

## Contents for Wintel Help

To use this help, click the left mouse button on the colored underlined text or use the tab key to highlight the text and press enter. Help is available on following topics:

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## Introduction

Wintel is a full featured communication software that connects you to other computers. Following features are included:

- \* Phonebook which stores your remote service names, phone numbers and communication settings.
- \* File transfer using ASCII, xmodem, xmodem 1k, ymodem batch and zmodem protocols.
- \* A realtime and an offline GIF/JPEG viewer.
- \* DEC VT100, VT52, ANSI Color, TTY and a raw mode terminal emulations.
- \* Redialing and sequential dialing capability.
- \* Programmable script language which automates your logins to remote system.
- \* Chat mode, which lets you chat with the user at the remote end.
- \* Resizeable fonts, scroll back buffer, printing log file and session capture.
- \* uuencode and uudecode internet files.
- \* Run multiple instances of this application.

## Connecting to Remote Computer

Open phonebook by selecting phonebook command from the File menu. Your login session is started by either double clicking an existing entry or by selecting an existing entry in the name listbox and then clicking on the dial button. A dial window would open up showing you the phone number dialed. You can cancel the dial operation by clicking on the Cancel button. The system will inform you once the connection has been established.

### Related topics:

[Adding a new entry](#)

[Phonebook summary](#)

[Opening Communication Port](#)

## Adding a New Entry to the Phonebook

To add a new entry to the phonebook, open the phonebook by selecting phonebook command from the file menu. Click on the New button in the phonebook. A Communication setting window would open up. You must already know your required settings for the remote computer with which you want to communicate. Most services publish their communication settings as: 2400,8,N,1. This indicates a 2400 baud modem speed, 8 data bits, no parity and 1 stop bit. If you do not know the port where modem is connected then click on the default setting button. This program will figure out the port and make following settings for you:

**Baudrate**

2400

**Parity**

None

**Stopbit**

1

**Flow Control**

Xon/Xoff

**Phonetype**

Tone

**Port**

Port where your modem is connected.

**Terminal**

VT100

**File transfer Protocol**

ZMODEM

**Modem**

Hayes compatible

**Retry dial count**

5

**Connect timeout**

60

You only make entries to the online service name and its phone number.

**Related topics:**

[Opening Communication Port](#)

## Opening Communication Port

If you want to connect your computer to another computer in the same room or you want the other computer to dial in to your computer, then you must first open a communication port. You do this by making an entry in the phonebook. Follow same steps as you do when you add a new entry to the phonebook but leave the phone number field in the communication settings dialog box as empty. Click on the dial button. Your communication channel would open up.

### **Related topics:**

[Adding a new entry](#)

[Phonebook summary](#)

[Chat Mode](#)

Baud

The number of bits transferred per second.

## Phonebook Summary

Here is a brief summary of all the buttons in the phonebook:

**Cancel**

Removes the phonebook from the display.

**Dial**

Dials the selected entry.

**New**

Adds a new entry in the phonebook.

**Delete**

Deletes a selected entry from the phonebook.

**Copy**

Copies an existing entry to a new entry with a new name and a phone number.

**Autologin**

Executes the script file for the selected entry.

**Options**

You select a timeout period for a connection. You can also specify a retry dial count here.

# Settings

Note: All settings excepting that of color and scroll back buffer apply locally to a given service.

Communication Setting

Modem Setting

Terminal Emulation

Color

Keyboard

Fonts

Default Directory

Protocol



## Communication Setting

Communication settings dialog box can be invoked from the phonebook's edit button. This command allows you to define your communication parameters. Here is a list of options available to you:

### **Cancel**

Removes the box from display

### **Name**

Enter your service name (max 8 characters).

### **Phone number**

The phone number of remote computer.

### **Phone prefix**

This field is required for an internal phone system to connect to an outside line or to wait for a dialtone. This usually is 9.

### **Baud Rate**

Select the speed of your modem. The most common setting is 2400 baud.

### **Data Bits**

Specify the number of data bits in each data packet exchanged between yours and the remote computer. This field usually is either 8 or 7.

### **Parity**

Select the type of parity. Select no parity for 8 data bits and an even/odd parity for 7 data bits.

### **Port**

Here you specify your communication port where you have your modem connected. This usually is either 1 or 2.

### **Flow Control**

This selection specifies which action is to be taken when the incoming data buffer gets full. Select hardware flow control for half duplex connections and Xon/Xoff flow for full duplex communication. As most communications are full duplex, select Xon/Xoff flow control.

## Modem Setting

This option can either be selected from communication settings dialog box or from the settings menu. You select your modem by clicking on your modem type in the list box and then selecting OK. If you do not find your modem in the listbox then select a custom modem option. You can modify the preexisting initialization, dial, hangup, escape and reset strings by retyping them. You can also edit the result codes if your modem returns them in a different form. This must only be done in case you are having problems with the communication. Consult your modem manufacturers documentation for details.

