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What is it?

NetPopup is a realtime way to send messages to your friend while your're logged on the Internet.

NetPopup has also:
- Built-in fingerdaemon
- Seeker to search your friends from dynamic IP-addresses
- Support for SMTP-sending

1. What is NetPopup?

It's a realtime way to send messages to your friend while your're logged on the Internet. It works just like Winpopup on local network. NetPopup has also built-in fingerdaemon which is used to serve normal finger-queries and with Seeker-utility it helps you to track your friends from dynamic IP-addresses.

2. Why use NetPopup?

E-mailing take's always few minutes before mail is read and another few minutes before reply arrive. NetPopup messages are received in few seconds after they are sent. Try it with your friend and you'll love it.

3. How NetPopup works?

NetPopup sends messages in separate thread so you can send another message while previous is still on the way.

4. Installing NetPopup.

There's no installing program. Just create subdirectory and copy NetPopup in it.

5. Using NetPopup.

- Find out your friends IP-address or use Connection Wizard
- Press NEW MESSAGE -button on toolbar (or use menu)
- Write the message
- Write the destination name or IP-number to destinationbox or select one from list
- Press SEND -button on toolbar (or use menu)

The message is sent immediately. NetPopup uses simple verifying technique to check transmission. Server -side of NetPopup replies the number of bytes it received and client -side verifies that bytes received were same as bytes sent.

When You receive a message with NetPopup You can use REPLY -button and sender's address is automatically copied to host-name.

6. Registering

This version of NetPopup is shareware. You can use NetPopup for 30 individual days. After that you should either stop using it or register. Please see registration for more info.

Thank You,
Jamsoft
Team NetPopup

Granted by the CyberMad editorial staff
(http://www.cybermad.com)

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NetPopup FAQ

Q: What do I write to destination combobox?
A: You can write there receivers IP-number, IP-address, Nickname or e-Mail address.
For example:

- 192.137.184.50   (IP-number)
- slip-50.netti.fi   (IP-address)
- Mike Malo   (Nickname)
- malo@jamsoft.com   (e-Mail address)

Q: What is IP-address?
A: IP-number

Q: How do I find out what's my IP-address?
A: NetPopup finds it for you. From **Setup|Network** just push **Get IP-addr. -**button and there it is.

Q: Where can I find my friends IP-address?
A1: Use connection wizard.
A2: Ask for your friend that he or she sends it for you via e-Mail.

Q: What is "Auto reply" -feature?
A: This is basicly busy signal. When you activate this feature NetPopup displays window where you can write your own custom message, after that NetPopup automaticly replies to every incoming message with comment you have defined.

Q: What does priority in Out-message?
A: Use this feature when you need to send some important message and you want to sure that receiver sees right away your message. If incoming message is top priority, NetPopup will inform you with system modal messagebox. So use this feature rarely or you might drive your friends crazy.

Q: What is Seeker?
A: With seeker you can find your friend who has dynamic-IP-address. (He/She get's different IP-number everytime he logs to net.

Q: How to use Seeker?
A1: Choose Utils | Seeker ... or click shorcut-button in toolbar.
A2: Select group to seek or leave All-selected.
A3: Click magnifyclass-button in seek-dialog and see the results.
More info see Seeker.

How to install NetPopup

New users:
There's no installation program included with NetPopup. All you have to do is first create sub-directory for Netpopup and then copy all files in it. Netpopup takes care of creating all required registry keys at the first time you run the program. After that you can <u>customize</u> Netpopup from **File | Setup**.

Old users:
If you have previous version of Netpopup already installed on your computer, you can just copy all the files to your Netpopup directory. After this Netpopup takes care of maintaining your personal settings. Notice that there is some cool new features added to **File | Setup** dialog, so check it out.

Connection wizard

You need to know following things to use connection wizard successfully:

- Your own e-Mail address (for example iina@jamsoft.fi)
- Your friends e-Mail address, where you send your IP-address.
- Your SMPT-server, you can figure this out from your e-Mail program (for example from Eudora Tools | Options | Hosts).
- Incase you are using Trumpet winsock or some other 3rd-party Internet connection software, you have to find out your own IP-address from startup screen of your software provider.

1. Page
On first page of connection wizard, NetPopup wants to know your IP-address. If your are using Windows NT's or Windows '95's build in winsocket just hit the Auto Get - button and NetPopup does all the hard work finding your IP-address. When you are using Trumpet winsock or some other 3rd-party Internet connection software you have to find the IP-address by yourself.

