SPRY Dialer Help Contents

The following Help Topics are available:

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For Help using Help, press [F1].   Help revised May, 95.

What is the Dialer?

The **Dialer** is a stand-alone application that is designed to work with the SPRY applications, to allows you to use the applications over a phone line.   The Dialer allows you to easily login and connect to a SLIP or PPP account, automatically.

You need to have an account with an Internet Service Provider, or be set up to dial into a remote SLIP/PPP *terminal server*, in order to use the SPRY Dialer.

When the SPRY applications are set up to use the Dialer, the applications become *dial-on-demand*. When you start one of the applications, the **Dialer** application will automatically start making your connection to the remote SLIP/PPP host (you must have configured the correct phone number and other connection information for this to work).

As well as being used for dial-on-demand SLIP/PPP access, the Dialer can also be used to initiate a SLIP/PPP session on its own.   You can also open the Dialer during a SLIP/PPP session and capture or monitor your current SLIP/PPP session activity.

Using the Dialer

Before you can use the Dialer, you must be sure you have set up your <u>modem</u> and <u>communications port</u>, and filled out the <u>Dialer Setup</u> dialog.   You may have already done this during installation.

You can use the Dialer either by starting one of your SPRY applications (dial-on-demand), or by opening the Dialer and using the **Dial** command and then starting one of your applications.

Note: The Dialer will only make a connection if it is not currently connected; i.e. none of your SPRY applications are currently in use.

The Dialer will begin to dial the number you specified, and start to initiate your connection.

You will see a <Connection Status> screen, which will indicate the different stages of your connection.   If your modem initializes correctly, the Dialer will begin dialing your Service Provider.   If you connect, you will see a Connection acknowledgment.

At this point, the Dialer may do one of several things:

If you are set up for <u>automatic login</u>:

The Dialer will complete the connection, automatically logging you into the remote SLIP/PPP host.   You will see a ***Connected!*** message, and your connection should be active.   If you opened an application, the application should open.   You can now start other applications over your connection.   Until you disconnect the Dialer, or close all your SPRY applications, your connection will be active.

If your SLIP/PPP host uses PAP authentication:

If you have already filled out your PAP username and password in the <<u>PPP Settings</u>> dialog, the connection will complete.

If you have not yet provided this information, you will be prompted to provide your PAP username and password; you will have to fill out this information before you will be able to continue.

You will see a ***Connected!*** message, and your connection should be active.   If you opened an application, the application should open.   You can now start other applications over your connection. Until you disconnect the Dialer, or close all of your SPRY applications, your connection will be active.

If you need to login to your Service Provider:

The Dialer will open on the desktop, prompting you to login to your Service Provider,

You may see different types of information on this screen: this information **will vary according to the SLIP/PPP host or Internet Service Provider** you are connecting to.   You should find out the exact sequence of steps that you will have to execute.

In most cases, you will be prompted for the information below.

> <u>Login Name</u>

> <u>Password</u>

Type the requested information at the prompts that appear on your Dialer screen.

At this point, your connection may automatically be started.

However, if another prompt is shown after you enter your login name and password, you may have to provide a command that will start your type of connection.   (This is usually "SLIP" or "PPP" for SLIP and PPP hosts; check with your network administrator or Internet Service Provider if you are unsure).   Type the command and press [Enter].

If you are using *SLIP*, you will probably have to issue a *Packet Mode* command by clicking the **Pkt Mode** button on the Toolbar or choosing **Start Packet Mode** in the Dialer **Network** menu.

If you are using *PPP*, and nothing happens after you type the prompt to start your connection, you may have to issue an additional **Packet Mode** command from the Dialer (this is dependent on your host). This is a command that tells the remote host you are ready to connect.   In the Dialer, click the **Pkt Mode** button on the Toolbar, or choose **Start Packet Mode** from the **Network** menu.

Note: The Packet Mode button on the Toolbar will appear pressed down when Packet Mode is active; you can exit Packet Mode, and return to the terminal servers login prompt, by releasing this button (pressing it again). You can also uncheck the **Start Packet Mode** button in the **Network** menu to exit Packet Mode.

When your connection is complete, you should see a ***Connected!*** message, and the Dialer will minimize at the bottom of the screen (time will begin counting on the Dialer).   If you started an application, your application should now start.   You can now start other applications over the same connection.   Until you disconnect the Dialer, or close all your SPRY applications, your connection will be active.

Note: You can automate these login and connection steps, so that you will not have to go through them, by using the Auto Login feature.   It is recommended that you try using the applications manually, as described in this section, at least a few times before trying to set up Auto Login.

Login Name

(also called Login ID, Account ID, Username)

Your SLIP/PPP account login name; this is assigned to you by your network administrator (if you are connecting to a remote network) or Internet Service Provider (if you are connecting to the Internet using an Internet Service Provider).

Password

The password associated with your SLIP/PPP account login name.

Disconnecting the Dialer

You can disconnect the Dialer at any time by clicking **once** on the minimized **Dialer** icon**,** and choosing **Close** from the Windows System menu.   You can also disconnect by opening the **Dialer** and clicking on the **Hangup** button, or choosing **Hangup** from the **Modem** menu.

