



Client User Guide

n e t w o r k /
UNPLUGGED™

Take the network with you

For Windows 95/98/Me/NT 4.0/2000/XP

System Requirements

- Windows 95/98/Me/NT 4.0/2000/XP
- 486 or higher CPU
- 8MB RAM
- Network connection-local or remote

Network Requirements

Network/Unplugged supports most common computer network types, including Microsoft Networks, Netware Networks, LANtastic, and NFS.

How to Reach Us

Check out our Web site, www.mobiliti.com for the following:

To register online

- For installation and technical assistance
- To obtain the product on a different medium
- For information and technical documentation.



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Glossary

Attached Mode When a computer is a participating member of a network, or is accessing network resources via another method such as a dial-up connection, it is in Attached Mode.

Detached Mode When a computer is not a member of a network, and is not using any network resources, it is in Detached Mode.

Dial-Up Networking The method by which a remote computer can dial into a network using a modem and phone connection.

File Selector A File Selector points to a file or a folder. A Project is made up of one or more File Selectors.

Icon A small graphic that represents an element such as a Program, a disk drive or a document on the desktop.

Local The term used to refer to versions of network files that are stored on the Local disk, and to which the accesses to network files are directed in Detached Mode. These files are only accessible through the network and only in Detached Mode.

Network The term used to refer to versions of network files that are stored on the network servers and computers, and to which the accesses to network files are directed in Attached Mode.

Network Image The network that the Detached computer “sees” when the network is accessed.

Observer With the Observer resource enabled, the program tracks all the network files accessed for a specified number of days (maximum: 100). This allows the system to suggest files for inclusion in a Project in the New Project Wizard. (Enable/Disable the Observer option in the Preferences option in the File menu.)

Project A Network/Unplugged Project is a logical grouping of files or sets of files that you will require for a specific task while your laptop is disconnected from the network. A Project has a name, and contains a number of File Selectors.

RAS A RAS server allows remote computers to dial in over a phone connection and become members of a LOCAL network.

Selector See File Selector

Synchronization The process that makes two or more files at different locations identical. In this case it refers to the files on the Network and the files in the Network Image.

1 Introducing Network/Unplugged

Network/Unplugged provides a comprehensive and automatic synchronization and backup solution for today's remote and mobile workers. Users can operate in a Virtual Network environment when detached from the network, making Network/Unplugged's synchronization solution extremely easy to use. Network/Unplugged's proprietary and patent-pending technologies enable fast synchronization and backup ensuring that only the portions of files that have changed are transmitted during synchronization and backup. Network/Unplugged provides the enterprise a cost effective software solution that is lightweight and scalable with deployment and administration support.

1.1 Features and Benefits of Network/Unplugged

Comprehensive Synchronization and Backup Solution

- **Virtual Network**
Network/Unplugged replicates the structure of the network on to the user's laptop creating a virtual network environment. The same mapped drives, network names, hierarchies, links, and shortcuts are available to the user in the disconnected state. This dramatically increases user productivity, as their computing environment is the same at all times.
- **Backup and Recovery**
Users can duplicate and protect the data files on their local machine by backing up their data files to the network. The backup synchronization process can be scheduled to run automatically, without user interaction. The data file backup process can be configured to take full advantage of iDESP (Intelligent Delta Selection Process). Data File Recovery can be easily accomplished on the user's repaired, replaced or new PC.
- **Backup of Outlook (.pst) files**
Large data files, such as Microsoft Outlook (.pst) files, can be incrementally backed up in seconds using the proprietary differencing technology (Application Independent Write Monitoring) in Network/Unplugged. The benefit to the enterprise is that key data files are always backed up and protected, quickly and efficiently.
- **Any2Any Synchronization**
Synchronization and backup functions have been enhanced in Version 3.0 with the addition of "Any2Any" synchronization capability, which enables any folder to be synchronized to any other folder.
- **iDESP Technology for fast Synchronization and Backup**
Fast, cost effective file synchronization and backup is accomplished through iDESP (Intelligent Delta Selection Process) which selects the most efficient of three (3) Delta Synchronization Technologies utilized in Network/Unplugged: Byte Level Differencing, Block Level Differencing and Write Monitor Differencing. With iDESP, only the changes made to a file, not the entire file, are transferred across the network in a

compressed format. This increases the speed of synchronization and file backup over slow network connections such as dialup telephone lines, while dramatically reducing network bandwidth consumption. iDESP reduces synchronization time by as much as 95-99%. The benefit to the enterprise is reduced remote access connection costs, reduced network traffic, and increased user productivity.