## Terminal Emulation

Wintel can emulate most of the popular terminal types. Perhaps the most popular terminal emulation used in the industry is VT100(ANSI). You select terminal preference either from the communication settings dialog box or from the settings menu. In VT100 and VT52 mode, your function keys F1 to F4 behave like those of DEC's PF1 to PF4. Keep the Num Lock key down to emulate the DEC VT100 keypad. Codes sent by numeric keypad 9 to . are same as those sent by DEC's VT100 terminal. The PCs insert key sends the same code as sent by keypad s enter key on a VT100 terminal.

To emulate BBSs graphic characters, choose the terminal fonts from the fonts menu option.

Wintel also has a raw terminal emulation mode. This allows you to view all the characters sent by the remote computer. These include control keys. This feature is extremely useful in examining the raw codes sent by the remote computer.

Following options may also be selected:

### **Local Echo**

This option is useful when the remote computer does not echo your typed in characters. This is the case when the remote computer operates in an half duplex mode. Do not make this selection as most computers operate in full duplex mode.

### **CR->CR/LF**

Specifying this option enables carriage return and a line feed to be sent to the remote computer when you press an enter key . As most computers send you a linefeed, do not select this option.

### **Buffer Lines**

Here you specify the number of lines this program should save. The default is 200 lines. You may save upto 200 lines in the buffer for later viewing.

### **OK**

Clicking on OK will save your settings.

### **Cancel**

Cancel will cancel all the changes you have made to the terminal prefs dialog box.

## Keyboard

When you select this option from the Settings menu, a keyboard dialog box appears. You can examine keycode sent to the remote computer by clicking on the desired key. Here you can also define function keys F5 to F12 for your purposes. Function keys F1 to F4 have already been assigned to the DEC's VT100 and VT52 control codes. You make an assignment to the function key by clicking on say F5. Another window will appear. You can type in your string here. Remember to type "Enter" key as ^M. Similarly all control keys are prefixed by a caret ^. For example if you want to define F5 as a control-Z then enter ^Z in the edit box. If you want the definition to contain a escape character (ASCII 27) then enter ^[.

## Color

You can select color settings for the text and the window background by selecting color command from the settings menu for terminals other than VT100 (ANSI Color) terminal. For ANSI Color terminal, by default, white text is shown on the black background. Select the element and then choose the desired color from 16 predefined VGA colors. If these colors do not suit your needs then create your own colors with the help of three RGB scroll bars. By changing the red, green and the blue component of a color, any desired color can be achieved. Once you have made your choice, save them by clicking the OK button. You may revert back to your original window colors by clicking on the default button.

## Fonts

You can select font command from the settings menu. A list of all the fixed size fonts are shown in listbox. A font is selected by clicking on the desired entry in the listbox. Font size need not be selected as this program adjusts the size of the font based on your window size.

## **Default Directory**

Here you specify the default directory for the file transfer and your session logs. If the session log option is enabled then the log file would be stored in the directory you specify in the session log edit box. Your downloaded files from the remote system will go to the directory specified in the default download directory edit box.

## Protocol

You select the file transfer protocol by selecting the protocol command from settings menu.

If you are transferring ASCII files and you have an error correcting modem then you may opt for the ASCII protocol. However, as there is no error checking done in this protocol, this protocol is very unreliable. ASCII file transfer has other options. Click on the option button. Most systems require you to send a character to initiate the file transfer. This usually is a "return". Type in ^M if the remote system requests you to send a carriage return for downloading ASCII file. Some systems send a control character as an end of file transfer. This usually is control T. Type in ^T in the EOF character edit box.

For binary transfers, the most reliable protocol is that of ZMODEM. ZMODEM protocol has other options too. If you want crash recovery option enabled then check on this button. Crash recovery is done in the following manner. If the requested file date is same as that of a file previously transferred and the file size is greater than that of the existing files. Then the recovery is possible. There is another option in the ZMODEM protocol. This is the file skip option. If you already have a file with the same name and of the same date then this system will request the remote system to skip sending this file.

### **Related topics:**

[Description of Protocols](#)



**Protocol**

Protocol is a set of rules which define how computers can communicate.

# **File Transfer and Protocols**

Once you have established a connection to the remote system. You can exchange text and binary files. In order to transfer files, you must first select a protocol which both your system and the remote system recognize. A text file is a file created by a text editor known as an ASCII file. A binary file is a file of any kind. This could be a bitmap image or an executable file. It is recommended that you use binary file transfer protocol for all your file transfers. This is due to the fact that ASCII file transfer protocol does not do any error checking. For binary transfers, you may opt for one of the protocols described below:

## **XMODEM/Checksum**

This protocol transfers data in 128 byte packets. It does error checking of the data with checksum. It is reliable but is slow because of the small packet size. Also it does not have a batch transfer capability.