You can use the <u>Timers</u> feature to define when you will be automatically disconnected from your connection.   When you have closed all of your applications, or have been inactive, for the amount of time specified using the **Timers** option, a <Notification> screen will appear.   This screen tells you that your applications will be shut down, and begins a 15 second countdown.   You can click **Continue** in the screen to resume using your applications.   If you want the Dialer to be disconnected, click **Hangup**, or wait the screen will disappear.

When you are disconnected from the Dialer, any currently open application will remain open, if possible. If you try to access additional information in that application (clicking on a newsgroup in News, for instance), the Dialer will try to reconnect you (either manually or automatically, according to how you are set up).   However, in many cases it is a good idea to shut your applications down and restart them when the connection is lost.

Dialer Menu Commands

The Dialer menu options are listed below.

File Menu

View Menu

Modem Menu

Network Menu

Options Menu

File Menu

New Profile

Open Profile

Delete Profile

Capture Session

Exit

Using Profiles

A Profile is automatically created during the SLIP/PPP installation storing the settings which you specified during the installation.   This is called the **default** Profile.   Unless you start using a new Profile, all the changes you make will affect the default Profile.   The default Profile can not be deleted.

The Dialer always displays the name of the current Profile you are in the Dialer Title Bar, and any changes you make to Dialer settings are always automatically saved to that profile.

You can create as many Profiles as youd like.   If you decide to make a new Profile, you can create it; it will immediately be used by the Dialer.   You can also switch between any of the Profiles youve created at any time.   You can also delete any Profiles you dont want.

To find out how to create a new Profile, open and use an existing Profile, and delete a Profile, click on the appropriate topic below.

See

New Profile

Open Profile

Delete Profile

New Profile

You can create a Profile at any time by choosing the **New Profile** command in the Dialers **File** menu. You will be prompted for a name for the Profile; choose a meaningful name, so that you will be able to easily identify it.

If you have any Profiles that you would like to base your new Profile on, check the *Copy settings from* option, and select one of your existing Profiles from the drop-down list.

Click **OK** to create the new Profile.   You will be presented with the dialogs below, and will be asked to fill out information about the new Profile.

> [Communications Port Setup](#)

> [Modem Setup](#)

> [Dialer Setup](#)

> [Login Setup](#)

When you complete these dialogs, the new Profile will be created; you will see the Profile name appear in the Dialer Title Bar, and the Profile will now be used.   Any changes you now make to the Dialer will be automatically changed in the Profile you created.

Open Profile

You can open a Profile at any time by choosing **Open Profile** in the Dialer's **File** menu.

The drop down list in the <Open Profile> dialog lists the Profiles you have previously created (along with the *default* Profile).

Select the Profile you want to use, and click **OK**.   The Profile you specified will be used, and the Profile name will appear in the Dialer Title Bar.   Any changes you now make to the Dialer will affect the Profile you opened.

Delete Profile

You can delete any of your Profiles by choosing **Delete Profile** from the **File** menu.

Select the Profile you want to delete from the list of Profiles that appears, and click **OK**.   You will be asked to confirm that you want to delete the Profile; be sure you want to delete the Profile as you will not be able to restore the information.

Capture Session

This can be used to capture all of the activity on your Dialer screen to a file.   If you check this option, the activity for your current session is copied by default to the file AIRDIAL.LOG in your \...\DATA directory. This file is overwritten for each new session.

Exit

You can click Exit in the File menu or doubleclick the Windows System menu to exit the Dialer.   If you are currently connected, your session will be ended (this is equivalent to using the **Hangup** command).

View Menu

Toolbar

Status Bar

Toolbar/Status Bar

The Toolbar and Status Bar commands in the View menu are used to display or hide the Toolbar (at the top of the screen displaying buttons for frequently used Dialer functions) and the Status Bar (at the bottom of the screen).   Checking these items will display them, unchecking them will hide them.

Modem Menu

[Setup](#)

[Custom](#)

[Initialize](#)

[Dial](#)

[Hangup](#)

[Port Setup](#)

Initialize

This will initialize the modem, using the initialization string associated with the modem you have set up in the <Modem Setup> dialog box (using the **Setup** option).

Dial

This will dial the modem, using the phone number configured in the <Dialer Setup> dialog.

Hangup

This will hang up the modem.

Modem Setup

The <Modem Setup> dialog is used to specify information about your modem.   This dialog is initially displayed during the installation, but can also be accessed using the **Setup** command in the Dialer **Modem** menu.

Be sure the information in this screen is accurate; if your modem settings are incorrect, you may have trouble using the Dialer.

The options in this dialog box are listed below.

Modem Type

Phone Line Type

Advanced Modem Options

Modem Type

The make and model of your modem.   The <Modem Type> field contains a drop-down list of commonly used modems.

If you find your modem in the list, select it.

If your modem is **not** specifically listed, choose a *compatible* modem from the drop down list.   Your documentation may indicate other modems compatible with your modem; if so, try to find a compatible modem on the drop-down list and select it.   If you are unsure, try **Hayes compatible**.

Note: If you cannot find your modem   (or a compatible modem) in this list, you can configure a custom modem using the **Custom Modem** option.

