

To set up a new connection

- 1 On the **File** menu, click **New Connection**.
- 2 Type a name that describes the connection, click the appropriate icon, and then click **OK**.
- 3 Enter the information for the call, and then click **OK**.
- 4 To dial the call, click **Dial**.

To send a file to a remote computer

1 On the **Transfer** menu, click **Send File**.

2 In the **Filename** box, type the path and name of the file.

To change the protocol you want to use to send the file, use the **Protocol** box to select it.

3 To send the file, click **Send**.

Tips

- In most cases, you need to prepare the remote computer's file transfer software to receive the file. For more information, contact the remote computer's administrator.
- You can also send a text file to the remote computer by clicking **Send Text File** on the **Transfer** menu.

To receive a file from a remote computer

- 1 Use the software on the remote computer to send (download) the file to your computer.
- 2 On the **Transfer** menu, click **Receive File**.
- 3 Type the path of the folder in which you want to store the file.
- 4 In the **Use Receiving Protocol** box, click the protocol the remote computer is using to send your file.

To save a HyperTerminal session to a file

- 1 On the **Transfer** menu, click **Capture Text**.
- 2 Type a name that describes the file the text will be saved in, and then click **Start**.

Tip

- You can also send the session text directly to a printer by clicking **Capture To Printer** on the **Transfer** menu.. When you end the call, the text will be sent to your default printer.


To call a remote computer

- 1 On the **File** menu, click **Open**, and then double-click the connection you want to use.
- 2 On the **Call** menu, click **Connect**.
- 3 Click **Dial**.

To change the port settings for a modem connection

- 1 In the HyperTerminal Connections folder, double-click the connection you want to change.
- 2 On the **File** menu, click **Properties**.
- 3 Click the **Connect To** tab, and then click **Configure**.
- 4 Click the **Connection** tab, and then make the changes you need.
- 5 To change settings such as flow control and error correction, click **Advanced**, and then make the changes you need.

Tips


- The changes that you make to the port settings affect only this connection.
- For Help on an item, click  at the top of the dialog box, and then click the item.

{button ,AL("a-term-call-settings")} [Related Topics](#)

To change the settings for making a call

- 1 In the HyperTerminal Connections folder, double-click the connection you want to change.
- 2 On the **File** menu, click **Properties**.
- 3 Click the **Connect To** tab, and then make the changes you need.
- 4 To change settings such as the terminal type, click the **Settings** tab, and then make the changes you need.

Tip

- For Help on an item, click  at the top of the dialog box, and then click the item.

{button ,AL("a-term-port-settings")} [Related Topics](#)

To adjust the HyperTerminal window size

1 On the **View** menu, click **Font**.

2 Under **Size**, click a point size.

To make the terminal window larger, click a larger point size.

To make the terminal window smaller, click a smaller point size.

3 To adjust the HyperTerminal window to the size of the terminal window, click the right mouse button in the terminal window, and then click **Snap**.

To use HyperTerminal with Minitel

- 1 On the **File** menu, click **Properties**, and then click the **Settings** tab.
- 2 Click **Emulation**, and then click **Minitel**.
- 3 On the **View** menu, click **Font**, and then click **Arial Alternative**.

Tips

- Arial Alternative is the only font that contains the graphic characters you need for the Minitel service. This font is not included with Windows NT.
- For a list of function keys for Minitel emulation, click Related Topics below.

{button ,AL("a-term-minitel-fkeys")} [Related Topics](#)

Function keys for Minitel emulation

Function Key	Minitel Key
HOME	sommaire
DEL Or F2	annulation
PAGE UP Or F3	retour
INS Or F4	repetition
END Or F5	guide
BACKSPACE Or F6	correction
PAGE DOWN Or F7	suite
ENTER Or F8	envoi
F9	connexion/fin

Click **Help Topics** to return to the list of topics.

Provides a space for you to type a name for the new connection.

Shows icons you can use for the new connection.

Lists country code prefixes for telephone numbers in foreign countries.

Provides a space for you to type an area code.

Provides a space for you to type the phone number you want to dial.

Lists the modems set up to work with your computer.

Displays information about your modem.

Changes information about the phone number.

Changes a location entry or adds a new one to the list.

Lists location entries. To edit a location entry, click **Dialing Properties**.

Dials the phone number.

Opens HyperTerminal without calling another computer.

Shows the phone number you are about to dial. To dial the number, click **Dial**. To choose a different number, click **Modify**.

Shows the calling card HyperTerminal will use to dial this call. To change the calling card, click **Dialing Properties**.

Assigns a new icon to this phone number.

Causes your computer to beep when the computer you are calling sends a Bell signal (such as CTRL+G).

Determines the number of lines you can see by scrolling backward using the PAGE UP key.

Lists terminal types that HyperTerminal can emulate.

Determines whether the function, arrow, and control keys are used for tasks in Windows, or are transmitted to a remote computer.

Sets options for the selected type of terminal emulation.

Sets options for transferring ASCII text files.

Determines the features of your terminal.

Determines whether the keypad sends application codes that control programs running on the host computer.

Determines whether the arrow keys send normal codes (which move the cursor) or application codes.

Divides your window into 132 columns instead of 80.

Determines the appearance of the cursor in the terminal window.

Determines whether the BACKSPACE key deletes characters.

Determines whether the keypad sends application codes that control programs running on the host computer.

Lists the character sets you can use.

Determines how ASCII characters are sent to a remote computer.

Sends a carriage return to the remote computer every time you complete a line.

Displays every character you type before it is sent to a remote computer.

Determines how ASCII characters are received from a remote computer.

Inserts a carriage return at the end of every line you receive from a remote computer.

Translates 8-bit characters into 7-bit ASCII.

Prints excess characters on the next line if a remote computer sends a line of text that is longer than the width of your window.

Lists folders on your computer where you can save files transferred from a remote computer.

Lists protocols you can use when transferring files to your computer.

Provides a space for you to type the name of the file you want to send to a remote computer.

Lists protocols you can use when sending files to a remote computer.

Transfers the specified file.

Provides a space for you to type a name for the capture file.

Displays the folder in which the capture file is stored.

Click this to browse through folders to find the file or folder you want.