- **Automatic Synchronization on System Startup/ Shutdown or on Schedule**
Synchronization can be configured to be completely automatic. Synchronization can be scheduled to take place on system Startup/Shutdown or at specific time(s) of the day, or on selected days. The benefit to the enterprise is that users do not have to remember when to synchronize, thereby reducing the chance of users forgetting to synchronize or not backing up their data.

Enhanced Solution for Enterprise Rollout

- **Simple and Scalable Architecture**
The Client Software can be installed on all Windows 95/98/Me/NT/2000/XP workstations. The Synchronization Server Software required to leverage the full power of iDESP (Intelligent Delta Selection Process) is easily installed on any Microsoft NT Server. Installation of both the client and server software is accomplished in under 5 minutes.
- **Cross Platform Capability**
Works with all Windows clients - 95, 98, Me, NT 4.0, 2000, XP and Microsoft Windows NT/2000, Novell Netware, Solaris, Linux, Lantastic and other Network File Servers. Supports IPX/SPX, TCP/IP and NETBEUI Protocols.
- **Trans-Communication Method**
Works on LAN, WAN, RAS, VPN, dial-up and wireless connections.
- **Deployment Kit**
Network/Unplugged is easy to install, and requires minimal user training. GUI interface with wizards and context sensitive help screens make the product simple to use for any user. Network/Unplugged has an integrated deployment kit that system administrators can use to easily configure and customize the installation of Network/Unplugged for enterprise rollouts. The Deployment Kit supports silent installs and configurations requiring little or no user interaction.

Advanced Synchronization Features

- **Synchronization with Netware File Servers over Dial-Up**
Typically, the Client PC communicates to the Netware File Server over the standard Novell IPX/SPX communication protocols. These protocols are usually not enabled over a dial-up connection. With the introduction of Network/Unplugged Proxy Synchronization Server, synchronization with the Novell Netware Server over a dialup connection using TCP/IP is transparently accomplished.
- **Synchronization over Dial-Up or Wireless without Switching States**
With Network/Unplugged, the user does not have to switch from the Virtual Network (not connected) state to the Real Network (connected) state for synchronization. The user can continue to work in the Virtual Network while connected to the network, the synchronization to the network transparently takes place in the background.
- **Synchronization over the Internet**
When connected to the Internet, the universal communication protocol is TCP/IP. Using Network/Unplugged Proxy Synchronization Server, synchronization with files in the corporate LAN/WAN is transparently accomplished.
- **Multi-user Functionality**
When multiple users are using Network/Unplugged on the same PC the multi-user functionality enables each user to only have access to his/her own Projects and File Selectors. The benefit to the user(s) is that the Projects and associated File Selectors are specific to the individual user.

This Guide

This guide includes the information most users will require to take full advantage of Network/Unplugged. For more detailed information please refer to the extensive online help and our Web site.

2 Getting Started

Minimum system requirements for installation

1. A 486 IBM-Compatible computer/laptop or higher with at least 8 MB of RAM and configured with an appropriate network client. For Example: A Microsoft Network Client.
2. At least 10 MB of free disk space for installation. (Additional free disk space requirement depends on the size of files required in the offline state).
3. Microsoft Windows 95/98/Me/NT 4.0/2000/XP
4. If dialing in to connect to your network, modem and ability to dial in using Remote Access or VPN Services.