Phone Line Type

Choose Tone for touch-tone phones (default), or Pulse for pulse dialing phones.

Advanced Modem Options

Auto Baud

Specifies whether your modem rate is adjusted to match the speed of the remote modem. If Auto Baud is **On** (the default), your modem rate will be adjusted. In most cases, this setting will work well. If you see garbage on your dialer screen when you connect, you may need to set Auto Baud to **Off**. This means that your modem will **not** adjust to the speed of the remote modem.

Hangup Method

Specifies the method the Dialer uses to hang up the modem; three choices are available:

> **Hardware**

The Dialer uses the Windows communications driver to send a signal to the modem's hardware that tells it to hang up.

> **Software**

The Dialer sends the standard hangup string (such as **+++**) to the modem. The Dialer will use the hangup string defined in the modem definition; you can check that your modem hangup string is correct by using the <Custom Modem Settings> dialog.

> **Both**

The Dialer will try both methods to hang up the modem.

The **Both** option is used by default; change this option only if your modem does not seem to be hanging up correctly. Certain modems may react unpredictably when using the **Hardware** option; you may wish to switch to **Software** only if you are having some problems. Likewise, if the **Software** method does not work for your modem, you may want to disable it by choosing **Hardware** only.

CTS Control/Ignore Clear to Send Signal

The Dialer waits for a signal from the remote modem before sending information, so that no information is lost in transmission. This signal is known as **CTS**, or **Clear to Send**.

The Dialer does not receive this signal from network modems; if you are using a network modem (i.e. the modem is not physically attached to your machine, but is accessed over a network), you will need to disable this option.

Communications Port Setup

Port

Speed

[Advanced Communications Port Setup](#)

Port

This is the communications port your modem uses.   If you have an internal modem, this is set on the modem itself; if it is an external modem, this is the port your modem is connected to on your PC. Choose COM1, COM2, COM3, or COM4.   When you choose those options in this dialog, the dialog box will display information about whether the COM port you have selected is available, along with other information.   If you're not sure which COM port your modem is on, this indicator may help you narrow down the choices.   When you select the COM port, if it displays the message "unavailable", that COM port is probably not being used by your modem.   If it is "available", then it **may** be your modem port.

Speed

When you first set up your modem, during installation, it is suggested that you set your modem speed to **9600** bps.   This will produce the least amount of complications during the registration and configuration process.   Then, once you have ensured that your applications are working correctly, you can use the **Setup** command in the Dialer's **Modem** menu to increase the COM port speed to the highest speed (bps) your modem can achieve.

Note: If you are unsure of the speed of your modem, choose 9600.

General guidelines for choosing communications speeds are shown below.

> If your modem is 9600 bps, choose 9600.

> If your modem is 9600 bps and uses compression, choose 19,200.

> If your modem is 14,400 bps, choose 19,200. (Note: there is no option for 14,400).

> If your modem is 14,400 bps and uses compression, choose 38,400.

> If your modem is 28,800 bps, choose 38,400.

Advanced Communications Port Setup

The advanced communications port options are described below.   You should not change any of the first three settings (Data Bits, Parity, or Stop Bits) unless directed to by your Service Provider or network administrator.

Data Bits

Specifies the number of data bits in each packet of information.

Parity

Specifies the error-checking method used.

Stop Bits

Specifies the number of stop bits in each packet of information

Flow Control

Specifies the method used to control the transmission, or flow,   of data.   The **Hardware** setting **should always be used** if your modem supports it.   Check your modem manual to find out what flow control method is used.

Custom Modem Settings

The <Custom Modem Settings> dialog allows you to define custom modems, with initialization strings and settings that you define.

Most modems will work using the **Hayes Compatible** modem option, or using one of the listed modems that are compatible with your modem (according to your modem documentation).   Therefore, it is suggested that you **not** create a custom modem unless you need to; configuring a custom modem requires you to provide some technical information about your modem and go through a number of steps.

Creating a custom modem requires that you have current documentation for your modem.   Some familiarity with modem initialization strings will help you understand how to configure the modem.

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See

Creating a Custom Modem

Creating a Custom Modem

1) You will see a field called *Initial Modem Settings*.   This field can be used to specify a modem that you want to use as the basis for the new modem you set up.   You do not have to select a modem from this field, but it will probably be easier to start with a filled out dialog box and then make the changes that apply to your modem.   If you know of a listed modem that is similar to yours, you may want to select that from the Initial Modem Settings; otherwise, **Hayes compatible** is suggested as a good modem for this field (it will start with the initialization string **ATS0=0E1Q0V1X4^M**).

You will now have to fill in the other fields in this dialog box with the initialization string and settings for **your** modem.

2) Try to find a default initialization string for your modem in your modem documentation.   If you find it, type it into the *Initialization* field exactly as it appears; you may have to add specific modem commands to it, as described below.   If you cannot find an initialization string, add at minimum the commands specified below; they will ensure that your modem will work with the Dialer.

Note: The initialization string is by far and away the most important modem configuration variable.   If you are using a custom modem, your modem will use the initialization string you specified to configure the modem before making a connection; you must configure the modem correctly, or it may not work well.

