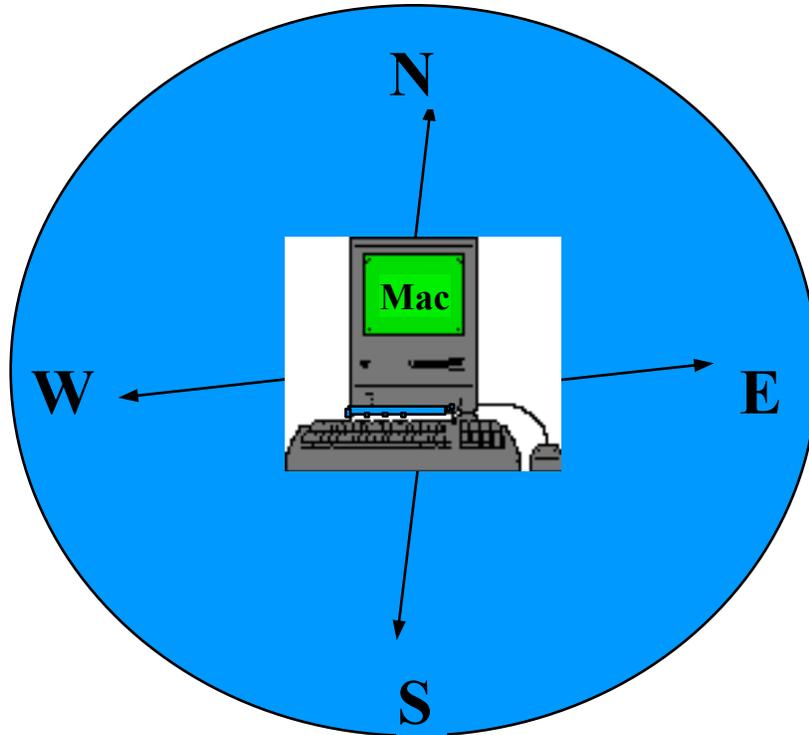


Compass Help Guide

By

Ken Dunham



Outline

Chapter 1: Compass Defined

- Compass Defined and Costs
- Features
- Getting Started
- Calling Compass

Chapter 2: Freeport Menu

Freeport Defined

- Getting Help
- Environmental Settings
- User Information
- Navigation Commands
- Miscellaneous Commands

Chapter 3: Mail Help

- Post Office and Introduction to Mail
- Commands
- Saving and Printing mail
- Signatures and Alias Files
- Etiquette and Symbols

Chapter 4: Editors

- Pico and Chet's Editor
- Chet's Editor Defined
- Chet's Editor Quick Help

Chapter 5: Usenet News Manager

- Help Commands
- Environmental Settings
- Favorite File
- General Commands

Chapter 6: Chatting

Chapter 7: Searching

- Search Patterns

Chapter 8: File Transfers

- Uploading and Downloading Defined
- Binhex and Stuffed Files
- Transfer Protocols
 - Gopher
 - Bookmarks
 - Starting a Download or Upload
 - Work Directory and Dired Listing
- Decoding Files
 - Sending Programs to Others via Mail

Appendix A

- Telecommunications Glossary
- CE Text & General Command Listings
- Top 40 Virus Jokes
- Troubleshooting Guide
- Compass Address and Phone Number
 - * Files Available on Disk

*Many thanks to Joni Rathbun and Daryl Kottek for their help and assistance.

Chapter 1

Compass Defined

Compass

Compass was created as a support mechanism for Oregon's Ed-Net program. After people completed a seminar or class via Ed-Net they needed a way to communicate with fellow seminar or class participants without having to travel all over Oregon. Compass enables Oregonians to communicate to one another via telecommunications - one computer to another.

Compass Costs

To cover operating costs Compass asks somewhere around \$35 a year for people connected to usenet news groups and local mailings. For around \$75 a year you can get world mail and communicate with the world. World mail enables you to use a menu driven system called Gopher to connect to other computers and read or copy files.

Compass Features

There are a variety of telecommunication features available for Compass users. Below are the most common uses:

Mail

You can send or receive mail from others once you get a Compass Account. You can even send mail to yourself!

e-mail

Once you can send mail to computers around the world you can subscribe to e-mail(electronic mail) groups that interest you. For example, I have subscribed to the HYPERCRD group. The group sends out questions and discussions relating to HyperCard. Sometimes I post questions to everyone in the group; other times I send in replies and help other people out. e-mail groups are a great way to keep up to date in your favorite subject areas and meet other people.

Usenet Bulletin Boards

Compass offers Oregonians a wide array of news groups(usenet) to make use of. Usenet is a collection of several thousand bulletin boards on topics from computers to hunting. After getting use to usenet you can quickly access the bulletin boards that you like to read, send messages to others, ask questions, and help others out. Some bulletin boards are for chatting, while others are for problem solving or sending files to one another.

Other Computers

There are a variety of Oregon computers that you may contact using the Compass menu. For example, you can contact the Oregon Coast Aquarium computer to get some information about fish. You can also contact federal computers, like FEDIX and NASA as well.

Gopher/Telnet/Ftp

If you have a world mail account you can use Gopher to access thousands of computers around the world - Internet. Internet has several search computers available, like Archie and Veronica, to find files and computers that you wish to make use of. You can also download(copy) text files and programs from computers around the world to your own computer!

Telnet is another way of connecting to other computers. Compass usually offers two commonly used computers for Telnet access in northeast Oregon: Salem and Cleveland Freenet. The Salem computer is the headquarters for the Compass program in Oregon. The Cleveland Freenet has been around for a long time and is very similar to the Compass program.

File Transfer Protocol(FTP) is another way to contact other computers and view or transfer files from one computer to another. As a Compass user you may not have direct ftp access. Instead, Gopher links you to popular ftp sites. A true unix account is more flexible and enables users to directly call ftp sites by typing in the ftp address.

Chatting

You can type messages back and forth with one or more users while in the chat mode. It can get pretty interesting when there are about 5 people all trying to type in their point of view! You can actually see each person type letter by letter, mistakes and all.

Conferencing

Conferencing can be done in the chat mode or through other programs available in Compass. It enables you to carry out a planned conference over the computers electronically. A powerful feature that has yet to see its potential.

Getting Started

Before you can start using Compass you need a phone line, computer with modem, and telecommunications software. I use a SupraFax 144 LC modem with Z-Term software. I have found these two products to be easy to use and very efficient.

After setting up your software you need to make sure that your modem settings are correct: 2400 baud connection rate, 8 bits, no parity. Then call the Eastern Oregon State College at: 962-3559(if you live nearby). If you are using Z-term and need to dial a 9 to get out, dial: 9, 962-3359. There are a variety of other phone numbers that you can call throughout the state to connect to Compass. For a complete listing write Compass directly at the address given in Appendix A.

Once you have contacted a Compass computer type in *guest* as your login name. As a guest you may log off, explore the system, or apply for an account. If you apply for an account you must send your payment to Compass shortly thereafter.

Chapter 2

Freeport Menu

Freeport Defined

Freeport is the software that manages Compass computers. When you call a Compass computer all the information sent back to your screen is sent by the Freeport software. Whenever you have a "Your Choice==>" prompt on your screen you can communicate with Freeport by using the commands listed below.

Items that are default settings are what the computer normally use. For example, mail and news readers will normally confirm a request by the user(you) to exit the reader. The command "confirm" is a default setting. Thus, you don't normally have to use default setting commands.

Getting Help

go helpcompass Takes you to the help menus available in compass. Use with the "Your Choice==>" prompt.

go params or
go config Takes you to the parameters menu and enables you to easily change your environmental settings.

help Displays a help document similar to this one.

go help Takes you to the help menu on items like freeport, editors, mail, bulletin boards, searching, directory, and file transfers.

Environment Settings

Your environment settings tell Freeport what to send to your computer. The type of terminal, the width of your screen, and other useful settings can be changed in your environment to make sure you get a clear picture of the information being sent to you.

The settings that I use with Z-Term and a Macintosh are: Terminal Type = vt100, Number of Columns = 80, Number of Rows = 24, Editor = Chet's Editor, Character Erase Key = DELETE, Command Interrupt Key = CTRL-C, Use the Pager, Pause After Each Message, Don't Confirm Exit Requests = ON, Show Menus, CBREAK Mode = ON. You can change your own environment by using the Freeport menus(type in go params) or using the commands below. Regardless of how you change your settings, make sure you save the settings before quitting.

default Set all FreePort environment to default settings; save settings.

reset Sets the terminal settings back to their original values.

save	Saves the current "environment" settings.
printenv	Displays the settings for your current environment.
lines	Changes the number of lines(rows) on your display(ie. 24).
page	Displays one screen of text at a time; default setting
nopage	Turns off "paging" and displays entire documents before stopping. This is used for downloading consecutive text documents.
pause	Shows paging commands like press space to continue when paging in news and mail readers.
nopause	Will not show commands to continue paging.
term	A quick way to set your terminal type. You will be asked to enter the new terminal type like vt100.
showmenu	Display menus at all times; default setting.
noshowmenu	Only display a menu when you first enter or reenter an area.
system	Briefly displays basic information about the system you are connected to. The information includes: system name, current time, how long the system has been up(days, hours, and minutes), the number of users on this system, and the load average. The load consists of 3 numbers representing the load over the last 1 minute, 5 minutes, and 15 minutes respectively. The load is a measure of CPU usage only. If the network is really busy, the system can slow down even with a low load.

