reboot on disconnect (minutes):** A checkbox that is unchecked, followed by a text box containing the number "3" and a small spinner control.
- Allow multiple instances:** A checked checkbox.
- Wait for incoming connection on startup:** An unchecked checkbox.
- Computer Name:** A text box containing the text "RAPTOR".
- License number:** A text box containing the text "059C9-12345-42A0-0F".

At the bottom of the dialog, there are four buttons: "OK", "Cancel", "Apply", and "Help".

Wait For Incoming Connection on Startup

This option is used to place Remotely Possible/32 in a wait-for-call mode after the application is started.

Don't Start Automatically

This option means that the user must manually start Remotely Possible/32.

Start Before Logon

This option means that Remotely Possible/32 is automatically started before the user logs into Windows.

Start After Logon

This option means that Remotely Possible/32 is automatically started after the user logs into Windows.

Don't Hide

This option does not hide application on startup.

Don't Hide - Keep Minimized

This option does not hide application, but minimizes application on startup.

Hide

This option hides the application on startup.

License Number

This is the license number assigned to this PC. Only valid license numbers assigned by Avalan Technology, Inc may be entered.

Allow Multiple Instances

This option allows the user to start Remotely Possible/32 more than once on a single PC.

Reboot on Disconnect Minutes

This option allows automatic reboot after disconnect in minutes specified.

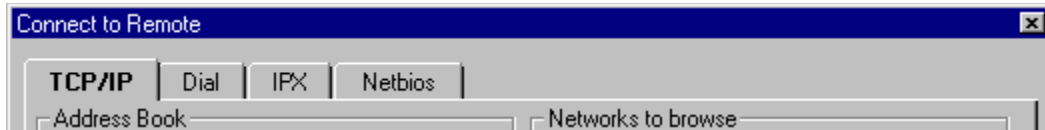
Enable Interfaces

Remotely Possible/32 supports multiple protocols based on individual user licenses. This selection box allows the user to select which protocols to activate on a particular PC. When a protocol is active the Identification tab will appear under User Preferences and Connect to Remote.

Connect to a Remote



You may connect via one or all of the interfaces supported in this version of Remotely Possible. The interfaces are TCP/IP (via windows sockets), Dial (via Microsoft TAPI, or direct connect ports), IPX (Novell Netware), or Netbios (Windows for Workgroups, and others). Depending on your version one or all of these tabs may be enabled. By default the last tab you selected will be initially displayed. To connect using a different interface simply move the mouse over the correct tab at the top of the window and press the left mouse button.



Each interface has different options for connecting. To View each interface press each tab in the above picture.

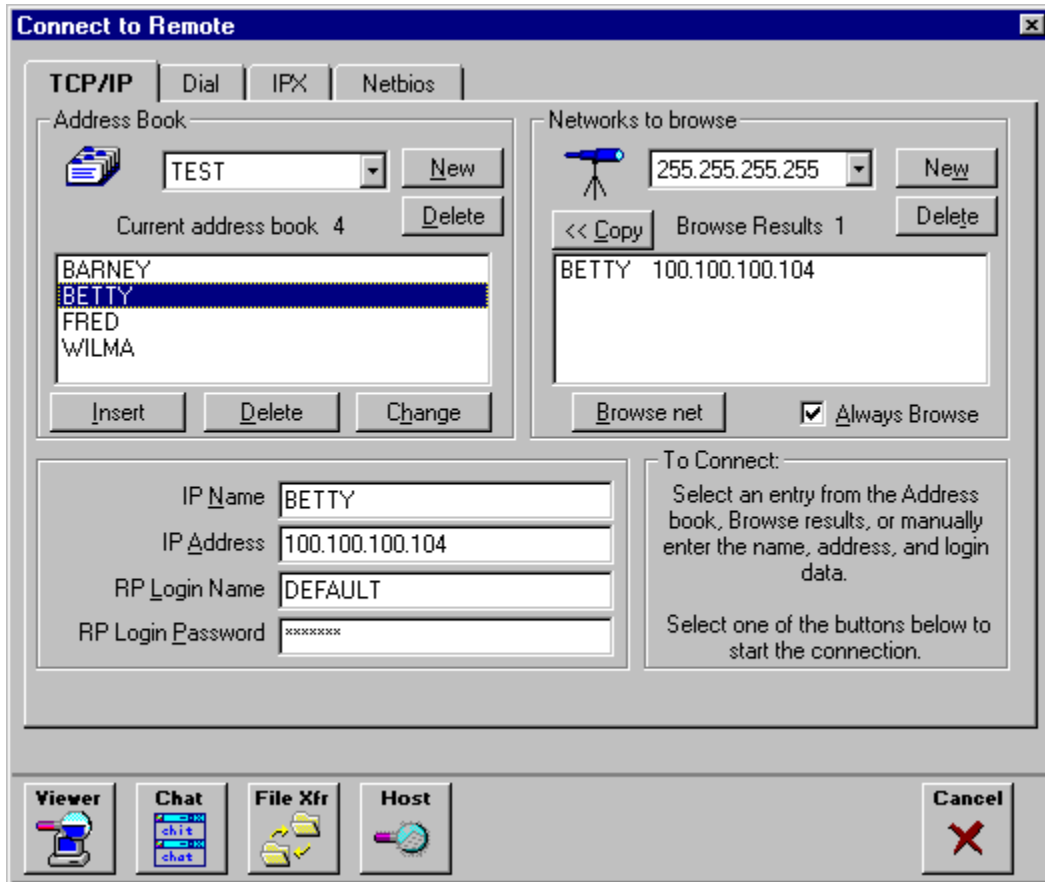
Pressing one of the buttons at the bottom left of the window will start the connection either in Viewer , Chat, File transfer, or Host mode.