Initialization strings are made up of modem commands; the commands that are used for your modem may be unique for your modem.   Look for a table in your modem documentation (usually in the back of the manual) that lists the commands that work with your modem.

Specific modem commands are **required** for your custom modem to work with the Dialer.   Click required modem commands to view the commands.

3) You must now fill out the modem settings, displayed beneath the initialization field.   Many of these are the same for different modems.   Click Custom Settings for a description of each of these fields.

4) When you finish making all the settings for the modem, you need to give it a name.   Fill out the *Save Settings As:* field with a name for your modem.   You can save over an existing custom modem, if you wish.

The modem you have saved will now automatically be used by the Dialer.   If you look in the modem list in the <Modem Setup> dialog, the custom modem you created will appear (custom modems will be shown at the end of the list).

Required Modem Commands

Mode	Recommended Setting	Common Commands
Auto Answer:	OFF	S0=0
Result Codes:	ON	Q0
Result Code Type:	Strings/Verbose	V1
Result Messages:	Include BUSY, NO DIALTONE	X4
DCD Control:	Follow Carrier	&C1
DTR Control:	Hang-up/Disconnect	&D2
Flow Control:	Hardware (CTS/RTS) ON &K3	
	XON/XOFF	OFF
Data Compression:	OFF	%C0

Common modem commands are shown in the third column, above.   Remember that your modem may use different commands than the ones shown.

Therefore, if your modem table showed the commands above, you would add the following commands to your initialization string: **S0=0 Q0V1X4&C1&D2&K3%C0**

Custom Settings

Prefix

This is the command prefix that the modem recognizes, usually called the "attention" command. (Default: "AT")

Suffix

This defines the command termination string, usually a carriage return <CR> .   (Default: "^M")

Tone

This defines the tone dialing command string.   (Default: "DT")

Pulse

This defines the pulse dialing command string.   (Default: "DP")

Reset

This defines the reset string used to perform a soft reset of the modem.   (Default: "Z")

Hangup

This defines the hang-up command string that will return the modem to ON-HOOK state.   (Default: "H")

Escape

This defines the escape string used to interrupt the modem when it is not in command mode.   (Default: "+++")

CommandAck

This defines the acknowledgment string that the modem returns when successful.   (Default: "OK")

CommandErr

This defines the error string returned by the modem when error conditions arise.   (Default: "ERROR")

Connect

This defines the DTE (the error string returned by the modem when connecting.   (Default: "CONNECT")

NoCarrier

This specifies the string that the modem returns when no connection can be established.   (Default: "NO CARRIER")

NoAnswer

This specifies the string returned by the modem when the remote system doesn't answer.   (Default: "NO ANSWER")

NoDialTone

This specifies what string is returned from the modem when no dial tone is detected.   (Default: "NO DIAL")

Busy

This specifies the string that is returned when the remote systems phone connection is in use.   (Default: "BUSY")

Voice

This specifies the string returned by the modem when a human voice is detected when connecting. (Default: "VOICE")

Network Menu

[Dialer Setup](#)

[Login Setup](#)

[Interface](#)

[Trace](#)

[Start Packet Mode](#)

Dialer Setup

The <Dialer Setup> dialog is used to setup information about your SLIP/PPP account that is used by the Dialer when making a connection.   The <Dialer Setup> dialog is displayed during installation, but can also be accessed using the **Dialer Setup** command in the Dialer **Network** menu.

You will have to fill out this dialog properly in order to connect to a SLIP/PPP host or Internet Service Provider.

A **Timers** button in this dialog allows you to set Timers values.

The <Dialer Setup> fields are listed below.   Click the option for which you want help.

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See

Dial Before/Dial After

Phone Number

Your IP Address

Netmask

Name Server 1/Name Server 2

Your Host Name

Domain Name

Configure Using BOOTP

Dial Before/Dial After

The Dial Before/Dial After fields are optional.   They are provided for the following reasons:

> > You may need to dial a code to get an outside phone line (as in PBX phone systems).

> > You may want to disable call waiting so that incoming calls do not interrupt your Dialer sessions.

> > You may want to set up a calling card for use with the Dialer.

Note: You can add a pause (delay) to this field by adding a comma (,) to the number.   In other words, if your phone system requires you to dial 9 and then takes a few seconds to give you a dial tone, you might specify **9,** and then the number; i.e. **9,555-9292**. (For additional delay, add additional commas, i.e. **9,,555-9292**).

If you have call waiting on your telephone, and receive a call, you will be typically be disconnected from the Dialer (or any telecommunications application).   To suppress call waiting, type ***70,** in the Dial Modifier *Before:* field (if you have a pulse dial telephone, type **1170,**).   No incoming calls will come in and interrupt your sessions.

Phone Number

This is the number that you dial to connect to the Internet Service Provider or SLIP/PPP host in order to establish your dial-up session. (This is a dedicated dial-up line, not a voice phone number you use to talk to someone at the Internet Service Provider office, for instance).   Include complete dialing information in this field (i.e. 1-800-555-9292, not 800-555-9292).   Dashes are permitted.