User Information

from	List who your new mail is from.
lookup	Look up information about a user, by user id(address)
who	Displays a list of all the people currently on the system.
whoami	Briefly displays your user id(address).

Navigation Commands

- mail Opens your mail box.
- send A quick way to send mail to someone.
- main or m Takes you to the main menu. If you ever get the error message "Maximum menu depth exceeded!" you must type "p" to go to the previous menu or type "m" to go to the main menu and erase the previous menus in memory.
- previous or p Takes you back to the last menu you picked. The system keeps track of where you have been and can backtrack along the path you took to get there. If you ever get the error message "Maximum menu depth exceeded!" you must type "p" to go to the previous menu or type "m" to go to the main menu and erase the previous menus in memory.
- quit or x Use "quit" or "x" commands to leave FreePort.

Miscellaneous Commands

- redraw Redraws the current menu on the screen.
- time or date Displays the current time and date as well as the amount of time remaining in your session.

Chapter 3 Mail Help

Post Office

The post office is where you send mail to others, read your mail, look up other user information and more. You can use the “Your Choice==>” command “go post” to enter the post office menu. If you just want to read your mail type in “mail” at any “Your Choice==>” prompt.

Introduction To Mail

To introduce yourself to mail send yourself a letter. Use the freeport menus to go to the post office. Then use the menus to send a letter to someone. Type in your own e-mail address after the “To:” prompt and press return. Type in “Test” for the “Subject:” prompt and press return. A few instructions on how to use the Pico editor(on-line word processor) will appear. Type a short letter to yourself and then type in three number symbols(###) on the last line in your letter and press return. A menu asks you if you want to send the letter, cancel, etc... After sending yourself the letter open your mail box and type in “n” to read the next unread letter. Type in “d” after reading it to delete it from your mail box. Below is an example of what a letter might look like:

Message #1 (1 is last):
Date: Thu Sep 14 17:22:31 1994
From: kdunham@ednet1.osl.or.gov
Subject: Test
To: kdunham@ednet1.osl.or.gov
Reply-To: kdunham@ednet1.osl.or.gov

Dear Myself,

I'm just trying to send mail to myself to see if it works. *Notice how the subject helps to indicate the contents of the letter. I'll finish with three number symbols on the last line(Pico Editor).

###

Mail Commands

Below is a listing of mail commands. Commands in bold are frequently used:

- t** Displays the entire message from start to finish. Good for downloading text files.
- n** Read the next unread mail message.
- v** View the next mail message, read or unread.
- b** Backs up and reads the previous mail message.
- r** Send a reply back to the author of the current message.
- R** Send a reply back to the author of the current message.

- f** Forward a copy of the current message to other users.
- d** Delete the current message from your mail box.
- u** Mark the current message as not deleted (undelete).
- s** Send a mail message to someone.
- l** List out on the screen headers of all messages.
- j** Jump to a message and make that message the current one.
- k** KILL all messages before and including the current message.
- z** Delete all messages before and including the current message.
- e** End - jump to the last message in the mailbox.
- +** Move to next screen of headers.
- Move to previous screen of headers.
- !** Mark the current message as unread.
- >** Save the current message to a file in your work directory.
- #** Type in the number of the message you want to open; or range.
- h** Show the commands listed here.
- q** Exit the mail reader.
- x** Exit the mail reader, a synonym for `q'.
- y** Enter a "+talk" session.
- w** Write out, then reread your mail file.
- c** Check for and read in any new mail.
- T** Like `t', but don't page the message.
- N** Like `n', but don't page the message.
- B** Like `b', but don't page the message.
- V** Like `v', but don't page the message.
- D** Delete a range of messages, of the form lo-hi.
- U** Undelete a range of messages.

Saving and Printing Mail

After getting some mail you may find the need to print or save a letter or two. Most telecommunication software packages offer several features to save or print mail. Z-Term allows you to manually select text(click and drag over it) and then "Save Selection" or "Print Selection" under the File menu.

Capturing Mail

If you find a letter that is fairly long and you want to keep a copy of it on your hard drive you can use your mail box to open the letter. After opening your letter select "Start Capture" from the File menu and type in a name for the file about to be created. Then type in a "t" to show the entire letter from start to finish. After the letter has finished printing on the screen select "Stop Capture" from the File menu. Your letter has been saved to the hard drive and is ready to be opened by a word processing file. However, it is still a TeachText file and needs to be translated by your word processor first. For easy translations, drag the letter over your word processor application and let go(drop the file on the application).

Mail Signatures

Signatures are attached to every letter that you send. You can create your own signature file by making use of the post office menu. Most signatures include the senders name and e-mail address and sometimes a funny quote or statement. It's also a good idea to keep your signature to less than 4 lines to save people time while reading your letters. To see your signature send mail to yourself.

Mail Aliases

If you send mail to a few individual often you may want to create an alias for their full e-mail address. For example, if I send mail to myself often I might create an alias called "me" that would access my aliases file and send the mail to kdunham@ednet1.osl.or.gov. This enables me to type in 2 characters to send mail to someone rather than 25 characters! To create your own aliases file use the post office menu.

Mail Etiquette

When reading mail from bulletin boards or usenet news you should follow the etiquette guidelines below. People that do not follow the guidelines may receive flame letters(unfriendly letters).

1. Stay on the topic. Most news groups are for very specific topics.
2. Don't respond to inappropriate messages. Let the moderator or sysop take care of the problem. Don't send flames(unfriendly) to the list either.
3. Don't post personal messages that have no meaning to the group.
4. Be brief and clear. Type in a subject line that lets readers know what the message is about. Don't use all caps, it is considered shouting.
5. Don't post commercials. Other types of media are reserved for that.
6. Send mail to the individual rather than the list. This enables the original sender of a questions to figure out the answer to their problem and then post one solution to the list.
7. Check the news group or your mail messages for answers to posted questions. There's no need to answer a question that has already been answered by others.

Mail Symbols

There are a huge amount of symbols and abbreviations used to convey meaning quickly in

text documents. Here are a few of the common ones:

:)	Smiley face
:(Frown or Sad Face
:D	Big Smile
*	Kiss
{}	Hug
BTW	By The Way
LOL	Laugh Out Loud
ROFL	Rolling On The Floor Laughing

Chapter 4

Editors

Pico Editor

No editor the default for Compass. When you try to send a letter with no editor you must type three number symbols(###) on the last line of the letter to indicate the end of the letter. Unless you designate an editor it can difficult to edit e-mail. However, Chet's editor is a powerful editor, my editor of choice. To change your editor type in "go params" at any "Your Choice==>" prompt and then use the menus and save your environment.

Chet's Editor Defined

This document will introduce you to Chet's editor. You'll receive instructions on how to select CE as your editing program and how to send mail with it.

Chet's Editor (CE) is an "Emacs-style" editor commonly used for editing electronic mail and text files. Chet's editor is a full-screen editor that enables you to edit text anywhere on your screen rather than just in a single line at the bottom. It is one of the six editor choices available in the Compass program.

Why Use Chet's Editor?

If you have selected Chet's Editor, it will appear whenever you choose to send mail or post a message anywhere on the system. Chet's editor is the closest thing to a modern word processor available online with the FreePort(Compass).

Why might I NOT choose Chet's Editor?

It requires that your own terminal software be able to emulate a VT52, VT100, or ANSI terminal (check your software documentation; many Apple // series terminal programs cannot do this). Most macintosh computers emulate a VT100 and work great with Chet's editor.

If you're a new user you might find the editor commands a bit confusing at first.

Getting On-line Chet's Editor Help:

For more detailed documentation on Chet's Editor type in "go help" at any "Your Choice =>" prompt.

Selecting Chet's Editor as Your Editor:

Before selecting CE as your editor make sure your software emulates VT52 or VT100!

1. Log on to the FreePort and go to the main menu.
2. Type in "go term" at the "Your Choice =>" prompt and press return.
3. Choose SET YOUR TERMINAL TYPE. Select either VT52 or VT100 from

the menu.

4. Type the letter "p" and press return to go back to the previous menu.
5. Choose SET THE DEFAULT EDITOR. Chet's editor should be one of the choices. After choosing Chet's editor the system should confirm your choice.
6. After choosing CE and having your choice confirmed, choose "save your environment." This will permanently save your changes.