2.1 Installing Network/Unplugged

To install Network/Unplugged from a CD, exit all applications and follow these steps:

- a) Place CD in CD-ROM drive
- b) Choose Run... from the Start menu
- c) In the open box, type E:\CLIENT\SETUP.EXE (where E is the drive letter assigned to your CD-ROM drive)
- d) Click OK
- e) Follow the instructions on the screen and **reboot the computer** before using Network/Unplugged

On completion of the installation procedure, Network/Unplugged will have installed the following components:

- Network/Unplugged Application.
- Network/Unplugged Agent.
- Network/Unplugged Help.
- Release Notes.
- Uninstall Network/Unplugged.

The installation procedure will also create a GUI (Graphic User Interface) Icon on the Windows desktop and the Agent Icon on the taskbar.

2.2 Registering Network/Unplugged

If you have not registered during the setup process, you can register online in the customer service area of our Web site or mail in the registration card. Registering will keep you up-to-date on product upgrades and new associated products.

2.3 Running Network/Unplugged

The Network/Unplugged program will be installed in the default location, **C:\Program Files\Mobiliti\Unplugged**.

You can start the program by selecting any of the following methods:

- **Double-Click** on the Network/Unplugged icon on your Window's desktop.
- **Click** on the Network/Unplugged program that is installed in the Programs option of the Start menu.
- **Click** the right button of your mouse on the Network/Unplugged Agent installed on the Windows taskbar and select **Run Network/Unplugged** to start the program.



2.4 Uninstalling Network/Unplugged

Before you start uninstalling, it is essential to synchronize with the network. The Uninstall option will delete all the copies of the network files that are stored on the LOCAL machine.

Option 1:

You may uninstall Network/Unplugged by using any one of the following options:

- a) Click on the **Start button** on the Windows taskbar.
- b) Select the **Programs** option.
- c) Choose **Uninstall Network/Unplugged**.

Option 2:

Using the **Add/Remove Programs** options in Windows control panel:

- a) Click on the **Start button** on the Windows taskbar.
- b) Choose the control panel in the **Settings** option.
- c) Select **Add/Remove Programs** option in the control panel on your Windows desktop.
- d) Select **Network/Unplugged** program.
- e) Click on the **Add/Remove** option.

2.5 Getting Help

Context Sensitive Help is available in every dialog box.



Note: You may also access the **online help** by pressing the F1 key or clicking on the Help icon in the Network/Unplugged program toolbar for detailed instructions



3 Quick Start Guide

3.1 Application environment

Project Manager

When Network/Unplugged Application is started the main window that appears is the Project Manager. The Project Manager window has two panes that are similar in view to the windows explorer. The left pane is the Project Pane and shows the Projects that have been setup. When you select or highlight a Project in the left pane, the right pane, whose top part shows the File Selectors for that Project and the bottom part shows the list of destination locations for the project if any.

Activity Log

This window is below the Project and File Selectors panes. Each and every time synchronization takes place the results of the synchronization process is displayed in the Activity Log Window. The output that is displayed in the Activity Log Window is automatically erased when Network/Unplugged Application is closed. If required the output in the Activity Log Window can be saved to a separate file.

Menu Bar

The Menu bar is located just below the Project Manager title bar and displays a list of commands that enable the user to perform various tasks in Network/Unplugged.

Toolbar

Below the menu bar is the toolbar. The icons on the toolbar provide the users with the ability to quickly access and execute some of the common commands available on the menu bar. When the mouse pointer is moved over the icons on the toolbar a brief description for each of the images appears to the left hand side of the status bar, located at the bottom of the Project Manager window.

Status Bar

In the disconnected state the number of computer resources that you are disconnected from will be displayed next to the word 'Unplugged Computers' in the status bar.