Connect using TCP/IP



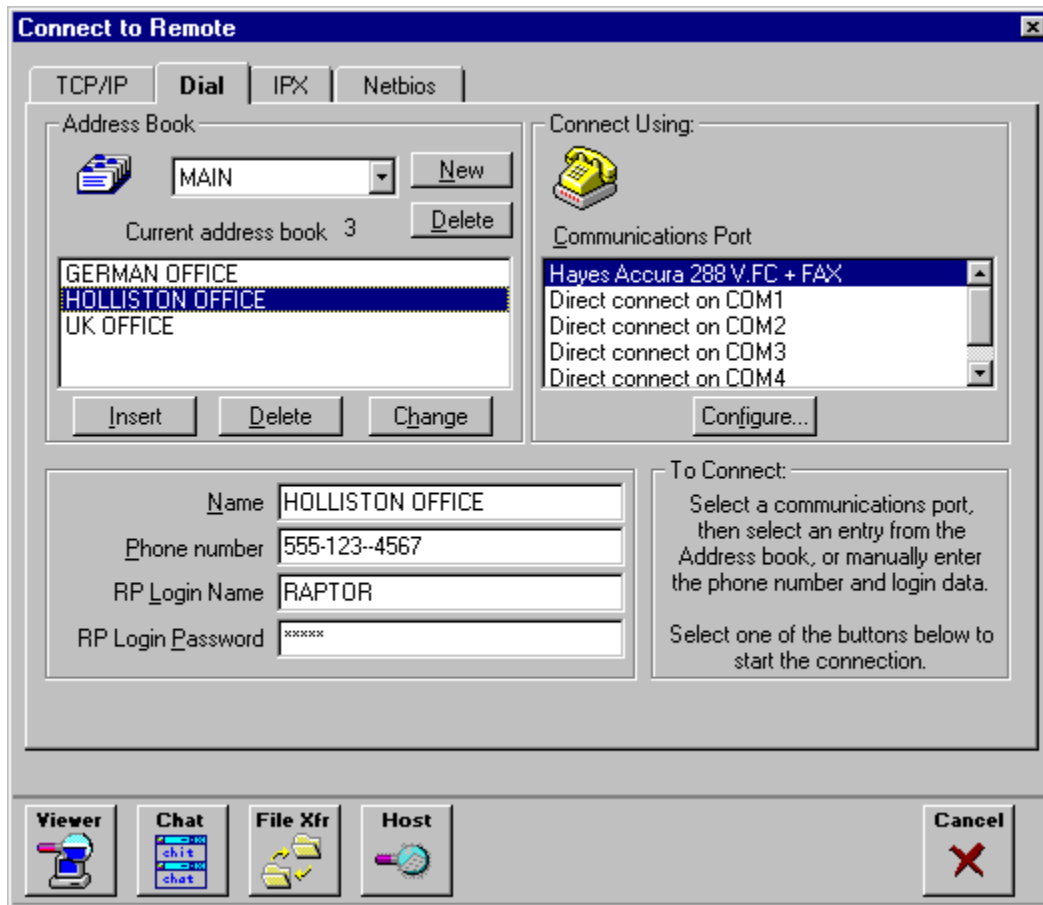
Press the left button on an area on the following screen to learn more...



Connect using Dial modems



Press the left button on an area on the following screen to learn more...



How to Connect via Dial Modems



Connect to a Remote

- 1 Select Connect button from the Remotely Possible/32 Toolbar.
- 2 Select the Dial Tab
- 3 Connect to Remote Screen is displayed.
- 4 Select Modem to use from list.
- 5 Select remote PC to connect to from Address Book or manually fill in fields.
- 6 Select one of Remotely Possible/32 programs: Viewer Mode, Chat session, File Transfer, or Host mode from the toolbar located at the bottom of the Connect to Remote screen.
- 7 Program is initiated and a connection is established with a remote PC.

Add a New Entry by Manual Selection

- 1 Select Insert
- 2 Enter the new name id in the **Name** box.
- 3 Enter the new phone number.
- 4 Enter the **Remotely Possible Login Name** and **Remotely Possible Login Password**.
- 5 Select **OK**.
- 6 New entry is recorded in the database.

How To Connect via TCP/IP



Connect to a Remote

- 1 Select Connect button from the Remotely Possible/32 Toolbar.
- 2 Select the TCP/IP tab.
- 3 Connect to Remote Screen is displayed.
- 4 Select appropriate address by either manual or by browse entry.
- 5 Select one of Remotely Possible/32 programs: Viewer Mode, Chat session, File Transfer, or Host mode from the toolbar located at the bottom of the Connect to Remote screen.
- 6 Program is initiated and a connection is established with a remote PC.

Add a New Entry by Manual Selection

- 1 Select Insert
- 2 Enter the new name id in the **IP Name** box.
- 3 Enter the new **IP Address**.
- 4 Enter the **Remotely Possible Login Name** and **Remotely Possible Login Password**.
- 5 Select **OK**.
- 6 New entry is recorded in the database.

Add a New Entry by Browse Selection

- 1 Send out new browse request.
- 2 Select from Browse results display list
- 3 Select Copy..
- 4 Select Insert.
- 5 Select **OK**.
- 6 New entry is recorded in the database.

Main

Displays/changes the currently selected address book.

New

Press here to create a new Address Book. You will be prompted for a name to use to identify the address book.

Delete

Press here to delete the currently selected Address Book. This will erase the file which contains the data for the address book.

Current Address Book

This function lists entries in the selected address book. Remotely Possible/32 supports unlimited address books.

The Address Book allows you to enter names and addresses of users you frequently call. If you are setting up your system to receive incoming calls only, you do not need to use the Address Book.

There are separate address books for each interface. The Address Book contains IP Addresses (if connecting via TCP/IP), phone numbers (for dial up), IPX addresses (for Novell IPX) , Netbios names (for Netbios) and Remotely Possible/32 Login information for connecting to remote systems. The Address Book is for outgoing connections only.

Number of Entries

IP Name

The IP name of the remote system. This field is filled in by selecting an address book entry, a browse entry, or by manually typing in the desired address. You may also optionally enter the IP address assigned to the remote PC.

IP Address

This is the IP address of the remote system. This field is filled in by selecting an address book entry, a browse entry, or by manually typing in the desired address. You may also optionally enter the IP name assigned to the remote PC.

Browse Net

This option allows you to browse the network.

Networks To Browse

This function sends out a broadcast to all Network numbers that are listed in the Networks to Browse Address Book. You can add a new Network number to browse on. With Remotely Possible/32, you can have multiple network numbers to browse.



Note

The Networks To Browse function is useful in Router Configuration environments.

Browse Results

This displays the results of browsing the network.

New

Adds a Network number.

Delete

Deletes a Network number.

Copy

This copies the currently selected address to the default address book. This button is active when browsing the network.

Insert

Adds a new entry to the address book.

Delete

Deletes the selected entry from the address book.