Using CE to Send Mail:

Read and respond to mail as usual. If you've followed the steps above to select CE as your editor you will no longer see the old prompts of 65 dashes and a request to end your message with ###. Instead, your screen will look something like this example:

```
=====
[EXAMPLE:]
To: John Doe
Subject: Demonstration with Chet's Editor
Cc:
```

```
-----ce 4.2: .letter          (Fundamental)----Top-----
=====
```

The cursor will be blinking under the "T" of "To:" at the upper left of the screen. The empty space below "Cc:" is where you position your cursor to begin typing your message.

Common Commands:

arrow keys	Moves cursor on VT100 emulated machines
control-p	Move previous(up)
control-n	Move next(down)
control-b	Move back(left)
control-f	Move forward(right)
Delete Key	Deletes text
control-x, control-c	Press control-x and then press control-c to save and exit. Type in the letter "y" to save your work.

After you have written a letter and pressed control-x, then control-c, you will be presented with a menu similar to the one below:

```
=====Would
you now like to...
```

1. Send the message
 2. Read the message over
 3. Rewrite the message
 4. Append to the message
 5. Edit the message
 6. Cancel the message
 7. Check spelling for this message
-

Choose the menu item of choice and you are done writing your letter! Beginners may want to begin experimenting by sending letters to themselves.

Chet's Editor(CE) Quick Help

Conventions Used in this Paper:

Esc Escape Key
Ctrl Control Key
"Delete Key" means to use the delete/backspace key.
"Space Bar" means to press the space bar.

key1-key2 (-)means to press both keys at the same time.
*Example: "Ctrl-A" means to press the control key at the same time with the "A" key. "Ctrl-X-2" means to press all the keys at the same time.

key1••key2 (••) means to press key1 and then press key2, in order.
*Example: "Escape••M" means that you press the escape key first, pause for a fraction of a second, and then press the "M" key.

Navigating Files:

Ctrl-V Scroll down a screen
Esc••< Beginning of file
Esc••V Scroll up a screen
Esc••> End of file

Moving Cursor:

*VT100 emulating machines(most Mac's) can use the ARROWS on their keyboard.

Ctrl-F Forward character
Esc••F Forward word
Ctrl-B Backward character
Esc••B Backward word
Ctrl-A Front of line
Ctrl-E End of line
Ctrl-N Next line
Esc••N Front of paragraph
Ctrl-P Previous line
Esc••P End of paragraph

Searching and Replacing:

Ctrl-S Search forward from cursor position. Type in a word(or part of one) to search for and press return. Upper and lower case doesn't matter.

Ctrl-R Searches backwards from cursor position. Type in a word(or part of one) to search for and press return. Upper and lower case doesn't matter.

Esc••% After completing a search(see commands above) you may replace found words. After typing “Esc••%” type in the new word for replacement and press return.

After pressing return you must tell the computer what to do by pressing one of the following command keys below:

Ctrl-G.....Cancel	Period.....Exit to entry point
!Replace all	Space Bar.... Replace & continue
? or Ctrl-X.....List of options	Delete Key....No replacement & continue

Capitalizing and Transposing:

Esc••U	UPPERCASE word from the cursor forward.
Esc••C	Capitalize first character of next word.
Ctrl-T	Transpose characters underneath and in front of cursor.
Esc••L	Lowercase word from cursor forward to next space.
Ctrl-Q	Quote next entry, so that control codes may be entered into text. This allows for you to type in text like ^X.
Ctrl-X••Ctrl-L	Takes all text in the buffer and makes it <u>lowercase</u> . The text must be placed into a buffer by setting a mark and then copying the text into the kill buffer. See Copying and Moving(Kill Buffer) below.
Ctrl-X••Ctrl-U	Takes all text in the buffer and makes it <u>uppercase</u> . The text must be placed into a buffer by setting a mark and then copying the text into the kill buffer. See Copying and Moving(Kill Buffer) below.

Deleting and Inserting:

Delete Key	Delete previous character
Esc••Delete Key	Delete previous word
Ctrl-D	Delete next character
Esc••D	Delete next word
Ctrl-K	Deletes the line from the cursor forward.
Ctrl-O	Inserts an blank line; same as pressing return.
Ctrl-U or	Adds in “x” number of return characters; Type in a number, and press return. The default is 4, four lines.

Regions and Kill Buffer:

A REGION is the area between the mark and the current cursor position. The KILL BUFFER is the text which has been most recently saved or deleted. See copying and moving text for more information.

Esc••Space Bar	Set MARK at current position.
Ctrl-X••Ctrl-X	Exchange mark and cursor.
Esc••=	Count the number of lines in the region.
Ctrl-W	Delete region between marks(delete/cut text)
Esc••W	Copy region to kill buffer(copy text)
Ctrl-Y	Yankback save buffer at cursor(paste text).

Copying and Moving(Kill Buffer):

Generally, the procedure for copying or moving text is to set a mark, move the cursor, copy or cut the buffer(area between the cursor and the mark), paste the buffer.

Here are the copy/paste instructions below:

- 1) Set a mark by pressing Esc•Space Bar or Ctrl-@.
- 2) Move the cursor to away from the mark until it will enclose all the text you want.
- 3) Cut/Delete the text in the buffer region by pressing Ctrl-W or copy it by pressing Esc•W. Your text is now in the kill buffer.
- 4) Move the cursor to the desired location and paste it from the kill buffer by pressing Ctrl-Y(yank back).

Modes of Operation:

Ctrl-X-Esc	Add Mode
Ctrl-X•Ctrl-Esc	Delete Mode
Esc•X	Execute a named (and possibly unbound) command. For Example: Press “Esc•X” and then type in “wrap” to enact the wrap function listed below.
Describe-Bindings	List the current key commands(bindings) in a buffer.
Wrap	Turns on word wrap (automatic carriage return).
View	Allows viewing file without insertion and deletion.
Save	Turns on Auto Save.

*A “\$” at the end of any line means that you have too much text on the one line to be displayed. Manually insert a return near the (\$) symbol, press “Esc•Q”, or turn “wrap” on to solve the problem.

On Screen Formatting:

Ctrl-X•F	Set fill column; “80” is a common size.
Esc•Q	Format paragraph so that text lies between margins.
Ctrl-X•=	Position report -- displays line number, char count, size.

Multiple Windows:

Many WINDOWS may be active at once on the screen. All windows may show different parts of the same buffer, or each may display a different one.

Ctrl-X•2	Split the current window in two.
Ctrl-X•1	Remove all but current window.
Ctrl-X•O	Cursor to next window(the last command key is a letter).
Esc•Ctrl-V	Scroll down, other window.
Esc•Ctrl-Z	Scroll up, other window.

Multiple Buffers:

A buffer is a named area containing a document being edited. Many buffers may be activated at once. A short term storage working area.

Ctrl-X B	Switch to another buffer; type name of buffer in.
Ctrl-X • Ctrl-B	Show buffer directory in a window.
Ctrl-X • Ctrl-i	Insert the contents of another buffer at the cursor; type in the name of the buffer to insert(at the end of each line on the display).
Ctrl-X • K	Delete a non-displayed buffer; type in the name of the buffer.
Ctrl-X • X	Switch to next buffer in buffer list.

Saving Work/Quitting:

Esc • Z	Write out all changed buffers and exit Chet's Editor.
Ctrl-X • Ctrl-C	Exit CE, asking whether or not to save each changed buffer.
Ctrl-X • Ctrl-S	Save current buffer to disk, using the buffer's filename as the name of the disk file. Any disk file of that name will be overwritten. If you are using Ctrl-S and Ctrl-Q for stopping and starting output, use Ctrl-X S or Ctrl-X Ctrl-W to do this.
Ctrl-X • S	Save all changed buffers to disk, asking whether or not to save each one.

Special Keys:

Ctrl-G	Cancel current command and return to top level of processing.
Esc • ?	Shows HELP file in a new window; similar to this help file. *If you make mistakes with commands help may automatically appear. Press "Ctrl-1" to go back to a single window and hide the help window.
Esc • <digit>	Repeats the next command that many times; type in a number.
Esc • K	Bind a key to a named command.

Chapter 5

Usenet News Manager

While reading usenet news there are a variety of commands that you may want to make use of:

Help Commands

- h Shows the help screen.
- ? Lists all available news reader commands.

Navigation Commands

VT 100 emulating machines with cbreak(default) setting can use their arrows to move around. Otherwise you can use the following commands:

Control-P = Up
Control-N = Down
Control-B = Left
Control-F = Right

- + or space bar Shows the next screen of news groups or directories.
- Shows the previous screen of news groups or directories.
- p Takes you to the previous directory.
- m Takes you to the main directory.
- # Type in a directory number to directly open the directory.
- go group Type in the name of a group that you want to open following the go command. For example: go alt.tv.twin-peaks

Environmental Settings

- cbreak Enables mail and news readers to type in single key commands like "n," "s," or "t" without having to press return.
- nocbreak Disables cbreak mode; requires return after single key commands issued in mail and news readers.
- cols Changes the number of columns displayed.
- confirm Asks for confirmation when you trying to exit the reader; Default setting.

noconfirm Disables the confirmation of exit questions.