Your IP Address

You may be required to use an *IP Address* for your Internet account.   This is a unique number identifying your computer on the Internet.   An IP Address uses the format A.B.C.D, where A, B, C, and D can be from 1 to 3 numbers.   Sample IP address: 165.121.36.6

Alternately, you may use a *dynamic* IP address (a different IP address each time you login); if so, specify 0.0.0.0 for this field.

Netmask

You must specify a *Netmask* (also known as **subnet mask**).   This is a number based on your IP address (it identifies what type of network you are on). Your Service Provider or network administrator should be able to tell you your subnet mask.   If you know your IP address, you can try the subnet mask in the table below.

> >   If the first segment (AAA of AAA.BBB.CCC.DDD) of the IP address starts with...

> >   **1-126**, use 255.0.0.0 for your netmask

> >   **128-191**, use 255.255.0.0 for your netmask

> >   **192-223**, use 255.255.255.0 for your netmask

If you have a dynamic IP address (as described above), you will most likely will use a netmask of 255.255.0.0.

Name Server 1/Name Server 2

These are also referred to as **DNS** or **Domain Name Servers**.   A Name Server is a machine that you connect to that contains a large list of IP addresses, an "address book" for Internet hosts.   This makes it possible for you to specify hosts in your applications by their *Fully Qualified Domain Names*, such as rocky.bullwinkle.com, instead of by their IP address (165.121.6.6), which is what is actually used to reach the host.

You need to specify a Name Server address in order to have this "address book lookup" happen automatically (without you being aware that it is taking place).   Specify a Name Server address in the **Name Server 1** field.   **Name Server 2** is optional; use this field only if a second Name Server is available to you.

Your Host Name

This is a name that is used to identify your PC on your network or the Internet.   Your Internet Service Provider or network administrator may supply you with a host name, or ask you to supply a value for your host name.   If that is the case, type the host name here.   If not, choose a name you would like as your host name (perhaps your first name or login ID).

Domain Name

This is the name used to identify the domain of your network or Service Provider (this is used to make applications aware of where you are located).   Your Internet Service Provider or network administrator should supply you with a domain name.   A sample domain name is **bakerstreet.com**.

If you use a domain name, you can contact hosts within your domain by using only the first part of their fully qualified domain name (i.e. if you set up the domain name above, you could send mail to user **sholmes**, rather than **sholmes@bakerstreet.com**).

Configure Using BOOTP

This option allows you to configure the Dialer to use BOOTP to obtain your IP address from the remote host that supplies your connection.   BOOTP is a method that is used by some remote hosts to assign you an IP address "on demand".   Your Service Provider or network administrator should be able to tell you whether you use BOOTP.   (Most hosts do not use BOOTP; they instead used a fixed IP address or dynamically assign an IP address).

Login Setup

Using the <Login Setup> option (found in the Dialer's **Network** menu) allows you to set up how you want to login and connect to your SLIP/PPP host or Internet Service Provider.   You can set up **Auto Login** to automatically provide the information to the SLIP/PPP host, so that you do not have to type it in manually.

You have three options for Login Method:

> **None**

   You should choose this option if you are not required to login to the remote host (if your host uses an authentication protocol like *PAP,* you may not need to login to the host).

> **Manual**

   This is the **default** login option.   When you login and connect to a host using this login method, the Dialer screen will appear and will prompt you for some information.

> **Auto**

   This method can be used to automatically login and connect to your host.   You can configure this option in several ways.   You must provide some information about what prompts are provided by your Service Provider or SLIP/PPP host to set up Auto Login.

Choose the option you want to use to login by checking the appropriate option in the <Login Setup> dialog box.

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See

Auto Login

Auto Login

The Dialer's *Auto Login* feature allows you to automate your login by setting up *events* that occur during login, and your *responses* to those events.   For example, when you are prompted for a password (an event), you can have the Dialer automatically provide your password (response).

Before you try to use the Automatic Login, use Manual Login a few times, to familiarize yourself with the events that occur during your login/connection.   Note down the prompts you are provided with, and what you type as a response.

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See

Adding Events to your Auto Login

Adding Events to your Auto Login

Your login/connection procedure will vary depending on your Service Provider or SLIP/PPP host. Typically, after you connect, three "events" will occur:

> a prompt for a Login or Username

> a prompt for a password

> a prompt for you to start your connection (this may not happen)

These are usually the events you will want to set up.

1) To set up Auto Login events, click the **New** button, or doubleclick on the line to which you want to add an event.   You will see the <Auto Login Event> dialog box.   This will allow you to add one Auto Login event.

2) You should first fill out what to wait for (the "Event"), the pause, and the Response.

For the **Wait For**, specify the first prompt that you will see.   This might be **Username>** or **Login:,** for instance.

For the **pause**, supply the amount of time you want to wait before sending the Response (some amount of delay may be desirable, to allow the remote host time to "converse" with the Dialer).

For the **Response**, specify what you want to type when the Wait For text is provided (i.e. "sholmes" for your username).   This is optional; you can have the Auto Login screens prompt you for the response, if you wish.

3) You then have three options for displaying this event during the automatic login:

Send response, do not prompt (NONE)

This will simply send the entry to the remote host.   This is a completely automated event.