2. Page
Second page is crucial, because you have to know your own e-Mail address, your friends e-Mail address and the address of your SMTP-server. NetPopup fills up your e-Mail address and name of your SMTP-server automaticly if you have ran connection wizard earlier.

3. Page
Third page shows to you what NetPopup is going to send. If you like, you can edit that text straight in textbox, but don't change IP-address unless you know what you are doing.

4. Page
This page contain some useful information and tips for using connection wizard. After you press finish button NetPopup shows where this information are sent. Send is activated by pressing Send button, logic.

After you have complete connection wizard, you can sit back and wait for your friend to send message to NetPopup near you. Note that it may take a while, because we are using only e-Mail now. When your friend sends first message, NetPopup automaticly adds he or she to host list, so you can reply immediately.

Sending and receiving messages

Before you send any messages you have to have at least one entry in your host list. See <u>connection wizard</u> for more information about how to get connected.
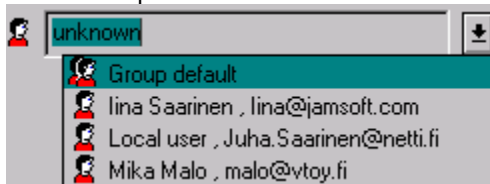
Send

1. Step: Create message

Creating new message in NetPopup is easy, you can choose **File | New** from menu or click ![icon] -button from toolbar.

2. Step: Choose receiver or receivers

When you create new message, NetPopup displays MessageOut -window. At the top of window there is dropdown combobox which shows all the hosts and groups in your host list.

NOTE: that if you select group send, indicated with ![icon] -icon, 'delete after send' will be temporary disabled.

3. Step: Select which way the message is delivered

Next choise you have to do is how your message is delivered. Normally NetPopup messages are received after few seconds they are sent, message is displayed in MessageIn -window and it also forces NetPopup to became active window. If you send ten messages to your friend, he or she will have ten MessageIn -windows on NetPopups client area. Urgent NetPopup messages will not popup only on NetPopups client area, but they launch system modal -dialogbox. Third option is sending your message via e-Mail, this is usefull when receiver is out of reach for NetPopup realtime connection. NOTE: that you need e-Mail address when using e-Mail feature.

4. Step: Write your message

This is the easy part, just make the keyboard steam!

5. Step: NetPopup message has left the building

Actual sending is done by choosing **Message | Send** from menu, punching CTRL + S or clicking ![icon] -button on toolbar. NetPopup will promtp you if there is any problems.   You can see progress of sending-operation in statusbar.

NOTE: that after the message is successfully sent it is deleted. (If   File | Setup | del msg after sent is selected).

Receive

There is nothing to do when receiving messages, NetPopup does everything for you. You can monitor progress of receiving-operation in statusbar's rightside.

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Seeker

Seeker allows you to search your friend from dynamic <u>IP-addresses</u>. Addresses that are scanned are the same than in Hosts-list in setup.   Seek uses multithreading technique for quickly fingering   range of IP-addresses and then shows information from finger-query. Note that NetPopup only seeks 253 hosts at time. This limit come from maximum thread-count per application in win32-environment. If you have more hosts to seek you should group them in 253 and smaller groups. In order to get special info, your friend should use   <u>NetPopup</u> 2.12 or newer.

Seeking:
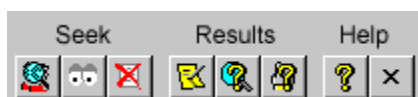
Seek all	Seek's all hosts in group
Look around	You can set how many IP-addresses are seeked around active choise
Clear	Clear seek-list
Write	Create new message for selected host
Show result	Shows unparsed result from seek-query
Queries	Show income seek- and finger-queries
Help	Show this help
Close	Close seek-dialog

Seeker starts by pressing Seek -button. Once   seek is started it's dialog can be closed because seek-operation is done in backround. You can check results later when seek is finished.

Address:	User:	Mapped to:	System:	Platform:	Uptime:
192.1.1.0	???	Carol	???		
127.0.0.1	Mike	Mike	Shodan	Windows NT version 4.1	67 Days
192.1.1.1		Janet-02			

Here you can see Seeker results.

First line tells that in address 192.1.1.0 was found someone but he or she didn't have NetPopup running so it is impossible to tell what or who is there. Also it tells that nickname 'Carol '   is mapped to that address.

Second line tells that user Mike   who's nickname is also   ' Mike ' was found in address 127.0.0.1. Here you can see some special information about Mike's computer. Platform, Uptime, Localtime, etc. Now you know that you can send message to 'Mike' because he's currently logged to 127.0.0.1.