## **XMODEM/CRC**

This protocol transfers data in 128 byte packets. It does error checking of the data with 16 bit CRC. It is reliable but is slow because of the small packet size. Also it does not have a batch transfer capability.

## **XMODEM (1K)**

This protocol transfers data in 128 and 1024 byte packets. It is an extension of XMODEM/CRC. This protocol is also known incorrectly as YMODEM. This is not a batch protocol therefore only one file can be transferred per transfer.

## **YMODEM(BATCH)**

Like XMODEM(1K), this protocol transfers data in 128 and 1024 bytes data blocks but in its first block it sends the filename, filesize and the file creation date. This protocol is fast, reliable and has a batch transfer capability.

## **YMODEM(BATCH -g )**

Like XMODEM(1K), this protocol transfers data in 128 and 1024 bytes data blocks but in its first block it sends the filename, filesize and the file creation date. This protocol does not have intermediate acks and naks. Therefore it is more suited for the hardwired connection. This protocol is extremely fast but not recommended because a single error would cause the retransmission of the entire file. This protocol has a batch transfer capability.

## **ZMODEM**

This is perhaps the most popular protocol today. It is fast, very reliable and allows batch file transfers. Also it allows the transfer of partial files (known as crash recovery) in case transfer was aborted.

**Related topics:**

Receiving Files  
Sending Files

## Receiving Files

If you want to receive files using ASCII, XMODEM or YMODEM Batch protocol. You choose receive command from the File transfer menu. This must be done after the remote system has informed you that it is ready to send you the files. Once you have selected the receive command, you will be asked for a filename of the downloaded file in case of ASCII and XMODEM (All flavors) protocol.

If you have opted for YMODEM batch protocol, no such dialog box appears as the filename is contained in first block of the data packet.

For ZMODEM, do not choose receive file command from the menu. This program will automatically detect the transfer once the downloading starts.

Once the file transfer starts, you will see a window with the statistics such as file name, total number of bytes to receive, number of bytes received etc. You may abort the transfer anytime by clicking on the Cancel button.

## **Sending Files**

First you inform the remote system that you wish to upload files. As for the receiving files, you select the protocol which matches with the remote system. If you need to send multiple files choose YMODEM Batch or ZMODEM protocol. A dialog box would appear asking you for the name of files which you wish to transfer. For batch operation, you may review the file list to be uploaded and make more additions or deletions. Once you are done, click on the done button. Another window would appear which shows you the file transfer statistics. If you wish to abort the transfer then simply click on the Cancel button. Once your transfer is complete, you will see a message to this effect in the transfer window. Click on the OK button to remove the transfer window from the screen.

## Utilities

Following utilities/options are available:

Viewing GIF/JPEG File

uuencode

uudecode

## **Viewing GIF/JPEG File**

If you want to view a GIF/JPEG file while downloading it, enable the view GIF/JPEG realtime option from the utilities menu. Any file of type GIF/JPEG would be displayed on a separate window while being downloaded.

You can also view stored GIF/JPEG files by selecting view GIF/JPEG offline command from the utilities menu. This would activate a WinGif task. By choosing "Open" from the file menu in WinGif and selecting file of type GIF/JPEG, the file can be viewed. You can resize the picture by selecting stretch/shrink command in the File menu. You exit the GIF/JPEG viewer by choosing "Exit" command from the file menu.

## **UUENCODE**

uuencode utility allows you to encode a binary file to an ASCII file so that it can be transmitted on Usenet or send as an email on an internet. When you select this option, You will be asked for the file name to encode. Select the file and your file be encoded with the extension uue. If your input file is of large size then the output file is split over into multiple files with sequence numbers appended to the file name. The first line of encoded file contains begin 600 filename and the last line has an end.



## **UUDECODE**

uudecode utility allows you to decode uuencoded file. Generally on an internet, a uuencoded file is transmitted in a batch because of its large size i.e. file a.uue may be transmitted as a1.uue and a2.uue. When you select this option, you will be asked for the file names which need to be uudecoded. Once you have selected your files, press on the done button and your file will be decoded. Make sure that each of the files contain a begin at the start of the decoded text and an end at the end of the decoded text.

# Scripts

Script is a file which would automate your login session.