General Commands

R Indicates that the article has been read by you.
t Type out the current article.
n Read the next unread article. Skips articles already read.
b Read the previous article.
v Read (view) the next article.
T Type out the current article without stopping for page breaks.
 This is useful for downloading messages to your PC.
N Read the next unread message without stopping for page
 breaks.
B Read the previous article without stopping for page breaks.
V Read the next article without stopping for page breaks.
d Delete the current article from the system. This
 is only allowed if you are the author of the article
 or you are the Sysop for that board.
h Prints a list of all the possible commands. (Help)
q or x Quit (or exit) the Bulletin Board System.
c Contribute an article. This is how you get an article
 onto the system.
s Read the next unread article with the same subject.
 This is a handy way to follow a single thread of
 discussion within a board.
l List all the titles of all the articles on the board.
u List only the unread articles on the board.
r Send an electronic mail message (reply) to the author
f Post a follow-up to the current article to the board.
 If you have chosen an editor the article will be
 included in the edit buffer.
j Jump to a specified article without reading it. This
 is one way to move around in the message headers window.
e Jump to the end of the message headers window.
+ or - moves you forward (or back) one screen in
 the message headers window.
/ Search the titles for a given pattern. This sets the
 current article to the next article that contains the
 pattern in its title.
> Save the current article into a file in your work directory.
 You will be prompted for a filename. If the file you name
 already exists, the article will be appended, otherwise the
 file will be created.
! Mark the current article as still unread.
k Mark all articles up to and including the current article

- as read. (kill all previous articles)
- z Mark all articles with the same title as the current article as read. (zap this subject)
- w Write out the current state of the system. This saves the information about what articles you have read. You only need to do this if you don't trust the system to do it for you.

Favorite File

It's a real nightmare to have to navigate through the usenet groups to find groups you want to read. If you read several news groups often you definitely want to create a favorite file. After creating a favorite file you can easily access your favorite news groups.

To create a favorite file open the usenet news groups(go news). After entering the news groups type in "efav" to open your favorites file. Go to the bottom of the list and type in the name of your favorite group(alt.tv.twin-peaks). Type in news groups on separate lines and then save your work when you exit the editor.

After you have created your favorite file type in "fav" to enter the favorite mode. Commonly used commands are below:

efav Lets you edit your favorites file. It requires that you have an editor selected(Chet's Editor...). After entering the editing mode for the first time you need to type in the name of your favorite news groups at the bottom of the page below all of the number symbols(#). Each news group needs to be on a separate line.

fav Opens your favorite listing of groups. Enables you to quickly access groups that you visit often. You must have a fav file set up before you can issue the fav command. Type in efav while in the news reader to create a fav file. If you do open the favorite file you must type in nofav to exit it.

nofav Use this command from within "favorite" mode to return to the list of all available news groups.

afav Add the currently selected news group to your fav(favorite) listing. To add alt.tv.twin-peaks you would find the group, without opening it, and then type in the afav command.

dfav Delete a group from your favorite file. You can use this command while in the favorite mode.

Chapter 6 Chatting

The Cafe of Compass enables you to chat with other users. Type in “go cafe” at any “Your Choice==>” prompt to go to the Cafe. The Cafe menu will show you who is presently on-line and accepting chats from others. Once you find a person that you want to contact you use the menus to open the chat mode.

Once you are in the chat mode you will be asked to type in the address of the person you want to talk to. The computer will ring them and wait for a response. If there is no response it will ask you if you want to re-ring them. Answer with a “y” for yes or “n” for no.

If you do connect Zterm will split your screen into two separate pieces and you are ready to type a message to your friend. They can see everything you type, including your mistakes!

You can chat with more than 2 people. It can get kind of crazy with 3 or 4 people all typing at the same time! To add or delete connections to other users press the escape key while in the chat mode to bring up the chat control menu.

When you are all done press “control-C” or “control-J” to exit back to Freeport(Compass).

*If you get a call from another user while on Compass you can type in “+talk userAddress” where userAdress is the address of the person calling you. This will automatically place you into the chat mode and connect you to the other person. However, if you are in mail you will probably want to exit the mail reader first before issuing the “+talk” command.

Chapter 7 Searching

There are a variety of ways to search for items on Compass and Internet. Archie is a computer that searches for files while in Gopher(Internet). Veronica is a computer that searches for directories, other computers, while in Gopher(Internet). You can also search for specific subject headings while reading usenet news.

If you are searching for a directory using Veronica type in the full name of the computer you want to find. If that doesn't work, type in part of the name and do your search again. See the next chapter on file transfers for more.

Searching for files on usenet and internet(gopher) is very similar. While in usenet you must type in a slash(/) and then what you want to search for. While in internet you use menus to bring up the search box and then type in what you want to search for. You can type in a variety of search string(words or patterns) to help you find something:

<u>Search String</u>	<u>Finds...</u>
sound	Articles or files with the word sound
?ug	Articles or files with "ug"; hug, bug, tug...
b*t	Articles or files with "b" and "t"; bat, beet, bottom, beetle...
*og	Articles or files with "og" at the end; dog, frog, log, bulldog...
red white blue	Articles or files with any of the three words; red, white, or blue(Horizontal line() acts as the word or).
*fish*chips*	Articles or files with fish and then chips; Fish and Chips
*chips*fish*	Articles or files with Chips and then Fish; Chips or Fish

Chapter 8

File Transfers

Uploading and Downloading

Text documents and programs can be transferred from one computer to another. If you are getting a file from another computer it is called downloading. If you are sending a file to another computer it is called uploading.

All files, whether you are uploading or downloading, are transferred as text. For this reason, text files can be easily transferred from one computer to another. However programs, like HyperCard stacks and free/shareware applications, need to be converted into text files before they can be sent across the phone lines. Most applications are stuffed and turned into text files(binhex files) before being sent to another computer.

Binhex and Stuffed Files

The most common types of text formats for Macintosh transfers is binhex. Binhex stands for binary hexadecimal, a text coding system. Binhex files have a ".hqx" appendage to their name.

For example, if I was to send a HyperCard stack called "sounds" it would be renamed "sounds.hqx" after converting it to binhex format. It would no longer be a usable HyperCard stack - it would be a text file. In order to make use of it you would have to decode the "sounds.hqx" file into a normal "sounds" file.

To save downloading and uploading time most files are stuffed into a more condensed state and then binhexed. This usually creates a smaller file, sometimes 50% or more smaller than the original file, and takes less time to transfer over the phone lines.

Abbreviations for stuffing and transfer formats are shown below:

.bin	MacBinary files
.cpt	Compact Pro archive files
.dd	DiskDoubler archive files
.gif	Compuserve Graphics Interchange File
.gz	Gnu zip archive file; MacGzip
.hqx	BinHex files
.image	Apple DiskCopy disk image file
.jpg	JPEG image file; or .jpeg
.sea	Self-extracting archive files
.shar	Unix shell archive file
.sit	StuffIt archive files
.uu	UNIX uuencoded files
.Z	UNIX 'compress' archive file; MacGZip
.z	UNIX (gnu zip) 'gzip' archive file; MacGZip

.zip MS-DOS PC archive file; ZipIt
.txt Text file to be read; Gopher systems

Self Extracting(.sea) files aren't used too often since they take up a little more space than a ".sit" or ".cpt" file and result in longer downloading time.

Decoding files

After downloading a file to you computer you will need one or more programs to decode it into a usable form. I use Stuffit Expander with Dropstuff because the two programs work together to easily decode and encode just about all stuffing and transfer formats listed above. Otherwise you may have to use several programs(\$\$\$) to decode files that you copy from other computers(Compact Pro, Stuffit Deluxe, UULite, etc.).

After decoding or encoding a stuffed and binhexed file you will have several new files on your hard drive: the original file, compacted file, and binhexed file.

For example, if you download a file called "sounds.cpt.hqx" you could use Compactor Pro to decode the binhex file to a "sounds.cpt" file. You could then use Compactor Pro again to decode "sounds.cpt" to "sounds." After decoding and unstuffing the file into a usable form you can throw away all other copies of the file(.cpt and .hqx forms). The original file, sounds, can now be opened with the appropriate application.

Graphic Decoding

Because graphics take up so much space and take a long to time to transfer they are often stored in GIF format. GIF pictures are automatically compressed and can store up to 256 colors. JPG graphics are usually much larger and can store thousands of colors. Programs like ClarisWorks can insert such pictures into word processing documents. However, you may want to purchase a graphics program like Graphics Converter to modify and display graphics.

Transfer Protocols

When you transfer data(information) across the phone lines you need to decide what type of protocol to use. There are a variety of protocols available, depending upon the software that you and the other computer may be using to communicate with one another.