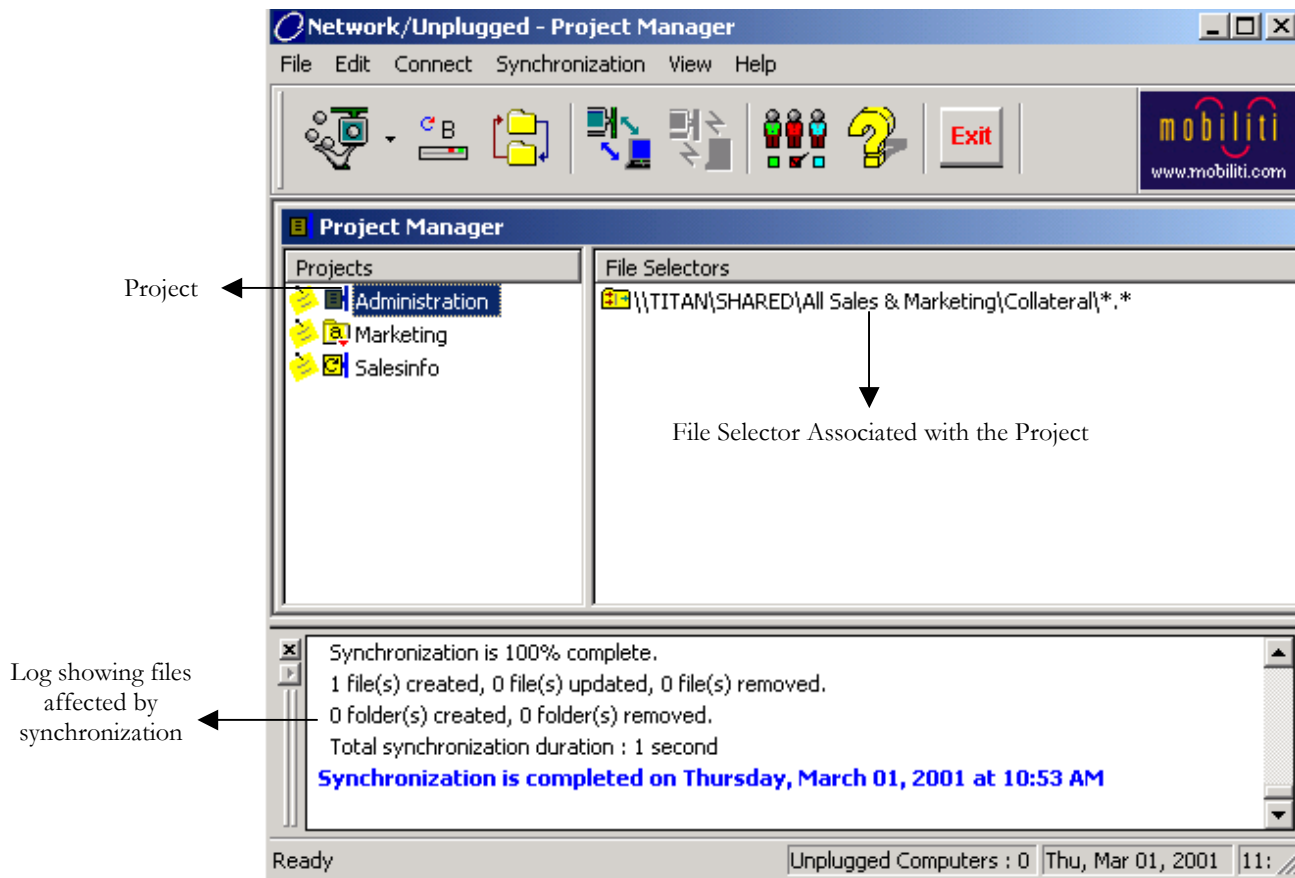
The right side of the status bar also displays the current day, date and time.

Agent

The Agent icon is automatically displayed on the Windows Taskbar when Network/Unplugged is installed. The Agent shows the status of the network resources that you have synchronized with.