## Related topics:

[Editing Scripts](#)

[Executing Scripts](#)

## Editing Scripts

Use Edit command in the script menu to call the notepad editor to edit a script file. Here is an example of a script file to connect to delphi service via a local sprintnet number:

All comments in the script file begin with !.

```
!  
! connect to delphi  
! define timeout for waitstring command. The default is 10 seconds. You may place this  
! timeout anywhere before waitstring command.  
timeout 5  
!  
! Transmit string in quotation to remote  
send "@D"  
! Wait for string "terminal" from the remote computer  
waitstring "terminal: "  
! once it finds string "terminal" it sends a carriage return  
send "^M"  
! transmit "c delphi"  
send "c delphi"  
! wait for string "username:" from remote"  
waitstring "username:"  
! Send the username "jjohn"  
send "jjohn"  
! waits for string "password:" from remote  
waitstring "password:"  
! sends password "abcdef"  
send "abcdef"  
! exit from script  
exit
```

## **Executing Script**

Once you have created a script file and you have made an entry of the service in the phonebook, you can execute it either from the command execute in the Script menu or by clicking on the Autolog button in the phonebook.

## Edit

Following commands are available:

Copy and Paste

Clearing Scroll Buffer

## **Copy and Paste**

If you want to send the text from the clipboard, first copy the text to the clipboard. This can be done either from some other application or from your own screen. You select the text to be copied to the clipboard by pressing on the left mouse button and dragging over the text you want copied. Once the text is selected, choose copy command from the edit menu. Your text will be copied to the clipboard. Next choose the transmit command from the edit menu. Your text will be transmitted.

## **Clearing Scroll Buffer**

When you receive text from the remote computer, this text is placed in a buffer which can be viewed by using vertical scroll bar. If you want to clear this buffer, use the clear buffer command from the Edit menu.

## Printing

You can print your session log file by selecting print logfile command from the File menu. You will be asked for the file name to be printed. Select the desired file and your file would be printed. You can also print the saved scroll back buffer by selecting print buffer command from the File menu.

### **Related topic:**

[Session Capture](#)



## Session Capture

Select session capture command from the session menu. You can direct all your incoming data from the remote system onto to a file for later viewing and printing. Your session log file name would be the name of the online service you are connected to with log extension. You can stop capturing the session by reselecting the capture session command from the session menu.

### **Related topic:**

[Printing](#)

## Chat Mode

With this option you can chat with the user logged onto a remote computer. When you make this selection, your window will split into two halves. The upper window will display the text you type in and the bottom window would show you the response from the remote user. Before you can commence chatting, you must first establish a connection. This can be done either by dialing in to his/her system or wait for a call from the other end. If the other end wants to dial in to your system, you must first open your communication port. Use the phonebook, make an entry with no phone number and click on the dial button. This would open up the communication channel. From the option menu enable the "Answer " command and then wait for the call. However, If this option is disabled, then any incoming call would result in a "RING" text on your screen. You type in "ATA" and the connection would be established. Enable the chat mode if you have not already done so. Now you are ready to chat. Disconnect the connection by choosing "Hangup" command from the "Dial" menu.

## **Disconnecting**

If you want to disconnect from a session, you must first hangup. This is done by selecting "Hangup" command from the session menu. You may then either exit from the program or dialin to another service. You exit the program by selecting Exit command from the File menu.

## How to Register

### Wintel 1.4 Registration

NOTE: If you are registering through CompuServe , then at the GO prompt type SWREG and follow their instructions for registration.

For all others, please fill out this order form:

Item	Price
Wintel 1.4 Disk ( 3.5 ____ or 5.25 ____ ) with manual	\$39.95
Shipping and Handling	\$ 5.0 ( U.S. & Canada ) \$ 10.0 ( Foreign )
Tennessee residents, please add 8.25 % sales tax	\$ 3.25
<hr/>	
Total Amount	_____
<hr/>	
Name	_____
Address 1	_____
Address 2	_____
City	_____ State _____ ZIP _____
Country	_____
Phone	(     ) _____ - _____
Signature:	_____

Online service where you downloaded Wintel from: \_\_\_\_\_

Please mail this form with your Check/Money Order (payable to Satyavrat Mehrotra):

Satyavrat Mehrotra  
SMSOFT  
1345 Oak Ridge Turnpike, Suite # 287  
Oak Ridge, TN 37830

Please allow 2 - 3 weeks for delivery.

## Miscellaneous Commands

### Check Modem Port

This command checks for the port where your modem is connected.

### Comm Status

This command in the Misc. menu displays the communication status. If the system is hung because it received a bad XOFF character, then you would see the box next to *transmission is waiting as a result of xoff character being received* as checked. You can clear this box by clicking on it. This makes the system think that it has received a required xon character.

### Break

By enabling this option from the Misc. menu, you would suspend character transmission and place the communication device in the break state. When you enable this option, a checkmark would appear next to the break command. You disable this option by reselecting the break command. The character transmission would resume.

### Dial Sequentially

By enabling this option from the Misc. menu, you tell the system to dial online services in a sequential manner till the connection is established.