Xmodem is one of the original protocols and is fairly common. If you have newer software you may be able to use Zmodem to quickly transfer data. A brief table of each protocol with explanations following is listed below:

Xmodem/CRC	128 byte block size, medium efficiency
1K-Xmodem	1,024 byte block size, medium efficiency
Ymodem	1,024 byte block size, batch transfer capability
Ymodem/G	1,024 byte block size, reliable connect required
1K-Xmodem/G	1,024 byte block size, reliable connect required
Zmodem	Variable byte block size, crash recovery capability

Kermit	8 bit data can be transferred in 7 bit form
Ascii	Continuous data stream, no error checking

Xmodem

Xmodem offers the advantage of error checking on a block by block basis to assure that the data sent contains no errors. If an error is detected in the transmission, Xmodem will request the other computer to retransmit the block of data. Xmodem and Xmodem/CRC are slow transfer protocols when compared to many others available. They should only be used when your software supports no other protocol. Xmodem/CRC is preferable to Xmodem due to its greatly improved error checking.

1K-Xmodem

This protocol performs exactly like regular Xmodem/CRC, but increases the block size to 1024 bytes, hence the name 1K. It is slightly faster (on fairly clean phone lines) than regular Xmodem due to a smaller number of blocks being sent, and therefore fewer block checks being made.

Ymodem

Ymodem is a protocol devised by Chuck Forsberg of Omen Technology which adds a number of enhancements to protocol based transfer, accurate to 99.99%. By definition, all Ymodem transfers are capable of sending multiple files at one request, with the file size and date included in the "header block" sent prior to each file. Use of Ymodem, if supported by a callers software, is recommended over Xmodem and 1K-Xmodem for speed, reliability, and features.

Ymodem/G

This variation of Ymodem is available only to callers making a "reliable" connection using a modem supporting MNP (Microcom Networking Protocol) or the USRobotics ARQ hardware error checking or the most recently introduced correction method, V.42/V.42bis. Ymodem/G is among the fastest protocols with the exception of the newer versions of Zmodem discussed below. If you have a modem that supports MNP or ARQ, Ymodem/G should be your usual choice on the BBS. Ymodem/G also supports multiple file transfer(both down and up) of up to 99 files at on time.

1K-Xmodem/G

This version of 1K-Xmodem makes use of MNP hardware error correction to do away with the block-by-block checking in the normal version. The result is a very fast single file transfer protocol for use if Ymodem/G is not readily available.

Zmodem

This is another protocol developed by Chuck Forsberg. It is a "streaming protocol", one which sends variable sized blocks of data with CRC-32 error checking for an accuracy of 99.9999%, but does not wait for an acknowledgment from the receiving computer. The

sending system assumes data received is OK unless a repeat request is sent for a specific block. This streaming activity tends to make Zmodem one of the fastest protocols available (but slightly slower than Ymodem/G or 1K-Xmodem/G). Zmodem also supports multiple file transfer capability, and should be considered in situations where MNP is not available, or another batch transfer protocol cannot be used. Zmodem also has the unique capability to resume file transfers that have been aborted for some reason and thus only partially completed. This is called crash recovery.

Kermit

This protocol's main claim is not speed, but rather its ability to interact with many types of computers from mainframes to micros. It can cope with systems limited to seven-bit characters even when the data to be transmitted is in eight-bit form. All characters to be sent are translated into standard printable characters and reconstructed on the receiving end. While not terribly efficient, it is sometimes an absolute necessity for data transfer involving different types of systems and terminal types. It is not normally recommended for PC to PC transfers.

Ascii

Ascii transfer is simply the sending of information as characters, and is limited to 7 bit information. The transfer of files in Ascii mode can be done if your system is capable of any type of data capture. Ascii transfer is limited, and some sort of error checking protocol is required if you intend to transfer files with extensions of EXE, OBJ, COM, ARC or ZIP, as well as tokenized BASIC programs and files containing the IBM PC special Ascii characters (ones with Ascii values above 128). These files cannot be transferred in Ascii mode since Ascii transfer is only 7 bit and these types of files require the full 8 bit transfer of the data, with no translation of the contents of the file.

Protocol Summary

Use Z modem for fast multiple transfer capabilities with resume transfer options. Otherwise use YModemG and then XModem if necessary. Kermit is best used when you have transfer problems between different types of computers. Other types of protocols are only used if they are the only ones available for use.

Gopher

Gopher is an easy way to view, copy, or send files from one computer to another. Compass has over 10,000 computers available via Gopher access. Only world account Compass users have access to Gopher and the world(Internet). If you can't get into Gopher it might be because so many people are on it at that time(too busy). Keep trying and you'll get in unless it is down(being fixed).

There are lots of help files to help you interpret where you are and what you are doing. You can use your arrow keys or type in numbers to move around the menus; you can navigate as you would in usenet news groups. "u" is for going up a menu, like previous in the Freeport menus. "+" and "-" are used to show the rest of menus or listings that don't fit on one page.

If you have any questions type in a “?” and press return. If you are interested in finding some programs to download you can access one of the biggest Macintosh archives, Stanford University: Gopher/popular ftp sites/sumex-aim/info-mac/directory of choice.

After entering Gopher you can search for files or directories using Archie or Veronica. Archie(searches for files) can be found under the popular ftp sites menu while Veronica(searches for computer directories, computer names) is found under [gopher/world ftp sites/search directories/any one of the computers listed in the menu]. See the chapter on searching for search strings to use.

To easily download a file in Gopher position the cursor to the left of the file you want and then press “shift-D.” Type in the number of the type of modem that you want to use and wait until the transfer is complete.

If you open a text file in Gopher you can use the capture mode to capture the entire file or select and save it after viewing it. Some menu options allow you to mail the document to yourself or other individuals.

Bookmarks

As soon as you have entered Gopher you may use bookmarks to remember areas that you like and want to visit again. You can use arrows, numbers, or the “+” and “-” signs to navigate through the bookmarks. Press “u” to get out of the bookmarks and return to the gopher menu.

To create a bookmark position the arrow to the left of the directory of file you wish to create a bookmark for and press “a” to add it to the bookmark directory. A box will come up asking you for the name of the bookmark. Press return to enter the file into the bookmarks or press control-g to cancel.

Once a bookmark has been set you may press “v” at any time to view the bookmarks. You can then use numbers or arrow keys to move to the bookmark of choice. If you have bookmarked a file you can start a download from your bookmark list by pressing “shift-D” when the arrow is to the left of the file.

Leaving Gopher

Press “q” to leave gopher. Press Q to quit unconditionally. If problems arise you can press control-C or control-] to exit unconditionally. Sometimes a core dump(error) will occur and you automatically get disconnected from Gopher and Compass.

Work Directory

You Compass work directory stores all files that you or another user have placed there. While in Gopher you can press return when the arrow is to the left of a file and then type in a name to save it in your work directory. Later that day you can download the file from your work directory. Also, if you have a file transfer interrupted mid-stream many systems will place a copy of the file in your work directory temporarily. This enables you to easily finish the downloading from your work directory.

Because it usually takes a while to find your way through all the menus in Gopher to the directory that you need it is a good idea to use your bookmarks or work directory to store files temporarily.

In order to send files to other users you will have to upload files to your work directory first. You can then use UPS(type in "go xfer" at any "Your choice==>" prompt) or mail to send the file. If you plan to send the file as an attachment to a letter the file must be a text file(plain text or binhex).

Dired Listing

The dired listing is an easy way to work with files in your work directory. It is one of the menu options that you can view after typing in "go work" at any "Your Choice==>" prompt. Below is a listing of commonly used commands for the dired directory.

Getting Help

h or ? Displays the help screen for the dired directory.

Navigation

VT100 emulating machines(most macs) can use their arrow keys to move from one file to the next.

Control-P move cursor to the previous line
Control-N move cursor to the next line (RETURN does this, too)
Control-A move cursor to the beginning of the current line
Control-E move cursor to the end of the current line
Control-B move cursor one space to the left
Control-F move cursor one space to the right
Control-V move to the next screen of files
Escape-V move to the previous screen of files
Escape-< go to the first file in the list
Escape-> go to the last file in the list

Manipulating Files

d Delete a file (also C-K)
u Undelete a file (also C-Y)
x Expunge files marked for deletion (really remove them).
s Send a file to another user
c Copy the file. You will be prompted for a file name to copy to.
r Rename the file. You will be prompted for a new file name.
v `View' the file. This runs Chet's Editor on the file in read-only mode.
e Edit the file, using your choice of editors.
t Type the file out to the screen, without pausing.
R Reread the directory you are editing. Commonly used after deleting or renaming files.

Exiting Dired Directory

q Quit - You'll be asked if you want to delete files marked for deletion.
a "y" for yes or "n" to return back to the dired directory.

Type in

Q Quits without asking you about files marked for deletion.

Appendix A

Telecommunications Glossary

ARQ -

Automatic Repeat Request. A general term for error control protocols featuring hardware detection and retransmission of defective data. This term is used primarily by US Robotics.

ASCII -

American Standard Code for Information Exchange. A 7-bit binary code representation of letters, numbers and special characters. It is universally supported in computer data transfer.

Asynchronous -

Data transmission in which the actual data is preceded by a start bit and followed by a stop bit since the time between transmitted characters varies. Compare Synchronous.

Auto Answer -

The modem feature which enables detection of a ring and answering without assistance from a program.