3.2 All you need to know to use Network/Unplugged

Network/Unplugged is very simple to use. First you identify the files and folders that you will need when disconnected from the network (by **Defining Network/Unplugged Projects**), and then you transfer the files to a network image on the laptop by synchronizing. (This will ensure that you are working with the latest version of the files at all times). You continue to work in the detached state without disruption and then synchronize the files back when you connect to the network:



There are four simple steps for using Network/Unplugged:

- Step 1. Setup projects
- Step 2. Synchronize before you disconnect
- Step 3. Work in the detached mode
- Step 4. Synchronize after you reconnect

Step 1. Setup the Projects

Network/Unplugged Projects describe the logical grouping of files or sets of files that you will require for a specific task when your LOCAL machine (example: laptop) is disconnected from the network. Without a Project defined, you cannot take your network files and folders offline. You may define as many Projects as you wish and edit the list of files within each Project at **anytime**. Once a Project is defined it remains available to be used until deleted.

Before setting up Projects determine the purpose for setting up a Project based on the following questions:

- Do you want to take files off your network on to your laptop to work in the offline mode?
- Do you want to backup your local data to the network? Or
- Do you want to synchronize data from one location to another on the network?

Once you have identified the purpose for which you want to set up the Project, determine the type of Project you want to set up and select the appropriate Project Wizard to create the Project and select the File Selectors.

There are basically three types of Projects:

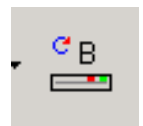
Virtual Network Projects

Determine which files you will need while detached from the network. Click on the Virtual Network Project Wizard icon in the program toolbar, follow the instructions, create a Project and include the files that you have identified as the File Selectors for the Project.



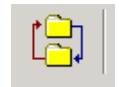
Backup Projects

Determine the files and folders on your LOCAL computer that you need to backup. Click on the Backup Project Wizard icon on the program toolbar. The wizard walks you through the process of creating the Backup Project. The steps include selecting the destination or location (which could be the network, another location on the local drive or even an external backup storage device) where you want the files to be backed up and selecting the file selectors from the LOCAL machine for backup.



Any2Any Projects

The Any2Any Project enables the user to select File Selectors from any source (NETWORK or LOCAL) and synchronize to any destination Folder (to a specific location on the LOCAL, to a different location on the Server, or to another Server on the NETWORK).



Step 2. Synchronize before you disconnect

Synchronize before you disconnect from the network to ensure that you are working with the latest file versions when disconnected. Network/Unplugged automatically prompts you for synchronization before you disconnect or you can click on the Synchronize icon on the program toolbar before disconnecting.



Step 3. Work in the disconnected mode

Work on your computer when disconnected from the network as if you are still connected. You do not have to choose or setup any configurations. Access your network files through the Network Neighborhood, the network mapped drives, shortcuts, and recently used files list.

Step 4. Synchronize after you reconnect

Synchronize after you reconnect to the network to ensure that any work you have done is transferred back to the REAL network. When you connect back to the network Network/Unplugged automatically prompts you for synchronization and you can proceed with synchronization. If you prefer to synchronize later you can do so by clicking on the Synchronize icon on the program toolbar. (Unsynchronized files require careful management).



The Agent is your indicator

Observe the Network/Unplugged Agent icon on the right side of your Windows taskbar. The color of the Agent indicates the status of your network connection. For more information on the Agent, please refer to the section 'Operating your computer in Detached Mode.'



4 Operating Your Computer

4.1 Operating your computer in Attached Mode

While attached to the network, all file activity takes place on the actual network. It is therefore imperative to synchronize as soon as you attach to ensure that network files are up-to-date. The files in the Network Image on the LOCAL machine are ignored and only updated when you synchronize before detaching.

4.2 Operating your computer in Detached Mode

Network/Unplugged is completely automatic and dynamic in the detached mode. You do not have to choose or setup any configurations in this mode. You turn on the computer in the detached mode, and access your network as if you are connected. Make any modifications to your network files, create new files, and delete files in the Virtual network as if you are connected to the Real network.

The color of the Agent icon indicates what mode you are in. It is blue if you are in the Detached Mode and green if you are in the Attached Mode. It is red, if it is in Attached Mode but is not able to connect to some of the computers that you have synchronized with.