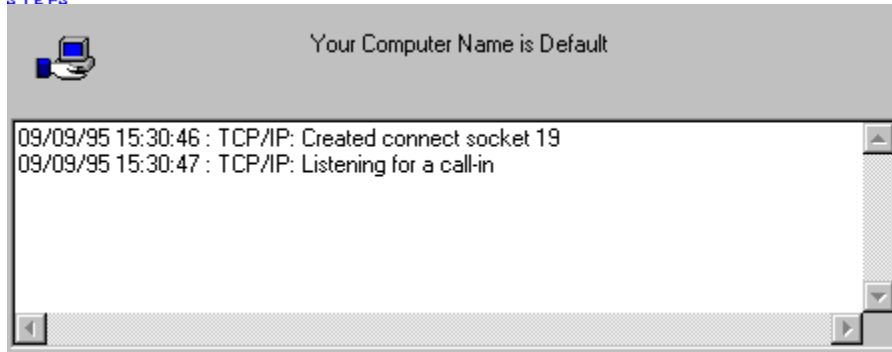
Change

Changes the selected entry in the address book.

Always Browse

This function allows automatic browsing.

Listen for Incoming Calls



This function initiates a Wait for a Call Mode from a PC, so that another PC running Remotely Possible can connect to it.

The Listen For a Call window is displayed if the Trace option is selected from the Change User Preferences Event Log. The information in the Trace window such as date, time, and listening status is also controlled by selections made in the Event Log. If unselected, a blinking message is displayed on the status bar.

Normal



When a connection is in progress or currently established, this option prompts the user to disconnect the remote user.

Reboot Remote



When a connection is in progress or currently established, this option forces the Host PC to reboot immediately. If you need to reconnect to the Host PC make sure that both Windows and Remotely Possible/32 Host start up automatically after booting.

Restart Windows



When a connection is in progress or currently established, this option forces Windows to restart. This option is useful when changing a Windows system file and you want the change to take effect immediately. You should manually close all applications prior to invoking this command remotely.

Disconnect All



When multiple connections are in progress or currently established, this option ends all connections without you having to select a disconnect from each connection.

Disconnect

This disconnect button is for one station at a time.

Using Viewer Mode

Select this option if you will be remotely controlling another PC on your network.

Using Host Mode

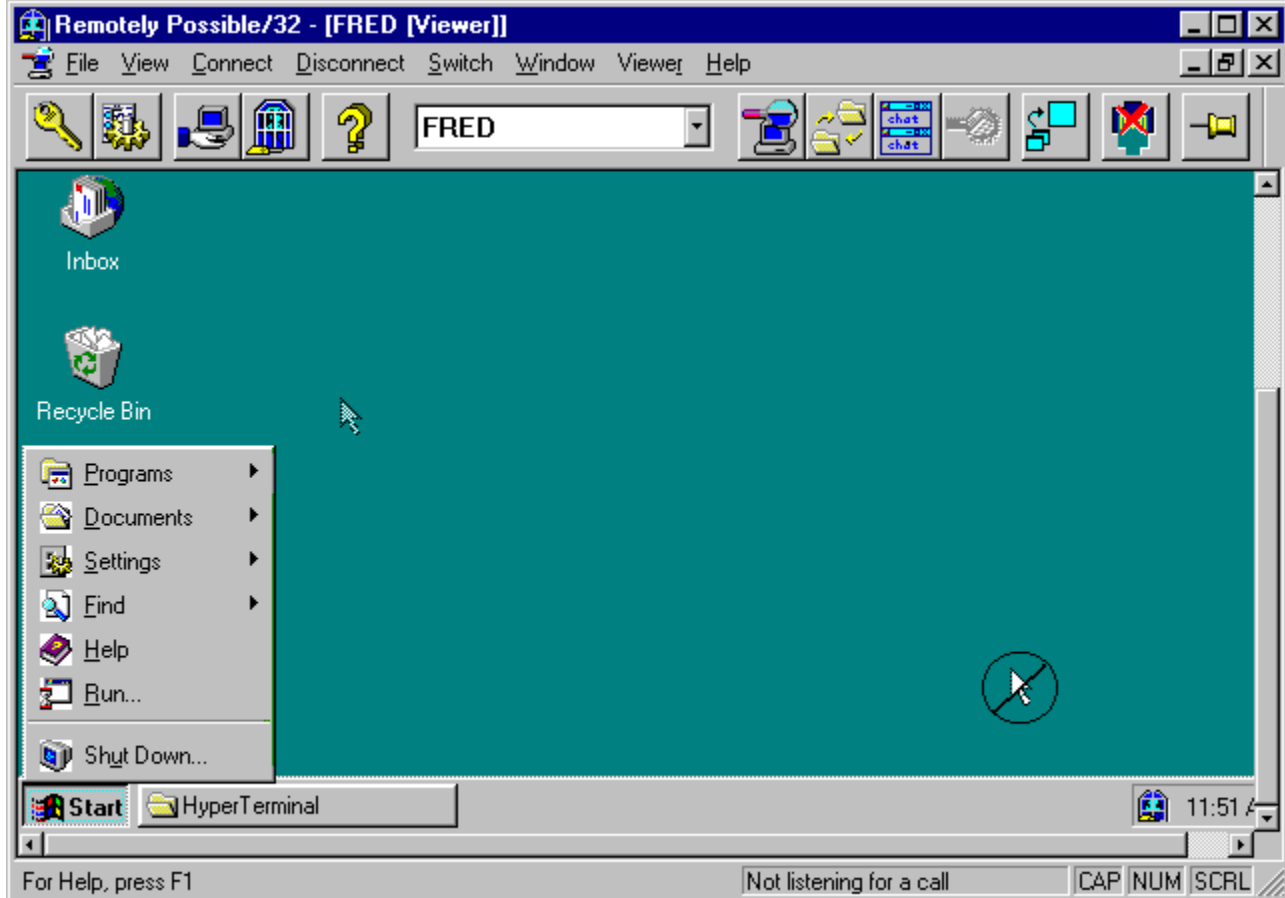
Select this option if you will be remotely controlled by another PC on your network.

Using Remote Control



When using Remote Control, the **Viewer** is the PC that remotely controls the **Host** PC.

The example below demonstrates how a single PC can view two or more PCs. Fred and Barney are acting as Host PCs and are being controlled by a single Viewer



List of Connections

This list box displays the active connections with this PC. To switch between connections simply select a connection from the list box.

Local Cursor

When the Viewer is in monitor only mode the local cursor is disabled from controlling the remote PC. When disabled the cursor will appear in a circle with a line through it.

See also [Ghost Cursor](#)

Ghost Cursor

When the Viewer is in monitor only mode, the Host's cursor will appear grayed out so the user can distinguish between the local and remote cursors.

See also [Local Cursor](#)

Active Session Window

The title of the Window indicates the current remote window with the input focus.