Baud Rate -

The number of discrete signal events per second occurring on a communications channel. It is often referred to as Bits per second (BPS) which is technically inaccurate but widely accepted.

BBS -

Bulletin Board System.

Bit -

Binary Digit. A single basic computer signal consisting of a value of 0 or 1, off or on.

Buffer -

A memory area used for temporary storage during input/output operations.

Bulletin Board System -

A host system, into which callers may dial with their modems to read and send electronic mail, upload and download files, and chat online with other callers.

Byte -

A group of Bits acted upon as a group, which may have a readable ASCII value as a letter or number or some other coded meaning to the computer. It is commonly used to refer to 8-bit groups. 1 kilobyte = 1,024 bytes; 64K = 65,536 bytes or characters.

Carrier -

A continuous frequency capable of being either modulated or impressed with another information-carrying signal. Carriers are generated and maintained by modems via the transmission lines of the telephone companies.

Conference -

An area of public messages on a Bulletin Board System, usually with a particular topic and, often, a conference host or moderator to guide the discussion. Also called Folder, SIG (for "Special Interest Group") or Echo.

CCITT -

A French acronym for the International Telephone and Telegraph Consultative Committee. This international organization defines the standards for telephone equipment such as the Bell 212A standard for 1200 baud, CCITT V.22 for 2400 baud and CCITT V.32 for 9600 baud.

CPS -

Characters Per Second. A transfer rate estimated from the bit rate and length of each character. If each character is 8 bits long and includes a start and stop bit for Asynchronous transmission, each character needs 10 bits to be sent. At 2400 baud it is transmitted at approximately 240 CPS.

CRC -

Cyclical Redundancy Check. An error-detection technique consisting of a cyclic algorithm performed on each "block" of data at the sending and receiving end of the transmission. As each block is received, the CRC value is checked against the CRC value sent along with the block. Many protocols including XMODEM-CRC and ARQ will request a resend until the block is received correctly.

Download -

Receiving a file from a Bulletin Board System, using a terminal program (for example QModem) and a transfer protocol (for example Zmodem).

DTE -

Data Terminal Equipment. The device that is the originator or destination of the data sent by a modem.

DTR -

Data Terminal Ready. A signal generated by most modems indicating a connection between the DTE (computer) and the modem. When DTR is "high" the computer is connected.

Data Compression Protocols -

Compression of data by the modem allows more information to be transferred in a shorter time frame. Protocols for data compression include CCITT V.42bis and MNP 5,

Data Transmission Protocols -

These are standards for modulation and transmission of data at various speeds. The standards are Bell 103 & V.21 for 300bps, Bell 212A & V.22 for 1200bps, V.22bis for 2400bps, V.32 for 9600bps and V.32 bis for 14,400bps. Proprietary protocols are also used extensively for higher baud rates.

Echomail -

Public Message Conferences on a Bulletin Board System which are shared and distributed among other Bulletin Boards as part of an Echomail Network.

Expanded Memory -

Extra memory (above 640k) on your XT or AT-compatible computer, which is installed with an EMS driver, and may be used by some programs to store data.

Extended Memory -

Extra memory (above 640k) on your 80286 or 80386 compatible computer. Not normally usable by DOS applications, but may be configured as a virtual drive or a disk cache on an 80286 computer, or as Expanded Memory on an 80386 computer.

Flow Control -

A mechanism that compensates for differences in the flow of data to and output from a modem or computer. Either hardware or software can be used for this control to prevent data loss. Hardware flow control using the modem makes use of a buffer to store data to be sent and data received. Flow control is necessary if the Communications port is locked at a higher rate

than the connection rate.

Error Control Protocols -

These are various modem-based techniques which check the reliability of characters or blocks of data at a hardware level. Examples include MNP 2-4, V.42

Freeware -

Computer software which may be distributed on Bulletin Board Systems, and for which the author requests no license fee or registration fee.

Full Duplex -

Signal flow in both directions at the same time. It is sometimes used to refer to the suppression of online LOCAL ECHO and allowing the remote system to provide a REMOTE ECHO.

Half Duplex -

Signal flow in both directions, but only one way at a time. It is sometimes used to refer to activation of LOCAL ECHO which causes a copy of sent data to be displayed on the sending display.

Host System -

Another name for a Bulletin Board System (BBS)

Local Area Network (LAN) -

A group of computers joined with cables and software, allowing hard disks and other devices to be shared among many users.

Mail Door -

A subsection of a Bulletin Board System which creates .QWK mail packets.

MNP -

Microcom Networking Protocol. A set of hardware error protection protocols (MNP levels 1 - 4) and data compression techniques (MNP level 5) developed by Microcom, now in the public domain. It makes use of CRC and retransmission of defective blocks by checking performed within the modem.

Netmail -

Private electronic mail which is transmitted by a user calling one Bulletin Board System to another user calling a different Bulletin Board System.

NRAM -

Nonvolatile Random Access memory. A user-programmable memory chip whose data is retained when power to the chip is turned off. NRAM is used in many modems to store default settings.

ON/OFF Hook -

A descriptive term referring to manually lifting a telephone receiver (taking it OFF Hook) and replacing it (going ON Hook). OFF Hook produces a busy signal on the phone line.

Packer -

A program to compress multiple files into a single file, such as PKZIP, ARC or LHARC

Packet -

A mail packet (with a .QWK extension) from a host system

Parity -

An error detection method used in both communications and computer memory checking to determine character validity. Communications now makes use of more efficient "block" checking although parity must still be matched in a communication session for transfer to take place correctly. Host communication in the BBS environment omits parity checking (no parity).

Protocol -

A system of rules and procedures governing communications between two devices. File transfer protocols in your communications program refer to a set of rules governing how error checking will be performed on blocks of data.

Public Domain -

Computer software on which no copyright exists (usually by a specific statement to that effect by the author), and which may be freely used and distributed.

Remote Echo -

A copy of the data being received is returned to the sending system for display on the screen. See Full/Half duplex.

Shareware -

Computer software which is distributed on the "Honor System", which may be freely copied and distributed, but for which a registration fee or payment is required for continued use beyond an initial evaluation period.

SysOp -

The SYStem OPERator of a Bulletin Board System. The person responsible for setting up and maintaining the BBS.

Thread -

A group of BBS messages and replies linked and sorted by topic.

Unpacker -

A program to uncompress a file from a Packer

Upload -

To transfer a file from your computer to another computer, using your terminal program (for example Qmodem) and a transfer protocol (for example Zmodem)

V.21 -

CCITT standard for modem communications at 300bps. Modems made in the US follow the Bell 103 standard.

V.22 -

CCITT standard for modem communications at 1200bps, compatible with the Bell 212A standard used in the US and Canada.

V.22 bis -

CCITT standard for modem communications at 2400bps. It includes automatic fallback to 1200bps and compatibility with Bell 212A and V.22 modems.

V.23 -

CCITT standard for modem communications at 1200bps with a 75bps back channel. It is used in the United Kingdom.

V.32 -

CCITT standard for modem communications at 4800 and 9600bps. It includes automatic fallback to 4800 when line quality is poor.

V.32 bis -

CCITT standard for modem communications at 14400bps with automatic fallback to 12000, 9600, 7200 and 4800bps. As line quality improves communications speed can also be increased to the next higher rate.

V.42 -

CCITT standard for modem communications that defines negotiation for LAPM error control. V.42 also includes support for MNP error correction protocol levels 1 - 4.

V.42 bis -

CCITT extension of V.42 that adds data compression to the V.42 correction protocols.

Chet's Editor Text Commands

After pressing the escape key, pausing, and pressing the "X" key type in one of the following commands:

add-mode	Add an editing mode for the current buffer
add-global-mode	Add an editing mode to all buffers
auto-fill-mode	Put the current buffer in word-wrap mode
auto-save-mode	Put the current buffer in auto-save mode
backward-character	Move backwards one character
backward-sentence	Move back to the beginning of the current sentence
begin-macro	Begin defining a keyboard macro
beginning-of-file	Move to the beginning of the current buffer
beginning-of-line	Move to the beginning of the current buffer
bind-to-key	Bind a key sequence to a named command
buffer-position	Print out the current position in the buffer
capitalize-word	Capitalize the current word
center-buffer	Center all lines in the current buffer
center-line	Center the current line, using the current fill column
center-paragraph	Center the current paragraph
center-region	Center all lines in the region
clear-and-redraw	Clear the screen and redraw it
clear-pattern	Clear the remembered search pattern
copy-region	Copy the region to the kill buffer
delete-blank-lines	Delete blank lines around `.'
delete-buffer	Delete a buffer from the buffer list by name
delete-mode	Delete a mode from the current buffer
delete-global-mode	Delete a mode from all buffers
delete-next-character	Delete the character following the cursor
delete-next-word	Delete the word following the cursor
delete-other-windows	Delete all windows but the current one
delete-previous-character	Delete the character before the cursor
delete-previous-word	Delete the word before the cursor
delete-sentence-back	Delete all characters back to the beginning of the sentence
describe-bindings	Describe the current key bindings by named commands
describe-key	Print the command currently bound to a key sequence
emacs-version	Print the current version information
end-macro	Signal the end of a keyboard macro definition
end-of-file	Move point to the end of the current buffer
end-of-line	Move point to the end of the current line
exchange-point-and-mark	Swap the values of `.' and the mark
execute-macro	Execute a keyboard macro