Note: Be sure to logon as a user onto your Windows desktop, i.e., do not press the cancel button on the Windows user logon screen.

If you delete any files from the Virtual Network while you are in the detached mode, those files will be deleted from the network when you synchronize. However, you will be prompted before the files are deleted from the network based on the Synchronization Preferences you have set.

4.3 Operating your computer over Remote Access

You can also switch to the Attached Mode by connecting to the remote access server using dial-up networking. If you need to connect remotely, take advantage of Network/Unplugged features by connecting, synchronizing, disconnecting, and working off-line to avoid the slow connect speed and the cost of the connection.

5 Creating a Virtual Project

Determine which file or groups of files, you will need while detached from the network. Enter this information into the system by defining a Network/Unplugged Project. You can define a new Project by following either option described below:

Click on the New Project Wizard button in the Standard toolbar or select (New Project Wizard in the File menu option). The wizard guides you through the steps to create a Project and it's associated File Selectors. Follow the steps indicated below to setup the Project.



Step1: Enter a name and description for the Project

Step2: Define Project Properties

Step 3: Add File Selectors

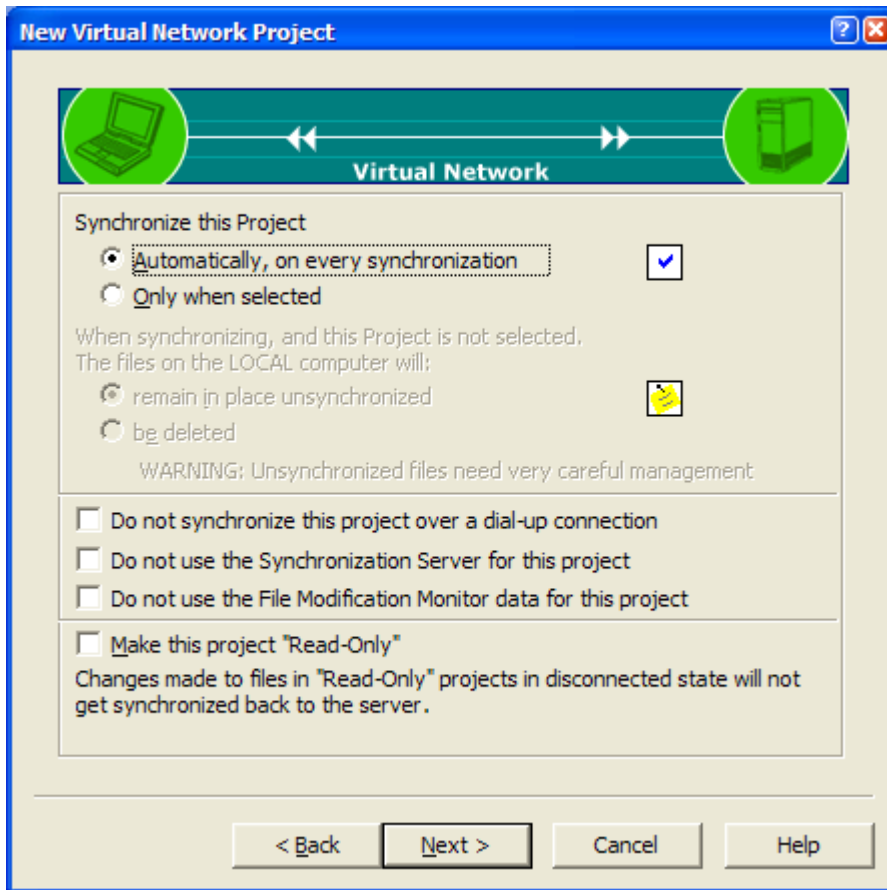
Step 4: Synchronize the Project

Step 1: Enter a name and description for the Project

In this step **type** a name for the Project and **enter** a brief description. Then **click** on the **next button** to go to the next step.

Step 2: Define Project Properties

In step two of the Project wizard you can set the properties for the Project or leave it to the default mode.