Last line tells that address 192.1.1.1 was not currently connected to any computer. Also it tells that this is second address of nickname 'Janet '.

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Cmdline-Send

Send.exe is a 32-bit commandline tool for NetPopup which allows you to send messages   to NetPopup running on WindowsNT or W95.

Using:

Send "Receivers-IP" "myname" "message" "title" priority

Where:

- Receivers-IP is the address where you like to send the message.

- myname is the name you whish to call yourself.

- message is the main message body

- title is the messages title

- priority is 0 or 1. 1 launch system-modal dialog in server side when message arrives.

NOTE:
Send does not verify that parameters are correct.
If some parameter is mixed up it may cause receiving NetPopup
to enter neverending loop.

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Using toolbar commands
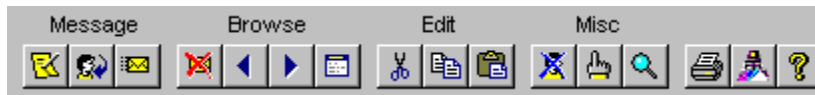
Message
    New   Creates new message.
    Reply   Replies to incoming message.
    Send   Sends message or messages.

Browse
    Delete message   Deletes current   message.
    Previous message   Shows previous message.
    Next message   Shows next message.
    Change title   Changes message's title (subject)

Edit
    Cut, Copy, Paste   Use these for editing message-text

Misc
    Auto reply   Answers to all incoming messages   with notice your have defined.
    FD active   Activates / Deactivates finger daemon.
    Seek   Activetes Seeker-dialog

    Print   Prints currently active message.
    Connection wizard   Step by step wizard for getting connections.
    About   Information about makers of this great program.

Using Finger daemon

NetPopup has built-in finger daemon which is used to serve normal finger-queries and with <u>Seeker</u> it helps you track your friend from dynamic IP-addresses.

Customizing NetPopup

You can customize NetPopup from **File | Setup**-menu.

Preferences
Hosts
Network
Finger daemon

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Preferences

In Preferences-propertysheet you can specify following things:

- Signature   This text is added to the end of the message after you have pressed Send-button. If You haven't registered NetPopup this option will be disabled.

- Username   This the name you can choose when you register NetPopup. Username will be sent with message and is shown in first box in in came message. If you have unregistered version this name is allways 'Unregistered user'. You friend can still reply to this message just clicking reply-button.

- Notifysound   This is the soundfile which is played when you are receiving new message.

- Options   In options you can enable or disable following features.

  - enable signature: Do you want that NetPopup adds automaticly signature at end of your messages.
  - enable notifysound: If you want to hear some groove sound effect when there is message coming in, make sure that this option is checked.
  - enable popup when incoming: Enabling this feature will make your NetPopup window restore from icon when you have received new message.
  - quote to reply: Will copy your friends message to start of your reply.
  - enable quote marks (>): Makes messages more readable by adding quote marks to start of every quoted line.
  - enable "You wrote:"- to reply: This is easy to understand, do you want that NetPopup adds "You wrote :" -text at begining of you reply.
  - enable priority: If incoming message is urgent and this feature is enabled NetPopup pop's out from minimized state even if popup is disabled.
  - autoadd new host to list: NetPopup adds automaticly new entries to your hosts list, based on information about incoming messages.
  - disable NetPopup closing: Prevents user from closing the application. Closing attempt only minimizes NetPopup. Exiting is possible only from File | exit.
  - allow write to InMessage: If selected allows user to write to incame message.
  - del msg after sent: If selected, successfully sent message is deleted automaticly immediately after sent.
  - minimize on trayarea: If you are using Windows '95,   Windows NT 3.51 with new shell or Windows NT 4.0 with this option you can force NetPopup to minimize to trayarea not in iconarea.

Hosts

In Hosts-propertysheet you can add, remove and edit hosts-list.

- Create range   You can create range of IP-addresses and assosiate them to some group or   individual user. This could be useful, if your friend don't have static IP-address   and you need an easy way to add all possible addresses to hosts list. Another use for this feature could be some local network where you want to send 'Server Shutdown in 5 mins'- message for fifty users, all you have to do is create range, name group, write message and send. This way you can send fifty or more messages with push of button.

- Add   Add's new-hostname from editcontrol to hostlist. Hosts are saved to registry when OK-is pressed.

- Replace   Replace's current selection with text typed in edit-boxes.

- Delete   Delete current selection   froms hostlist. CAUTION this is final after you pressed OK -button, it can't be undone.