How To Run Remote Control



Use Remote Control

- 1 For Host mode, select Wait For a Call.
- 2 For Viewer mode, select the Viewer icon located at the bottom of the Connect to Remote window.
- 3 If you are already using a Remotely Possible/32 program, you can switch to Remote Control by selecting either the Viewer or Host icon located at the bottom of the Connect to Remote window.
- 4 This action simultaneously produces host and viewer screens for remote control.

Using Chat Session



To Use Chat

- n Start Chat on connect by selecting the Chat Icon located at the bottom of the Connect to Remote screen or from the Connection Toolbar if already connected.
- n This action simultaneously produces a Chat window on the Host and a Chat window on the Viewer displays, which are independent, resizable, and moveable.
- n Move the insertion point to the upper window and begin typing.
- n Data is transmitted to the remote PC and displayed in the remote PC's lower window.
- n Remote PC user moves the insertion point to the upper window and responds by typing information.
- n Data is transmitted back to you as the originator and appears in your lower window.

To Copy Information Between Chat Windows

- n Select the information from the remote Chat (lower) window.
- n Select the Copy command.
- n Move the insertion point to the originator Chat (upper) window.
- n Select the Paste command.
- n Copied Information appears in the originator Chat window.

How To Run a Chat Session



To Use Chat

- 1 Move the insertion point to the upper window and begin typing.
- 2 Data is transmitted to the remote PC and displayed in the remote PC's lower window.
- 3 Remote PC user moves the insertion point to the upper window and responds by typing information.
- 4 Data is transmitted back to you as the originator and appears in your lower window.

To Copy Information Between Chat Windows

- 1 Select the information from the remote Chat (lower) window.
- 2 Select the Copy command.
- 3 Move the insertion point to the originator Chat (upper) window.
- 4 Select the Paste command.
- 5 Copied Information appears in the originator Chat window.

Using File Transfer



The screenshot shows a file transfer application window with the following components:

- Title Bar:** 199.3.134.125 [File Transfer]
- Local Files Panel:**
 - Path: c:\junk
 - Free space: C:19248 KB free, 514936 KB total
 - Search: *.*
 - Files: CIDHOME.DOC, CIDHOME.HTM (selected), CLIENTS.HTM, ENVIRO.HTM, FTPW.EXE
 - Directories: [..], [morejunk], [-a-], [-c-], [-d-], [-i-]
 - Buttons: Refresh, Create dir, Remove dir, Send-->
- Remote Files Panel:**
 - Path: c:\junk
 - Message: (R) Error reading remote drive!
 - Search: *.*
 - Files: CIDHOME.DOC, CIDHOME.HTM, CLIENTS.HTM, ENVIRO.HTM, FTPW.EXE
 - Directories: [..], [morejunk], [-a-], [-c-], [-d-], [-i-]
 - Buttons: <--Receive, Refresh, Create dir, Remove dir
- Transfer Queue:**
 - Files in Queue: 0
 - Buttons: Remove, Remove all, Options
- Transfer Statistics Table:**

	Current File	All Files
File size	0	0
Remaining	0	0
Speed (cps)	0	0
Time left		
% Complete		
- Transfer Controls:** Start transfer, Pause, Help, Cancel
- Status:** [foreground file transfer]

Create Directory

Creates a directory for the Local or Remote PC.

Remove Directory

Removes a directory from the local or remote PC.

File Transfer Status Bar

Provides a brief status and includes the background or foreground PC during the file transfer.

How To Run File Transfer



To Use File Transfer

- 1 Select File Transfer from the Switch menu.
- 2 Or select from the icons on the Connection Toolbar located at the bottom of the Connect to Remote window.
- 3 This action simultaneously produces a FileTransfer window on the Host and a FileTransfer window on the Viewer displays, which are independent, resizable, and moveable.
- 4 You send or receive files by selecting the particular files and then selecting Start Transfer.

Local File

Input field to specify a file filter for the list of local files displayed. Entering the *.* wildcard function displays all local files in the current directory.

Local Path

This control specifies the local directory path. Double-clicking on the .. function moves you up one directory at a time. To get to a particular directory, find and double-click on that directory within this local path.

Search

The Search command button finds the file(s) specified in the local file input field. You can also use the *.* wildcard function to enter as part of the filename if you are not certain of a filename.

Select All

The Select All command button selects all the files in the current directory in one step.

Remote File

Input field to specify a file filter for the list of remote files displayed. Entering the *.* wildcard function displays all remote files in the current directory.

Remote Path

This control specifies the remote directory path. Double-clicking on the `..` function moves you up one directory at a time. To get to a particular directory, find and double-click on that directory within this remote path.

Files in Queue

Displays the files queued for file transfer. To initiate the transfer select the Start Transfer button.

Send

This command adds the currently selected local files to the queued files list for file transfer from the local PC to the remote PC. In the **Files in Queue** list box, the send transfer is indicated by the directional arrows -->-->--> that point towards the remote PC direction of the send transfer.

If the **Select All** command was used to select all the files in the current directory, the **Send** command sends all the directory files to the queued files for file transfer.

Receive

This command adds the currently selected local files to the queued files list for file transfer from the remote PC to the local PC. In the **Files in Queue** list box, the receive transfer is indicated by the directional arrows <--<--<-- that point towards the local PC direction of the receive transfer.

Remove

This button removes the currently selected file from the queued files list. If you select all the files in the queued list, this button removes all of them.

Remove All

This button removes all the currently selected files from the queued files list.

Start Transfer

This button initiates the file transfer of all the files in the queued files list. The file transfer can be send or receive files from the connected PCs.

Cancel

This button cancels the current file transfer and returns to the normal File Transfer window.

Options



This button selects file synchronization and user confirmation options.

File Transfer Options [X]

Confirm on Transfer

- No confirmation
- Confirm on replace only
- Confirm all files

Filter on transfer

- Transfer all files
- Freshen existing files only
- Copy new files only
- Freshen and copy new files

Leave filtered files in queue

OK Cancel

Freshen And Copy New Files

Combination of **Freshen existing files** and **Copy new files** options only. You may also select both **Freshen and Copy new files** together. This option will only transfer files that are newer or didn't previously exist in the destination directory.

Leave Filtered Files in Queue

If a file is not transferred for any reason the file remains in the files list to allow you to change the destination name or to correct a problem on the destination system.

However you may also have Remotely Possible/32 remove any file from the queued file list even if it has not been sent. Select the **Remove filtered files from queue** option. This will cause any filtered files to be removed from the list when not sent. We recommend that you leave this setting alone to see which files have been sent and that have not been sent. Otherwise you will have to check the destination directories to determine which files were transmitted.

No Confirmation

All files are transferred without any user confirmation. Existing files are overwritten with new files.