execute-named-command	Execute a ce command by name	
exit-emacs	Save all dirty buffers and exit ce	
fill-mode	Put the current buffer in word-wrap mode	
fill-paragraph	Fill the current paragraph to the current fill column	
forward-character	Move `!' forward by one character	
forward-sentence	Move `!' forward by one sentence	
global-set-key	Bind a command to a key sequence	
goto-char	Move `!' to a specific character position in the buffer	
goto-line	Move `!' to a specific line in the buffer	
grow-window	Make the current window bigger, if > 1 on screen	
handle-tab	Insert a tab, or do mode-specific things	
help	Display out the ce help file in a new window	
insert-space	Insert a ' ' into the current buffer at `.'	
introduction	Run the ce tutorial in another window	
isearch-backward	Incremental search for a word, backwards	
isearch-forward	Incremental search for a word, forwards	
kill-paragraph	Delete the current paragraph, copying to kill buffer	
kill-region	Delete the region, copying to kill buffer	
kill-sentence	Delete the current sentence, copying to kill buffer	
kill-to-end-of-line	Delete all characters up to the next newline, copying	to
kill buffer		
list-buffers	Display a list of all buffers in a new window	
lower-case-region	Convert all characters in region to lower case	
lower-case-word	Convert current word to lower case	
make-backup-files	Toggle the making of backup copies of old files	
make-bug-report	Compose a ce bug report in a new buffer	
mark-buffer	Make the region encompass the entire buffer	
mark-paragraph	Make the region encompass the current paragraph	
mark-word	Make the region encompass the current word	
move-window-down	Change the position of the current line	
move-window-up	Change the position of the current line	
newline	Insert a newline into the buffer	
newline-and-indent	Insert a newline and indent for editing C code	
next-buffer	Switch to the next buffer in the buffer list	
next-line	Move `!' to the next line in the buffer	
next-page	Move down a page (a screenful) in the current buffer	
next-paragraph	Move `!' to the beginning of the next paragraph	
next-window	Move `!' down to the next window on the screen	
next-word	Move `!' to the beginning of the next word	
no-auto-save-mode	Turn off auto-save mode	
no-fill-mode	Turn off word wrap	
no-view-mode	Turn off view mode (make editable)	
no-wrap-mode	Turn off word wrap	
not-modified	Clear the modified flag for the current buffer	
open-line	Insert a blank line at `.'	

prefix-region	Add a prefix to each line in the current region
previous-line	Move `.' to the previous line
previous-page	Move `.' to the previous page (go back 1 screenful)
previous-paragraph	Move `.' to the previous paragraph
previous-window	Move `.' up to the previous window, if > 1 on screen
previous-word	Move `.' to the beginning of the previous word
query-replace	Replace a string with another, with confirmation
query-replace-regexp	Replace regexp matches with confirmation
quick-exit	Save all dirty files without asking and exit
quote-character	Insert the next character verbatim into the buffer
read-only	Mark the current buffer as read-only (no edit)
redraw-display	Redraw the entire screen
regexp-search-forward	Search forward for matches of a regexp
regexp-search-backward	Search backward for matches of a regexp
rename-buffer	Change the name associated with the current buffer
replace-regexp	Replace occurrences of a regexp with a string
replace-string	Replace occurrences of a string with another
revert-buffer-from-file	Re-read file associated with current buffer
save-buffers-exit-emacs	Save all modified buffers and exit ce
save-file	Save the current buffer to its associated file
save-some-buffers	Save all modified buffers
scroll-next-up	Scroll next window up one window-full
scroll-next-down	Scroll next window down one window-full
scroll-other-window	Scroll the other window on screen (if > 1 on screen)
search-again	Search for the last pattern entered
search-backward	Search backward in current buffer for a string
search-forward	Search forward in current buffer for a string
select-buffer	Switch to a specific named buffer
send-bug-report	Send the current buffer as a ce bug report
set-fill-column	Set the column at which lines are wrapped
set-mark	Set the value of the mark to the value of `.'
set-prefix	Set the prefix added to lines in prefix-region
set-visited-file-name	Set the name of the file associated with the buffer
show-current-directory	Display the value of the current directory
show-version	Display version information
shrink-window	Reduce the number of lines in the current window
split-current-window	Split the current window into 2 windows
transpose-characters	Swap the character at the cursor with one before it
transpose-lines	Swap the current and previous lines
tutorial	Run the ce tutorial in a new window
unbind-key	Remove the command associated with a key sequence
universal-argument	Cause a command to be executed multiple times
upper-case-region	Convert region to upper case
upper-case-word	Convert the current word to upper case
view-mode	Switch the current buffer to read-only mode

what-line
wrap-mode
yank

Display the number of the current line in the buffer
Put the current buffer in word-wrap mode
Insert the contents of the kill buffer at `.'

Chet's Editor Commands(Key Bindings)

Conventions:

^	Control key	ESC	Escape key
^K	Means to press control key and the "K" key at the SAME time Command abbreviated	••	Means to press one key, PAUSE, then press the next key. cmd

Commands:

^@	Set Mark	oooooooo	No equivalent ESC cmd
^A	Move to start of line	ESC••A	Go to beginning of sentence
^B	Move backward by characters	ESC••B	Backup by words
^C	Insert space	ESC••C	Initial capitalize word
^D	Forward delete	ESC••D	Delete forward word
^E	Goto end of line	ESC••E	Go to beginning of next sentence
^F	Move forward by characters	ESC••F	Advance by words
^G	Abort out of things	ESC••G	Go to a line
^H	Backward delete	oooooooo	No equivalent ESC cmd
^I	Insert tab	oooooooo	No equivalent ESC cmd
^J	Insert CR-LF, then indent	oooooooo	No equivalent ESC cmd
^K	Kill forward	ESC••K	Bind Key to function
^L	Refresh the screen	ESC••L	Lower case word
^M	Insert CR-LF	ESC••M	Set global mode
^N	Move forward by lines	ESC••N	Goto End paragraph
^O	Open up a blank line	ESC••O	Arrow key prefix
^P	Move backward by lines	(VT100 only) ESC••P	Go to Beginning of paragraph
^Q	Insert literal	ESC••Q	Fill current paragraph
^R	I-Search backwards	ESC••R	Reposition window
^S	I-Search forward	ESC••S	Center line
^T	Transpose characters	oooooooo	No equivalent ESC cmd
^U	Universal Argument	ESC••U	Upper case word
^V	Move forward by pages	ESC••V	Move backward by pages
^W	Kill region	ESC••W	Copy region to kill buffer
^Y	Yank back from killbuffer	ESC••X	Execute named cmd
^Z	Move backward by pages	ESC••Z	Save file and exit
ESC••^H	Delete backward word	ESC••!	Run one shell command
ESC••^K	Unbind Key from function	ESC••<	Move to start of buffer
ESC••^L	Reposition window	ESC••>	Move to end of buffer
ESC••^M	Delete global mode	ESC••". "	Set mark

ESC••^N	Rename current buffer	ESC••space	Set mark
ESC••^R	Search & replace w/query	ESC••rubout	Delete backward word
ESC••^V	Scroll next window down	ESC••%	Query replace
ESC••^W	Delete Paragraph	ESC••?	Bring up help file
ESC••^Z	Scroll next window up	ESC••=	Count lines in region
		ESC••~	Make buffer unmodified
		ESC••L	Run shell command on region
		••••••••	No equivalent ESC cmd
^X••%	Replace string	^X••!	Run 1 command in a sub-job
^X••?	Describe a key	^X••(Begin macro
		^X••)	End macro
		••••••••	No equivalent ESC
^X••=	Show the cursor position		
^X••^	Enlarge display window		
^X••1	Make current window only one command		
^X••2	Split current window	^X••rubout	Delete to beginning of sentence
		^X••B	Switch a window to a buffer
^X••^B	Display buffer list	^X••C	Start a new command processor
^X••^C	Exit MicroEMACS	^X••E	Execute macro
		^X••F	Set fill column
^X••^F	Find file by name	^X••I	Insert file
^X••^I	Insert buffer	^X••K	Make a buffer go away
		••••••••	No equivalent ESC cmd
^X••^L	Lower case region	^X••M	Set a mode
^X••^M	Delete Mode	^X••N	Rename current filename
^X••^N	Move window down	^X••O	Move to the next window
^X••^O	Delete blank lines	^X••P	Move to the previous window
		••••••••	No equivalent ESC cmd
^X••^P	Move window up	^X••S	Save all changed files
		••••~••••••	No equivalent ESC cmd
^X••^R	Get a file from disk, read-only	••••~••••••	No equivalent ESC cmd
^X••^S	Save current file	^X••X	Use next buffer
^X••^U	Upper case region	••••~••••••	No equivalent ESC cmd
^X••^V	Visit file, read-write	^X••Z	Enlarge display window
^X••^W	Write a file to disk		
^X••^X	Swap "." and mark		
^X••^Z	Shrink window		