Host information includes:

Nickname	- name of your connection
IP-address	- IP-address of your connection, if you don't know what it is, start with connection wizard to get things rolling.
e-Mail	- By adding e-Mail address in addition to IP-address you can send messages by e-Mail, for example when you can't establish NetPopup connection.
Group-ID	- Use group ID to create mailing lists.

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Network

In Network-propertysheet you can specify following things:

- **e-Mail**   This is your own e-Mail address. It is needed for, when you send your NetPopup messages via e-Mail or when you are using <u>connection-wizard</u> for sending your <u>IP-address</u> to your friend.

- **SMTP**   SMTP-server is your mail-server. SMTP-server is also needed when you are sending   e-Mail. If you don't remember name of your SMTP-server right a way don't panic, you can find it out from your electronic mail program (for example Eudora) or you can always call your Internet service provider.

- **local IP-addr**   Get IP-addr. -button get your currently used IP-address. This is where you can check you IP-address and then pass it to your friends. There is however some problems with Windows '95 and it's better not use this feature on Windows '95 while not online.

- **Multisend**   One name in host-list can have multiple IP-addresses. If Multisend is enabled all messages addressed to specific name are send to all IP-addesses that has same name. Also group-sending is enabled when multisend is active. Otherwise message is send only to first address found which has same name.

- **Send delay**   When sending to multiple addresses all sends are done in separate thread. You can customize delay between thread launches. If you have problems with multisend try to increase the value.

NOTE!   This delay is also used during <u>Seeker</u>-operation same way than during send. NetPopup wait's this delay-time before it starts new seek-thread.

- **IP-Port**   NetPopup uses this port to communicate with other NetPopups. You have to have same port number with your friend or your messages never find their target. So if you don't know for sure what to do, leave it.

- **Additional local information**   offers you some basic information of your machinery, platform you are runnign on, uptime and your current username.

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Finger daemon

In Finger daemon-propertysheet you can specify following things:

- active   Activates/deactivates finger daemon.

- Options   In general options you can enable or disable following features.

  - send systemname: Send your system's name to finger client if selected.
  - send platform info: Send information of your operating system and version.
  - send username: Send name of the user currently logged on.
  - send uptime: Send system's uptime.
  - send localtime: Send system's localtime in localtime format.
  - send custom msg: Send user defined message.
  - notify sound: Plays soundfile on incoming finger query.

- Notifysound   On incoming finger query this file is played.

- Custom msg   User defined custom message to be sent.

Jamsoft was founded at 1.1.1996 by Mika Malo and Juha Saarinen.

Mika Malo is lead programmer of NetPopup.
Juha Saarinen is assistant programmer of netpopup.

You can contact   us by sending e-Mail to malo@vtoy.fi or to Juha.Saarinen@netti.fi
You can also   visit our homepage http://www.vtoy.fi/~malo/jamsoft.html

Please feel free to send any suggestions, comments or bug-reports.   We really like to hear your opinions.

We hope you enjoy using NetPopup.

Thank You,
Jamsoft
Team NetPopup

Version history

NetPopup version 2.22

- resources was moved to satellite-DLL for localisation
- seeker works in normal window now, not in dialog
- added tooltips and statusbar info to Seeker
- added LookAround-utility to Seeker to quickly take a look IP-addresses around you
- added support for e-mail saving with nicknames
- added possibility to send NetPopup messages via e-mail
- removed all unregistered-version stuff but MessageLimit.
- user can now fully testdrive NetPopup and decide if to register
- added Connection Wizard for firsttime-connections
- fixed bug in multisend that caused exception
- NetPopup pops up now everytime
- added Tip of the Day
- outMessage sets focus immediately to RichEditControl

NetPopup version 2.16 (maintenance release)

- resources was prepared for localisation
- fixed minor bugs in seeker
- username now works in all platforms

NetPopup version 2.15

- added groups   and reseek   to seek-utility
- fixed host-setup to be little easier and simpler to use. Multiselection works now too.
- updated help- and documentfiles
- doubleclick in seekdialog now start writing new message
- changed method for license-key checking

NetPopup version 2.12 (maintenance release)

- removed greetings-message
- fixed 'auto-reply' so that it save's it's message to registry