Confirm on Replace Only

A confirmation message is displayed before overwriting any existing files.

Confirm All Files

You may have Remotely Possible/32 prompt you before replacing any file by selecting **Confirm on replace only**, or before each transmission by selecting **Confirm all files**. A confirmation message is displayed before transferring each file, whether it is being replaced or not.

Transfer All Files

All files in the queued files list are transferred from the source to the destination.

Freshen Existing Files Only

Only newer files are transferred. If the source file has a newer date than the destination file it is transferred. If the source file is older than the destination file or if it doesn't exist on the destination it is not transferred. You may also direct Remotely Possible/32 to **Freshen existing files only**, which will only transfer files that have a later date or time.

Copy New Files Only

Only files that do not exist on the destination system are transferred. If a file exists on the destination it is not transferred. It can also **Copy new files only**, which will not replace any existing file with the same name but will only add new files to the destination's directory.

Refresh

Updates the file entries to show new files, dates, times, and deletions.

Rename File

This is the file rename window. You may enter a valid path on the destination system. If the pathname is not valid you will receive an error when the file transfer is attempted. After entering a new name press **OK** or press **Cancel** to keep the current destination name.

Enter the new file name here. The file will be renamed to this name after copying the file. You should enter the full pathname of the file, not just the file name.

Remaining Files

Displays the files waiting to be transferred.

Current Files Remaining

Displays the number of bytes remaining in the current file being transferred.

Current File Speed

Displays the average speed of the file being transferred in characters per second (cps).

Current File Time Left

Displays the current time left for the file.

Current Files Percent Complete

Displays the percentage of the file that has been transferred.

Current Files File Size

Displays the file size of the file being transferred

Current Files File Speed

Displays the speed of the file being transferred

Total Files Remaining

Displays the number of bytes remaining in the files remaining to be sent.

Total Files Time Left

Displays the current time left for the total files.

File Transfer Queue

Listing of current files to be transferred by send or receive mode.

Total Files Percent Complete

Displays the percentage of the total files transferred.

Total Files File Size

Displays the file size of all the files being transferred

Total Files Speed

Displays the average speed of the all files being transferred in characters per second (cps).

Pause

This button pauses the file transfer until the **Resume** button is selected.

Resume

This button continues the file transfer from the prior **Pause** stage.

Delete Entry

Remove the currently selected entry from the remaining files list

Remaining Files List Box

The **Remaining Files** list box displays the files remaining to be sent or received. In the example above we are sending files to a remote PC. When active, only the **Pause** button may be selected. Once paused you may **Resume** transmission, **Delete Entry** from the list of remaining files, change the current file transfer **Options...** or **Exit** back to the main File Transfer screen. Any files remaining in the list will be removed from the list when you Exit back to the main screen. When paused you may also change the destination name of a file in the list.

Toolbar



You can use the toolbar for quick access to commonly used commands. When you first start Remotely Possible/32, the **Standard Toolbar** is displayed. After you establish a connection with another PC running Remotely Possible/32, the **Connection Toolbar** is displayed.

Standard Toolbar



This toolbar displays the five basic program functions - Edit Access Code, Edit User Preferences, Allow incoming calls, Connect to remote, and Help.



Connection Toolbar

This toolbar is available after a successful remote connection is made. This toolbar allows you to switch between the different session options Chat, File Transfer, Host Mode or Viewer Mode, without having to close the last session type.



You can display or hide these toolbars as you work. For example, when you select **Toolbar** from the **View Menu**, a  is placed beside your selection meaning the toolbar is visible. To hide the toolbar, repeat the steps and the  disappears.



Switch To Full Screen

Enlarges the Host screen from a window on the Viewer PC to a full screen.

Status Bar



The status bar located at the bottom of the Remotely Possible/32 window provides information about the active program or task that you are currently working on.

You can display or hide the status bar as you work. For example, when you select **Status Bar** from the **View Menu**, a  is placed beside your selection meaning the status bar is visible. To hide the status bar, repeat the steps and the  disappears.

Status Bar Example

Allow incoming connections

Listening for a call...

Keep Visible



The **Keep Visible** button resembles a push pin on the Connection Toolbar or may be selected from the Main Menu - Window option. This option is used when a user is connected to more than PC and wants to view multiple connections simultaneously. If the push pin is in the sessions for the selected connection will remain visible should the user switch to another connection. There is no limit to the number of connections that can be selected and the push pin can be independently toggled on or off for all active connections..

Keep Visible

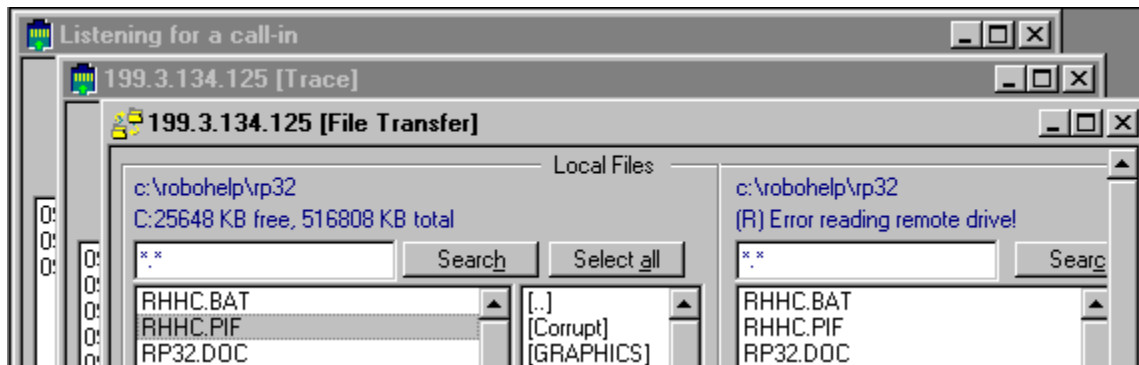
The **Keep Visible** button resembles a push pin on the Connection Toolbar or may be selected from the Main Menu - Window option. This option is used when a user is connected to more than PC and wants to view multiple connections simultaneously. If the push pin is in the sessions for the selected connection will remain visible should the user switch to another connection. There is no limit to the number of connections that can be selected and the push pin can be independently toggled on or off for all active connections..

Cascade



The **Cascade** command located on the **Window** menu causes the windows to overlap so that each so that each title bar is visible.