Unbound commands:

describe-bindings

eval-file

execute-named-command
(completion)

Display the list of current bindings

Execute a file of command lines

Execute a command by name (w/

search-forward	Search backward for a string
search-backward	Search forward for a string
regexp-search-forward	Search forward for a regular expression
regexp-search-backward expression	Search backward for a regular
query-replace-regexp	Query-replace regular expressions
prefix-region	Put a prefix in front of all lines in the
region	
set-prefix	Set the prefix for prefix-region
show-version	Show the version of ce
change-directory	Change the current working directory
show-current-directory	Display the current working directory
wrap-mode	Put the current buffer in word-wrap
mode	
view-mode	Put the current buffer in read-only
mode	
auto-save-mode	Put the current buffer in auto-save mode
no-wrap-mode	Take the current buffer out of word-
wrap mode	
no-view-mode	Allow editing on the current buffer
no-auto-save-mode	Take the current buffer out of auto-save
mode	
introduction	Display an introductory document
tutorial	Display the Emacs tutorial
make-backup-files	Toggle the making of backups on and
off	

Usable Modes:

WRAP	Lines going past right margin "wrap" to a new line
VIEW	Read-Only mode where no modifications are allowed
SAVE	Auto-save the buffer after every 256 characters are inserted

Top 40 Virus Jokes

Federal Bureaucrat Virus: Divides your hard disk into hundreds of little units, each of which do practically nothing, but all of which claim to be the most important part of the computer.

Dan Quayle Virus #1: They're is sumthing rong with yor compueter, ewe just can't figyour out watt.

Dan Quayle Virus #2: Prevents your system from spawning any child processes without joining into a binary network.

Gallup Virus: Sixty percent of the PCs infected will lose 38 percent of their data 14 percent of the time (plus or minus a 3.5 margin of error).

Paul Revere Virus: This revolutionary virus doesn't horse around. It warns you of impending hard disk attack-once if by LAN, twice it by C:.

Politically Correct Virus: Never calls itself a "virus", but instead refers to itself as an "electronic micro-organism."

Right to Life Virus: Won't allow to delete any files no matter how old they are. If you attempt to erase a file, it requires you to first see a counselor about possible alternatives.

Ross Perot Virus: Activates every component in your system, just before the whole thing quits.

Mario Quomo Virus: It would be a great virus, but it refuses to run.

Oprah Winfrey Virus: Your 200MB hard drive suddenly shrinks to an 80MB hard drive then slowly expands back to 200MB.

AT&T Virus: Every three minutes it tells you what a great service you are getting.

MCI Virus: Every three minutes it tells you that you are paying too much for the AT&T virus.

Ted Turner Virus: Colorizes your monochrome monitor.
Arnold Schwarzenegger Virus: Terminates and stays resident.
It'll be back.

Government Economist Virus: Nothing works, but all of your diagnostic software says everything is fine.

New World Order Virus: Probably harmless, but it makes a lot of people really mad just thinking about it.

Terry Randall Virus: Prints "Oh no you don't" whenever you choose "Abort" from the "Abort, Retry, Fail" message.

Texas Virus: Makes sure it's bigger than any other file.

Adam and Eve Virus: Takes a couple of bytes out of your Apple.

Jeffrey Dahmer Virus: Eats away at your systems resources piece by piece.

Warren Beatty Virus: Constantly tries to prove its virility by attaching itself to younger or newer files.

Micheal Jackson Virus: Hard to identify because it is constantly altering its appearance. This virus probably won't harm your PC, but it will trash your car.

Congressional Virus #1: Computer locks up, screen splits vertically with a message appearing on each half blaming the other side for the problem.

Congressional Virus #2: Runs every program on the hard drive simultaneously, but doesn't allow the user to accomplish anything.

Airline Virus: You're in Dallas, but your data is in Singapore.

PBS Virus: Your PC stops what it's doing every few minutes to ask for money.

Elvis Virus: Your computer gets fat, slow, and lazy and then self-destructs, only to resurface at shopping malls, service stations, and BBSes across rural America.

Ollie North Virus: Turns your printer into a document shredder.

Nike Virus: Just does it.

Sears Virus: Your data won't appear unless you buy new cables, power supply, and a set of shocks.

Jimmy Hoffa Virus: Nobody can find it.

Kevorkian Virus: Helps your computer to shut down whenever it wants to.

Imelda Marcos Virus: Sings you a song (slightly off-key) on boot up, then subtracts money from your Quicken account and spends it all on expensive shoes it purchases through Prodigy.

Willard Scott Virus: Keeps track of all family birthdays and renders verbose birthday wishes each time you request weather predictions.

Star Trek Virus: Invades your system in places no virus has gone before.

Healthcare Virus: Tests your system for a day, finds nothing wrong, and sends you a bill for \$4,500.

George Bush Virus: Eats some of your files, then immediately regurgitates them.

Quantum Leap Virus: One day your PC is a laptop, the next its a Macintosh, then a Nintendo.

Cleveland Indians Virus: Makes your 486/50 machine perform like a 286/AT.

LAPD Virus: It claims it feels threatened by the other files on your PC and erases them in self-defense.

Chicago Cubs Virus: Your PC makes frequent mistakes and comes in last in the reviews, but you still love it.

Troubleshooting Guide

1. I have funny characters on my screen?

You probably need to set up your environment correctly so that both computers know how to communicate with one another. Start by checking the settings of your telecommunications software. Then check your settings on Freeport(go params). Change only one setting at a time to see where the problem is.

2. How do I move around?

Use the arrow keys if you are emulating a vt100 machine. Otherwise type in the number of the menu items you wish to select and press return.

3. Every time I try to open Gopher it pauses for a few minutes and then says something like "Sorry, connection refused by host or no such computer."

Gopher is probably too busy and is refusing your call. Keep calling back until you get in. Sometimes problems occur and it takes Compass operators a while to get Gopher back on line to where you can use it again.

4. I have some mail that I want to print but I don't know how?

After using the post office to open your mail select "Start Capture" from the File menu of Zterm and type in a name for the letter. Then press "t" to show the entire letter from start to finish. Once the letter is done select "Stop Capture" from the File menu and use a word processor to open your newly created document and print it.

5. I want to download a file but it is so large that I can't download it within my 1 hour time connection allowed by Compass. How do I download it?

If you are using ZModem you can resume transfers where they left off. Zterm does use ZModem and will resume transfers for you. If a file is interrupted during transfer for any reason you can call Compass back and start the download again. Zterm will automatically pick up where it left off and finish the file transfer for you.

6. I copied a program from another computer while in Gopher. It's on my hard drive but just shows a document? What do I have to do to make use of it?

Most files are stuffed and binhexed before being placed on a computer to be copied by others. You probably need to use programs like Stuffit Expander, Stuffit Deluxe, or Compact Pro to decode and unstuff the files before you can make use of them.

7. I've tried decoding files and they seem to be damaged or of a file type that my decoding software doesn't recognize?

There may be some extra text at the beginning of the document that you don't need. Open it with a word processor, delete unnecessary text down to the

colon mark(for binhex files), save it as a text file and then decode it.

Compass Connections

Compass Mailing Address

Ed-Net/Compass
7140 SW Macadam Avenue
Portland, Oregon 97219
(503) 293-1992

Compass Sysop

Daryl Kottek, dkottek@ednet1.osl.or.gov

Compass 24 Hour Beeper

Call the beeper number only if connections that have worked in the past are down and no longer working. Call the general number above for general help and getting started information.

(503)940-4829

Files Available on Disk

1. **Big Dummy's Guide**

The last available copy before it went to the publishers. A very complete and easy to read guide to Internet.

2. **Internet Glossary**

A huge comprehensive glossary for Internet terms.

3. **Telecommunications FAQ(Frequently Asked Questions)**

A guide to frequently asked questions regarding telecommunications.

4. **FTP FAQ(Frequently Asked Questions)**

A guide to frequently asked questions regarding File Transfer Protocols(FTP).

5. **UNIX FAQ(Frequently Asked Questions)**

A guide to frequently asked questions regarding UNIX.

6. **MAC FAQ(Frequently Asked Questions)**

A guide to frequently asked questions regarding Mac's.

7. **MAC INTRO. FAQ(Frequently Asked Questions)**

A guide to frequently asked questions regarding Mac's.

8. **Virus FAQ(Frequently Asked Questions)**

A guide to frequently asked questions regarding viruses.

9. **Mac Hardware FAQ(Frequently Asked Questions)**

A guide to frequently asked questions regarding Mac hardware.

10. **Buying and Selling Macs**

A guide to frequently asked questions regarding the buying and selling of

Mac's.