NetPopup version 2.11

- released 28.4.1996
- highly customizable finger-daemon for listening and serving finger queries
- finger queries list
- ascii-file export and import
- drag'n'drop support for ascii-filetypes
- richedit in In- and OutMessages. Support only for RTF-receiving.   Full RTF-support will be in next version
- added support for subjects
- messages up to 100 kt in registered version
- better support for trayarea (red-notification icon if minimized and popup disabled)
- sent messages are automaticly deleted (if so selected from setup)
- MRU-list in file-menu
- OutMessage now shows little letter-icon in title when message is sent
- priority messages now launch system-modal messagebox
- fixed bugs in autoadd-system

NetPopup version 2.0

- released 1.4.1996
- shareware version
- complete rewrite with MFC 4.0
- standard windows-MDI-program
- unlimited in- and out-messages
- nicknames for IP-addresses
- send groups
- "auto-reply" feature (=answering machine)
- true multithreaded sending upto 240 parallel sendtasks
- support for trayarea if present (windows95, windowsNT w/Newshell and windows NT 4.0)
- message saving, loading, printing, print preview
- drag'n'drop support for netpopup filetypes
- autoadds new nicknames to host-list
- message-priority system
- dockable win95-API toolbar
- accelerator keys for all commands
- prevent close from close-button
- shows local IP-address and   additional information in setup's network-page
- allows user to create range of IP-addresses (handy if you'll have to type 200 IP-addresses :)
- removed customizeable font-support

NetPopup version 1.0

- released 1.1.1996
- freeware version
- first release , written with win32-api
- allows short message sending over tcp/ip - network
- inbox with 30 messages and outbox with 1 message
- customizeable signatures, nickname, reply-headers, notify-sounds
- customizeable fonts
- toolbar

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IP-number

Every host interface, or node, on a TCP/IP network is identified by a unique IP address. This address is used to identify a node on a network; it also specifies routing information in an internetwork. The *IP address* identifies a computer with a 32-bit address that is unique across a TCP/IP network. An address is usually represented in dotted decimal notation, which depicts each octet (eight bits, or one byte) of an IP address as its decimal value and separates each octet with a period. An IP address looks like this:

192.89.98.1

You can find out Your own IP-number form File | Setup | Network | Get IP-addr

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Registering

How to register:

Easiest way to register is to start NetPopup and go to online-registration from Help-menu. After that just fill-in the missing information. When you're ready you can preview the message and verify that the information is correct. While you're verifying the message you can print it out or save it to the file.   Don't bother to modify the message since it's going to be reconstructed when you press register-button.

In field: Your Message to Jamsoft , you can write your message to us. Ex. if you are licensing for multiple users you can include additional usernames to this field or any other information you'd like to send to us. Please note that sending credit card number via e-mail is not secured in any way.

After you think that the information is correct you can send the registration-form to Jamsoft   via e-mail. Just make sure that you're logged to the Internet with PPP/SLIP/DIRECT-connection and press Register and the form is sent directly to Finland to Jamsoft / Mika Malo.

If you cannot send the message with online-registration then you can just save it to file and e-mail it to us with your favourite e-mail-program. In that case you should send it to malo@vtoy.fi.

If you don't like to use the online-registration even for creating the register-file you can fill-in the required information to file register.txt found in NetPopup-directory and send it to us.

Payment type:

Wire-transfer
When you're paying   by wire you don't need to worry about snail-mail. Just fill-in the registration-form and send it via online-registration or regular e-mail to Jamsoft (malo@vtoy.fi).

Credit card , cash and cheque:
If you're using credit card, cash or cheque you can still use online-registration to send your information to us. Besides that you should print out the registration-form and include it to   ordinal mail with registration-fee   or credit card number, card owner and expiration date and your signature and post it to:

> Mika Malo
> Eteläkatu 12 as 11
> 26100 Rauma
> Finland / Europe

Please send only bank confirmed cheques.

Note:

There are some payment-charges which are included to total-prise when using wire-transfer or cheque.

cheque from outside Finland	$15
wire-transfer outside Finland	$10
wire-transfer inside Finland	5 mk

All these charges are included to the Total Sum which is seen in online-registration form.

Pricing:

1	license	$15 US or mk 70 FIM
2	licenses	$25 US or mk 120FIM

10	licenses	$100 US or	mk 500 FIM
50	licenses	$400 US or	mk 2000 FIM
100	licenses	$650 US or	mk 3250 FIM
1000	licenses	$3000 US or	mk 15000 FIM

Why to register:

- You will receive personal license-key and username.
- The 'NetPopup - unregistered' -dialog at start will be disabled.
- You can send messages up to 100 kt   (unregistered version allows only 1 kt   messages).
- You'll get free updates until next major version.
- You get good feeling from supporting shareware production :)

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