Cascade Example



Arrange Icons



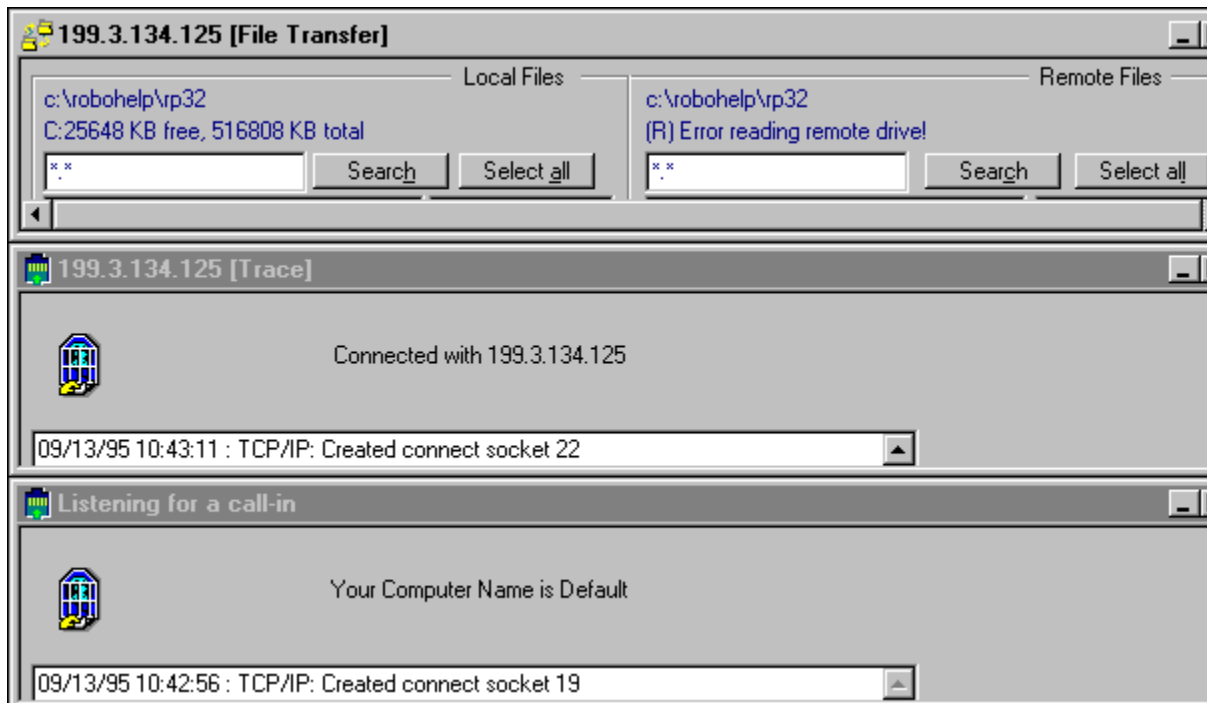
The **Arrange Icons** command located on the **Window** menu causes the scattered number of application icons across your PC to become arranged evenly.

Tile Horizontally



The **Tile Horizontally** command located on the **Window** menu arranges the open windows in smaller sizes to fit next to each other in horizontal arrangement.

Tile Horizontally Example

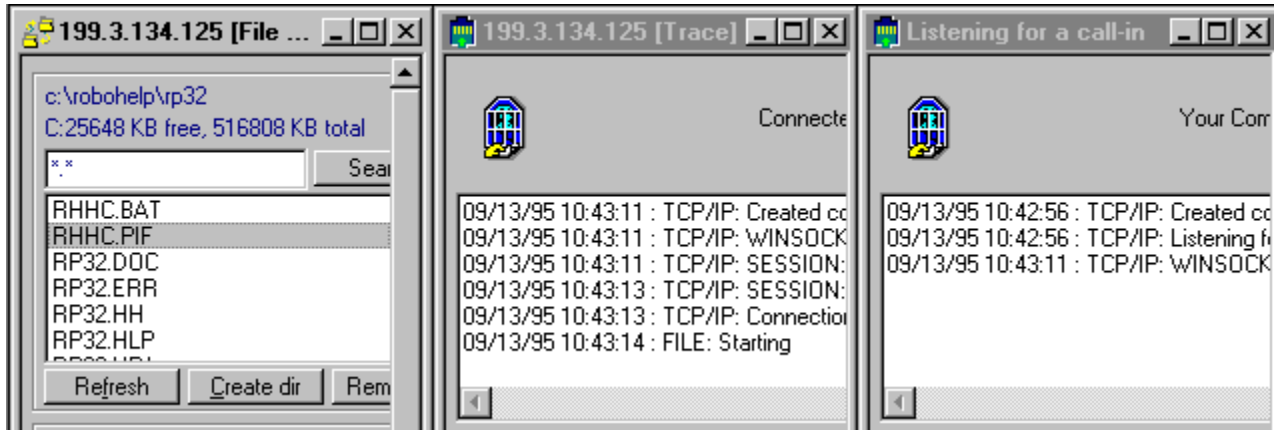


Tile Vertically



The **Tile Vertically** command located on the **Window** menu arranges the open windows in smaller sizes to fit next to each other in a vertical arrangement.

Tile Vertically Example



Common Problems



This section describes the most common problems that may occur during the operation of Remotely Possible/32.

Colors do not match the Host

Solution:

- When you run a different number of colors on the Host and Viewer, the colors are converted by the video driver to whatever is closest on the color palette. This may cause some color distortion. If you do not want the colors to be mapped, run the same number of colors on both the Host and Viewer.

Fatal Exception 0D during Windows 95 boot

Solution:

- Remove any other remote control programs from the PC before installing Remotely Possible. (Ex. Reachout, PCAnywhere)

Performance

Solution: (TCP/IP)

- Enable Data Compression over a Dialup PPP connection. Under the Change User Preferences - TCP/IP Identification Tab.
- Do not use Error Correction unless you have a poor TCP/IP connection.
- Disable the Host Wallpaper by selecting Change User Preferences - Viewer or Host Identification tab.
- Lower the number of colors used to 256 or 16.

Solution: (Dial)

- Enable both Data Compression and Error Correction.
- Disable the Host Wallpaper by selecting Change User Preferences - Viewer or Host Identification tab.
- When connecting to Remotely Possible/Dial 16 bit version, turn off Data Compression.
- Use a higher speed modem. A 28.8k modem will give the best performance.

Performance during Microsoft Word for Windows 6.x and 7.x.

When Microsoft Word is set to View - Page Layout, you may experience a delay during a Dial connection when typing. To increase the performance in this area use the following guidelines:

- Select View - Normal
- Begin typing until you see an increase in performance
- Select View - Page Layout
- Typing should resume at the previous speed

When controlling Word 6.x or 7.x with a 16-bit Viewer you may experience slow typing responses during dial connections. For optimum performance you should use Remotely Possible/32 running on Windows 95 as your Viewer .