Prompt with response shown on screen (SHOW)

This will prompt you for a response for the entry.   In other words, selecting this option means that you will have to provide the information directly, and press OK, before proceeding.

Prompt with response encrypted on screen (ENCRYPT)

This is like SHOW, but your response will not be shown on screen, it will appear as *****.

If you choose the second or third option, you have the option of providing a brief on-screen message for the prompt.   For example, if you want to be prompted for your password on screen, you might type "Enter your Password Now".   This will make any displayed portion of your automatic login easier to understand.

4) If this login event is a command to start SLIP or PPP (often the last event in your Auto Login script), you may need to use the **Start Packet Mode after __ seconds** option.   You **must** have this option in your Auto Login script if you are using SLIP.   If you are using PPP, you only need to use this command if you had to use the **Start Packet Mode** command when manually connecting to your host using the Dialer.   Check this option, if applicable.   By default, packet mode will be started immediately after the "Event" occurs; you can change the number of seconds that are waited in between your SLIP or PPP command and the start of packet mode by changing the number of seconds in this option.

5) Once you have filled out the <Auto Login Event> dialog box, click **OK**.   The event you defined will be added to the list of Auto Login events.   Again, you should add an event for each "prompt" you are given by the Internet Service Provider during login, to completely automate your login.   You can continue to add events by clicking **New**.   You can also edit or delete events at any time.

There are additional Auto Login Options you may want to change before completing this screen. Click **OK** when you have created all the events necessary for Automatic Login.   The Auto Login you

have defined will be used the next time you login or connect to your Service Provider.   To disable the Auto Login, choose another Login Method in the <Login Setup> dialog box.

Auto Login Options

Initial Carriage Returns

This allows you to specify whether to send a few carriage returns to the remote host when you first connect.   Some hosts will not immediately provide you with a prompt until they receive some carriage returns (the equivalent of hitting Enter).   The default is 0, or no carriage returns.   If you did not have to hit the Enter key after you connected during manual login, do not change this value.

Timeout

This value dictates how long (in seconds) the Auto Login routine will wait for all of the Auto Login events to occur before disconnecting.   The default is 30 seconds.

Attempts

This value dictates how many attempts the Auto Login routine will make to connect to the remote host. The default is 3 attempts.

Editing or Deleting Auto Login Events

If you wish to edit any of the events you have created, click **Edit**.   You will see the same <Auto Login Event> screen described above.   Make any appropriate changes, and click **OK**.

You can delete any events as well, using the **Delete** button.   A blank line will be created where the Event was previously; you can add another event to this space immediately.   (When you exit, the empty line will be removed).

Interface

The Dialer can be configured for use with both SLIP (Serial Line Interface Protocol) and PPP (Point to Point Protocol) hosts, using the <Interface> dialog (obtained using the **Interface** command in the Dialer).

The <Interface> dialog allows you to select whether to use SLIP or PPP to connect to your host, and allows you to configure advanced options for SLIP and PPP, such as the use of CSLIP, PAP and CHAP authentication protocols, a variety of compression methods, and more.

Choose **SLIP** or **PPP**.   (The default is PPP).

The **Settings** button allows you to configure advanced settings for SLIP or PPP.   In most cases, you will not need to configure these advanced settings unless directed to by your Internet Service Provider or network administrator.   If your connection uses an *authentication protocol* like PAP or CHAP, you will need to configure advanced settings.

___

See

SLIP Settings

PPP Settings

SLIP Settings

The <SLIP Settings> dialog allows you to configure settings for the SLIP (Serial Line Interface protocol) interface.   These settings are advanced and should not be changed unless you are having difficulty making your SLIP connection or are instructed to change them by your Service Provider or network administrator.

If at any time you want to set these options back to their original settings, click the **Defaults** button.

Please click on the topic below for which you need help.

___

See

Address Acquisition

CSLIP Compression

Maximum Transmission Unit

Address Acquisition

You can now specify whether your IP address is *dynamic* (the default) method or *static.*   Static is the default method used.

Dynamic addressing means that you are assigned a new IP address each time you start a SLIP session; Static addressing means that you are required to use one IP address (that never changes).   Your Internet Service Provider or network administrator will be able to tell you which method you will use.   (Hint: if you are assigned a specific IP address for your account, such as 165.121.6.6, then you are using static addressing).

If you choose **Static addressing**, the address you provide in the <Dialer Setup> dialog will be used as your IP address.

If you choose **Dynamic addressing**, the address you should use will be sent back from the SLIP server, and the Dialer will extract it (parses it) from the host screen each session (it will change each session).   Often , it is the first address that is sent back from the Dialer.   In some cases, however, the SLIP server will send back several addresses, such as a gateway address.   In those cases, you need to specify which address should be used as your IP address (check with your service provider if you are not sure).   You should indicate which address on the screen should be used by selecting **1st**, **2nd**, **3rd**, **4th**, or **5th** for the Parse the ___ IP Address sent from the remote host option.

CSLIP Compression

If the SLIP host you are connecting to supports CSLIP (Compressed SLIP transmission), you can have the Dialer use CSLIP.   Click *Enable VJ CSLIP* to enable CSLIP compression.   This will result in better, faster performance with your host; however, you do not have to enable it in order to work with that host.

Maximum Transmission Unit

The MTU (Maximum Transmission Value) represents the size in bytes of data sent in SLIP packets.   In most cases, you will **not** have to change this value; change it only if directed to by your Service Provider or Network Administrator. The default MTU used for SLIP is 1006.

PPP Settings

The <PPP Settings> dialog allows you to configure settings for the PPP (Point to Point Protocol) interface. These settings are advanced and should not be changed unless you are having difficulty making your PPP connection or are instructed to change them by your Service Provider or network administrator.

You will only see the Authentication Protocol option at first; for advanced options, click the **Advanced** button.

If at any time you want to set these options back to their original settings, click the **Defaults** button.

Please click on the topic below for which you need help.

___

See

Authentication Protocol

Active Open/Passive Open

Compression Method

General Options

Authentication Protocol

None/PAP/CHAP

Some PPP hosts use authentication methods like PAP or CHAP to verify that you are a valid user of an account.   Authentication may be used in conjunction with a standard login/password (known as clear text login) or as a standalone method that does not require you to login to the host directly, but passes the authentication information directly to the host.   If the only method you use when connecting to your host is an authentication method like PAP or CHAP, you should make sure the Login Method in the <Login Setup> dialog (found using **Login Setup** in the Dialer **Network** menu) is set to **None**.

PAP (Password Authentication Protocol) is a popular method of authentication requiring a PAP username and password.   These will usually be different from your login ID and password, if you have one.   If you choose PAP, you can configure the PAP Username and Password by clicking the **Settings** button, and filling out the information in the provided dialog.   You do not have to fill out this information here, but if you do not, you will have to provide it during login.   (You may wish to leave the password blank for security purposes).

CHAP (Challenge/Handshake Authentication Protocol) is another method of authentication used by some hosts.   CHAP is not supported in this release, but will be supported in future releases of this product.

None is the default setting for Authentication Method; if your host does not use an authentication method, do not change this option.

Active Open/Passive Open

This indicates what method is used to start PPP, *active* or *passive* open.   A PPP transaction is like a conversation between two machines; in this case, your machine and your Service Providers PPP server. One of the machines has to initiate the conversation, and the other has to respond.   The Dialer assumes that the remote Internet Service Provider is Active Open, meaning that it will initiate the conversation with the Dialer.   In some cases, the Internet Service Provider will be Passive Open, which means that they will **not** initiate a conversation.   (even if you type PPP or another command to initiate PPP, they may not initiate it).

If this is the case, choosing Passive Open from this dialog will cause the Dialer to send an additional command (a *Packet Command*) to initiate PPP on the remote host.

This will be rare for most Service Providers you will encounter; most of them will be Active Open.

Compression Method

PFC/ACFC/VJ

The Compression section specifies several different methods of compressing data that will be sent over a PPP connection.   These methods are PFC (Protocol Field Compression), ACFC (Address and Control Field Compression) and VJ (Van Jacobsen IP Header compression).   The options above specify which parts of a PPP packet are compressed when sent.   Some or all of these methods may be understood by your PPP host; whatever options are set here will be used by the Dialer.

General Options

MRU/ACCM/Magic Number Negotiation

MRU (Maximum Receive Units) indicates the size in bytes of data that is received in PPP packets.   The allowable range is 128-1500.   The default value for this option is 296.

Note: In cases where you are doing batch file transfers or other operations involving large throughput, you may want to increase the size of the MRU to improve performance and increase speed. However, increasing this value will slow down interactive operations (like reading news articles or using Mosaic).

ACCM (Asynchronous Control Character Map) indicates whether PPP will use the Asynchronous Control Character Map, and indicates a value to be used.   A default value of FFFFFFFF is provided.

Magic Number Negotiation can be selected.   This will allow use of a magic number, a unique number that is used to identify you by the remote host.   This option is on by default.

Trace

This brings up the separate **Trace** application, which can be used to get detailed statistical information about your current SLIP/PPP connection.   See the online help in the **Trace** application for more information.

Start Packet Mode

The <Start Packet Mode> command (or **Pkt Mode** on the Toolbar) can be used to initiate Packet Mode in the Dialer, if necessary.

For SLIP hosts, if you are doing a manual login, you will **have** to use the Start Packet Mode command, or click the **Pkt Mode** button on the Toolbar, to initiate your session with the host.

For PPP hosts, you may or may not have to send an additional *Packet Mode* command using this command.   A PPP transaction is like a conversation between two machines; in this case, your PC running PPP and your PPP host/Service Provider.   One of the machines has to initiate the conversation, and the other has to respond.   Your PC is always **passive open**; in other words, it is waiting for the remote host/Internet Service Provider to initiate PPP (**active open**).   If the host/Internet Service Provider is also **passive open**, no PPP connection will ever take place.   Most hosts/Internet Service Providers will be **active open** and you will not have to send an additional Packet Command.

The <Start Packet Mode> is equivalent to invoking **Start Packet Mode** in your <u>Auto Login</u>.