Error Messages



Error, unable to connect to remote PC. <Additional error information>

Please refer to the error code that is displayed in the <Additional error information>.

Error, duplicate license number detected.

A duplicate license number has been detected on your network. Please make sure each PC running Remotely Possible/32 has a unique license number. If you need additional license numbers, contact your Avalan Sales Representative for details.

Error unable to open connection. Recheck destination address.

Solution (TCP/IP):

Be sure you have the TCP/IP installed and configured properly on your PC.

Check to see if you can ping the address you are trying to connect to.

If you are not using DNS, setup a HOSTS table.

Incorrect Login Name.

Solution: Recheck the RP Login Name and RP Login Password in the Connect to Remote screen. Make sure there is an appropriate entry in the Edit Access Codes, on the PC you are trying to connect to.

Sending connect request via timer.

Solution: Make sure the PC you are calling is Listening for a Call. This message is displayed when the remote PC is not responding to the connect request.

Timed out waiting for response.

Solution: The remote PC did not respond to the connection request. Make sure the PC you are calling is Listening for a Call. If you are running TCP/IP, try to PING the address that is not responding.

Unable to View remote PC. Remote Host is not Enabled.

Solution: Select Change User Preferences, Choose the Host Identification Tab, Check the box Enable Host operation and reboot your PC.

You have not enabled any interface for incoming calls. Select Allow Incoming Calls when configuring the interface.

Solution: Select Change User Preferences, Choose the Protocol Identification Tab you want to communicate with TCP/IP, Dial, IPX or Netbios. Check the box Allow incoming calls, or if using Dial - Select the modem for incoming call(s).

Software Compatibility



Performance during Microsoft Word for Windows 6.x and 7.x.

When Microsoft Word is set to View - Page Layout, you may experience a delay during a Dial connection when typing. To increase the performance in this area use the following guidelines:

- Select View - Normal
- Begin typing until you see an increase in performance
- Select View - Page Layout
- Typing should resume at the previous speed

When controlling Word 6.x or 7.x with a 16-bit Viewer you may experience slow typing responses during dial connections. For optimum performance you should use Remotely Possible/32 running on Windows 95 as your Viewer.

16-bit TCP/IP Stacks.

We have seen problems using a 16-bit TCP/IP stack with 32-bit TCP/IP applications which use Windows Sockets. We strongly recommend using a TCP/IP stack designed for 32-bit versions of Windows.

Note

When you press Cancel, all previous changes, additions, and deletions are preserved. Only the current selection(s) are not saved.

Multi-tasking

Includes multiple Host and/or multiple viewer support. You can support multiple hosts from a single Viewer, and multiple Viewers from a single Host.

Examples of uses include a Help Desk organization, support and service functions, training and classroom instructions.

Scripting

Provides a simple means to automate sessions. You can automate your PCs to perform dialing, session connects, and file transfers from long distances.

Example of scripting is for your PC to collect data from several PCs at a scheduled time, and redistribute the new data to waiting PCs.

Full Compatibility with 16 Bit Windows

Provided during remote control, file transfer, remote printing, and interactive chat sessions.

Enhanced Performance

- n Provides 32 bit multi-tasking capabilities in the operating system
- n Provides long filename support
- n Provides 32 bit color support

New Drag and Drop Support

Provides easy to use file transfers.

Simultaneous Control of Multiple Protocols

Provides remote control simultaneously across TCP/IP, IPX, Netbios, and modem connections.

Windows Online Help

Provides context-sensitive help to resolve problems and access information immediately within the Remotely Possible/32 program, and also as an on-line reference tool before using the Remotely Possible/32 programs.

You can access context-sensitive Help by selecting the Help button for the specific dialog box or window within Remotely Possible/32. You can access On-line Help to learn about Remotely Possible /32 before using the program by selecting the Help button from the Remotely Possible/32 main window.

Security

- n Provides multi-level passwords
- n Provides callback to a programmed address
- n Provides optional logins
- n Provides multiple access levels to prevent unauthorized access
- n Provides keyboard, mouse, and screen disabling

Access Codes

Access Codes allow you to define who has access to your PC, and are intended for incoming connections to your PC. Access Codes maintain a database of passwords and user names that authorize access. With Access Codes, you can limit access to your PC to certain users, and also limit access to certain functions such as receive files only or remote control only.

The Access Codes function is the heart of the security system within Remotely Possible/32. If you are setting up your system to place outgoing calls only, you do not need to use the Access Codes function. You can assign access levels for your PC on a per-user basis. For example, you can allow all users Chat access, some users access to remote control, and limit file transfer to send only. You may also enable call-back security, which lets you enter an IP Address for your PC to call back. A caller must be at the callback address when connecting.

Welcome to Remotely Possible/32

Thank You for Purchasing Remotely Possible/32

Remotely Possible/32 is Avalan Technology's exciting new multiprotocol version that provides 32 bit support of Microsoft's Windows 95 and Windows NT networks.

Remotely Possible/32 is a powerful yet easy to use remote communication software package. With Remotely Possible/32 you are able to remotely control another Windows PC, or exchange files, and have an interactive chat session with a remote user on another Windows PC.

Remotely Possible/32 operates over all types of TCP/IP connections, including SLIP and PPP. Since Remotely Possible/32 interfaces to TCP/IP via the Windows Sockets API, the underlying physical connection is transparent to Remotely Possible/32.

AVALAN
TECHNOLOGY

Note

The user can even change this file so make sure to password protect your database.

Technical Support



AVALAN Technology, Inc.
P.O. Box 6888
Holliston, MA 01746-6888



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8:30-6:30 EST Monday - Friday

Note

You cannot type into the lower window, because it is an output window only. However, you can copy and paste information from this window whenever necessary.

Drag and Drop File Transfer

Drag and Drop File Transfer allows a user drag files from the desktop or other applications and drop them into the RP/32 File Transfer window. This automatically adds file to the list of files to send to the remote user.

Event log

Viewer Host TCP/IP **Event log** General

Log to file
RP32.LOG

Include time
 Include date
 Enable trace window

Enable logging of:

- File Transfer
- Host
- Viewer
- Chat
- Communication

OK Cancel Apply Help

Apply

The **Apply** button is functional only when it is highlighted. When this button is grayed out as is currently, it means that it is not implemented at this time.

Note

Use the Don't flash Host screen option with care since this increases the time it takes to transmit the initial Host screen to the Viewer.