Options Menu

Toolbar Style

Timers

Dialing Status

Icon Always On Top

Dashboard Icon

Save Settings on Exit

Toolbar Style

This option can be used to change the style of the Toolbar buttons.   You can choose **Text only**, **Picture and Text**, or **Picture only**.

Connection Timer Settings

You can use the **Timers** option to set how long the dialer waits before redialing, how many times it redials, and how long the Dialer will wait after the applications are closed or inactive before disconnecting. Default values have been provided for you; you may want to change these options once you have become familiar with how the Dialer works.

The <Connection Timer Settings> dialog can be reached by choosing **Timers** from the Dialer **Options** menu.

You can set the options in this dialog box as described below.

Attempt to redial: __ times

How many times to attempt to redial the connection phone number when the remote modem is busy or not available.

Timeout after: __ seconds

How long to wait for a connection when dialing.

Redial after: __ seconds

How long to wait, after a busy signal or no answer, before redialing.

When any dialup application is open but inactive, hang up after: __

If all of your current applications are **inactive** (not in use), the Dialer will hang up after the amount of time you specify.   Note that this may occur if you are merely reading information from the application; for an application to be considered **active**, you must either be searching for information or receiving information.

> **Prompt on Hangup**
>
> This option indicates whether a dialog will appear, telling you that you are about to be disconnected from your Service Provider, and giving you a chance to continue your connection.
>
> **Inbound Activity**
>
> If you check this option, the Timer will consider applications active when they are performing *Inbound* activity (downloading, returning results of searches, receiving data).
>
> **Outbound Activity**
>
> If you check this option, the Timer will consider applications active when they are performing *Outbound* activity (sending or requesting information).

When all dialup applications are closed, hang up after: __

When all of your applications are closed, the Dialer will, by default, disconnect you after the amount of time you specify in this field.

> **Prompt on hangup**
>
> This option indicates whether a dialog will appear, telling you that you are about to be disconnected from your Service Provider, and giving you a chance to continue your connection.
>
> **Prompt before reconnecting**
>
> When you are disconnected from the Dialer, any current application will remain open, if possible.   If you try to access additional information in that application, the Dialer will try to reconnect you automatically.   If you want to receive a prompt asking you whether you should reconnect at this point, select this option.

Dialing Status

This option indicates where the current Dialer Status will be displayed.   If you check this option, the Dialing Status will be displayed in a <Connection Status> dialog, which appears on top of any other applications in the middle of your screen.   If you uncheck this option, the Dialing Status will be displayed in the Dialer Status Bar, if the Dialer is open, or will be indicated by changes in the Dialer icon if the Dialer is minimized.

Icon Always On Top

You can choose whether or not to make the Dialer icon appear on top of your other Windows applications. Check this option to be sure that the Dialer icon will always be visible.

Dashboard Icon

When you minimize the dialer with this function selected, you will see the **Dashboard** icon rather than a minimized dialer icon. The dashboard icon gives you information about your current session, including modem status, transfer rate, and connection status.   The different parts of the Dashboard icon are described below.

Connection Status Icon

The Connection Status icon (at the left hand of the Dashboard) will change to reflect the current status of the Dialer, as indicated below.

Hung-up phone: On hook (modem line is hung up)

Modem with stethoscope: Initializing modem

Phone off hook with lightning bolt: Modem is dialing

Key: Authenticating

Shaking hands: Negotiating

Phone off hook with lightning bolt: Connected

Modem with stethoscope: Disconnecting

Note: The Connection Status Icons seen on the **Dashboard** icon are the same you will see in grey status windows in the middle of the screen when you connect with the Dialer.

The   Time indicator above the Indication Lights indicates how long you have been connected to the remote SLIP or PPP site.   This will serve as an accurate indicator of your connect time, if you are paying for your connection.

Dialer Status Indication Lights

The four lights on the Dashboard indicate the status of your modem-critical information for troubleshooting your communications settings.

Indicator Light	Indicates
RX	Receiving data
TX	Transmitting data
CD	Carrier detect (indicates a proper connection has been achieved)
CTS	Clear to send (indicates the modem is ready to send information)

The CTS indicator can be of great help when troubleshooting your communications setup. If this is not lit up, it indicates something is wrong with you modem hookup. If you are using an internal modem, no CTS light means your modem is probably not configured properly (most likely the wrong communications port has been selected).

Throughput Indicators

The Bytes/S indicator indicates the current data throughput rate (sending and receiving data); this can range from 0-8192K.

The two status bars represent the send and receive throughput rates, as a percentage of the total possible throughput.   A colored bar will display in the top status bar when data is being sent; this bar will move from left to right.   When data is being received, a colored bar will display in the bottom bar; this bar will move from right to left.   When the throughput is 90% or higher, the bars will turn red.

Save Settings on Exit

This option, if checked, will save any changes you've made to Dialer-specific settings.   It will save the current Dialer size and position, the Capture Session value, Toolbar and Status Bar state, and the Dialing Status value.   The value of **Dialer** dialog boxes (such as <Dialer Setup>, <Modem Setup>, etc.), are automatically saved; you do not have to select this option to save them.

Note: Certain Dialer functions can be accessed without opening the Dialer; just click once on the minimized Dialer icon and choose an item from the Windows system menu.