Easy Installation

Easy-to-use installation for fast setup and startup. The installation is contained on one disk.

Simultaneous Local and Remote Printing

Simultaneous printing for both the Viewer and Host PCs.

Host Confirm Connect

A confirmation of the Host PC on connection during Remote Control.

Note

Replacing files in Remotely Possible/32 includes a safety feature to protect against file loss.

Taskbar



Start



Remotely Possible/32



9:27 AM

You can use the taskbar for quick access to PC-sharing of information especially used in training sessions. Baton passing is a feature that passes PC information control among several PCs running simultaneously.

How To Edit the Access Codes



To edit Access Codes:

- 1 Select Access Codes from either the File menu or Standard toolbar located on the Remotely Possible/32 Main menu.
- 2 Edit Access Codes password screen appears.
- 3 Enter the correct password and select OK.
- 4 Edit Access Codes screen appears.
- 5 Select or enter the appropriate information on this screen. For example, to enter a new user, select Add to clear the dialog box, and then enter the new user information and select Add to record it into the database. Or, select from the user Access List and make the appropriate entries. Select OK when completed.
- 6 Security Options Dialog box is included to add for more security features. To access this dialog box, select the **Security** button at the bottom of the Edit Access Codes window.
- 7 To get help on any of these fields, press the Help button.

How To Change User Preferences



To change User Preferences:

- 1 Select User Preferences from either the File menu or Standard toolbar located on the Remotely Possible/32 Main menu.
- 2 You can modify different areas within this selection:
 - n Viewer mode
 - n Host mode
 - n TCP/IP (if included in product)
 - n Dial Modems (if included in product)
 - n Event log
 - n General
- 1 By choosing a tab for one of the selections at the top of the User Preference window, you can change any of the previous user preference settings.
- 2 After you make the changes, select OK to save the changes. For each of the selections that you complete, select OK to save these changes.
- 3 To get help on any of these fields, press the Help button.

How To Run Remote Control



To run Remote Control:

- 1 For Host mode, select Wait For a Call.
- 2 For Viewer mode, select the Viewer icon located at the bottom of the Connect to Remote window.
- 3 If you are already using a Remotely Possible/32 program, you can switch to Remote Control by selecting either the Viewer or Host icon located at the bottom of the Connect to Remote window.
- 4 This action simultaneously produces host and viewer screens for remote control.
- 5 To get help on any of these fields, press the Help button.

Map Viewer redirected printer ports

When the Viewer is redirecting a printer port it selects the port using ports LPT1 through LPT4. When the Host prints it does not always use ports. This field will map the port the Viewer is redirecting to a Host printer. You may either select a locally attached printer or a network printer.

Port

The TCP/IP port Remotely Possible uses to communicate. This value must be the same as set in the remote PC you will be connecting with.

Connect as a Viewer

Press this to connect as a [Viewer](#). You must first select the destination address of the Host PC before pressing this button.

Connect as a Host

Press this to connect as a [Host](#). You must first select the destination address of the Viewer PC before pressing this button.

Connect in Chat Mode

Press this to connect in [Chat](#) mode. You must first select the destination address of the remote PC before pressing this button.

Connect in File Transfer Mode

Press this to start the connection in [File Transfer](#) Mode. You must first select the destination address of the remote PC before pressing this button.

Delete Entry

Removes the currently selected entry from the Address Book

Program Files

RP32.HLP	Help File
RP32.EXE	Remotely Possible/32 Main Program
PASSWORD.EXE	Remotely Possible/32 Security Administration Utility
RESTART.EXE	Remotely Possible/32 Restart Windows Utility
RP32COMM.DLL	Communications Dynamic Link Library
VIDEO32.DLL	Host Remote Control Dynamic Link Library
RP32.VXD	Host Remote Control Virtual Device Driver
HATTEN.TTF	Font File
DIALOG.FON	Font File
RP32.LOG	Log File (created by Remotely Possible)
README.TXT	Application Notes
RP32PASS.DAT	Password File
*.SAB	TCP/IP Address Book(s)
*.DAB	Dial Address Book (s)
*.IAB	IPX Address Book (s)
*.NAB	NetBios Address Book(s)

Baton Passing

Baton Passing - This feature is applicable in a Classroom or Interactive Demonstration environment where a single Host PC has two or more Viewer PCs running remote control sessions. The Host PC acts as the Chairman and can grant or revoke a Viewers participation. This Host only feature is known as "Baton Passing". When Remotely Possible is started the RP logo Icon is displayed in the [Windows 95 Task Bar](#). Using the Right Mouse Button, click the Icon and a menu appears. The Enable/Disable Student Keyboard option is only available when two or more Viewers are connected to the same Host. Select Enable/Disable Student Keyboard and the Host User can allow All Viewers/ No Viewers/ Selected Viewer ability to control the Host.

TCP/IP Address

The TCP/IP connection tab lets you type in the IP name and IP address of a Remotely Possible computer on a TCP/IP network. If you are using a network that filters out the broadcast from the Browse Net option, you'll want to save the IP name and address in one of your personal address books. To access this information select the [Connect to Remote](#) icon.

How To Connect using Icons



Connect to a remote client quickly and easily by selecting a predefined icon. This short-cut method eliminates the need to connect using the Graphical User Interface.

To create an Icon to use for dialing:

- 1 Create an Address book entry for the remote PC if you haven't already.
- 2 Create a ShortCut to the RP32.EXE file.
- 3 Change the properties of the new ShortCut Icon. Select the Shortcut tab, then go to the Target section and add the Address book name to the end of the line. (Note: If you are using long names, the Address book name must be outside the ending quotes.)

Example.

“C:\Program Files\Avalan\Remotely Possible\RP32.exe” FRED
or
C:\WIN95\RP32\RP32.exe FRED

Long File Names

Windows 95 and NT support file names that are greater than the 8.3 DOS naming convention. If the user connects to another Windows PC that supports Long File Names, [File Transfer](#) will use and display the long file name. If the user connects to a Windows 3.x PC, File Transfer will use and display the short file name.

Communications Port

Select the device on which to place the outgoing call. You may select a modem to use or a direct connect port

Configure Port

This will configure the port selected in the list box below. For direct connect ports you may change the port speed. For TAPI devices the options you may change vary with the device.

Name

The name of the remote PC. This is used for informational purposes only when using dial-up modems or direct connect ports.

Phone Number

Enter the phone number of the system you are calling.

Connect using IPX

IPX support is not currently available.

Connect using Netbios

Netbios support is not currently available.

Listen for a connection

Select this button to enable this PC to listen for an incoming call or connection.