Step 3: Add File Selectors

In this step **click** on the Add file Selector button to select the files and folders on the network location that you wish to take offline. Once you have made the selections, the File selectors are displayed in the File Selectors window. You can highlight a File Selector and **click** on the File Selector Properties button to see the details.

Step 4: Synchronize the Project

This is the final step where Network/Unplugged prompts you to synchronize. By default the option is set to 'Yes'. You can select 'No' and choose to synchronize later. In this case Network/Unplugged completes the Project setup without synchronizing the files. But unsynchronized files are difficult to maintain, as you have to remember to synchronize later to ensure that the Network File versions are in sync with the LOCAL files. So it is highly recommended to complete the setup process by synchronizing the files.

So leave the default option to 'Yes' and then **click** on the Finish button to synchronize and finish the Project Setup. The Project and File Selectors are listed in the Project Manager window when synchronization is done.

6 Backing up with Network/Unplugged

Unlike other Network/Unplugged Projects, Backup Projects are used solely for backing up the changes made on the LOCAL machine to the NETWORK Server.

A Backup Project can be created either by using the New Backup Project Wizard icon on the toolbar or by selecting New Backup Project Wizard option from the File menu. The wizard guides you through the process and the steps include the options for synchronization and selecting the destination for the backup files.



There are four simple steps for creating a Backup Project:

Step 1: Specify Project Name

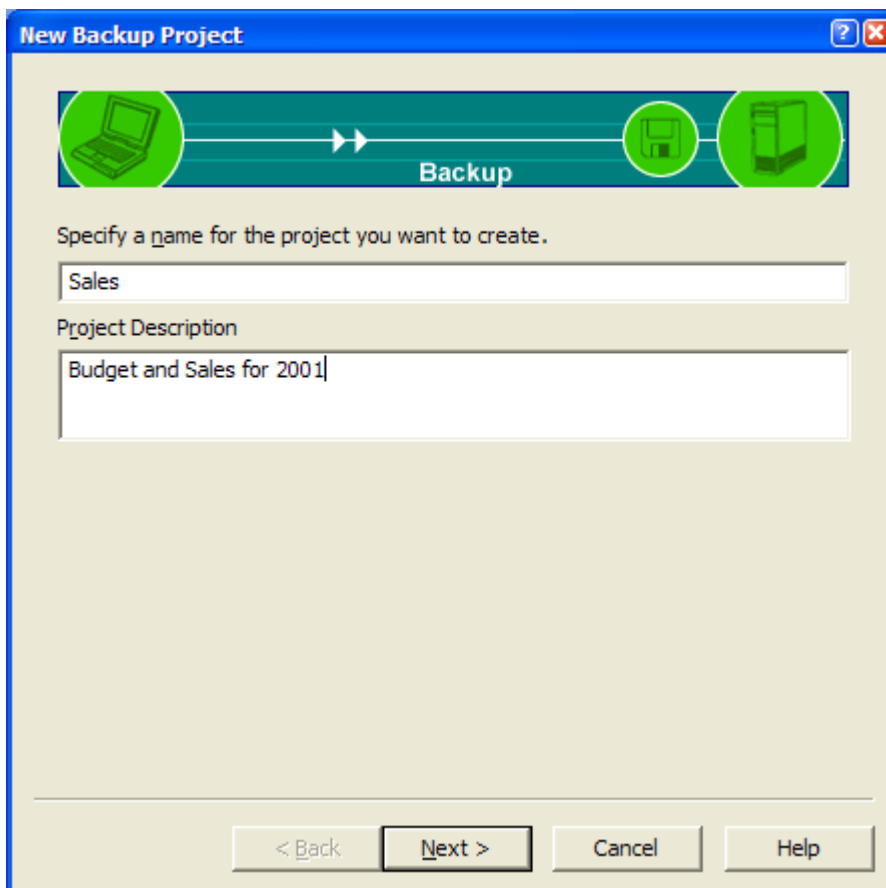
Step 2: Define Backup Project Properties

Step 3: Add File Selectors

Step 4: Synchronize the New Backup Project

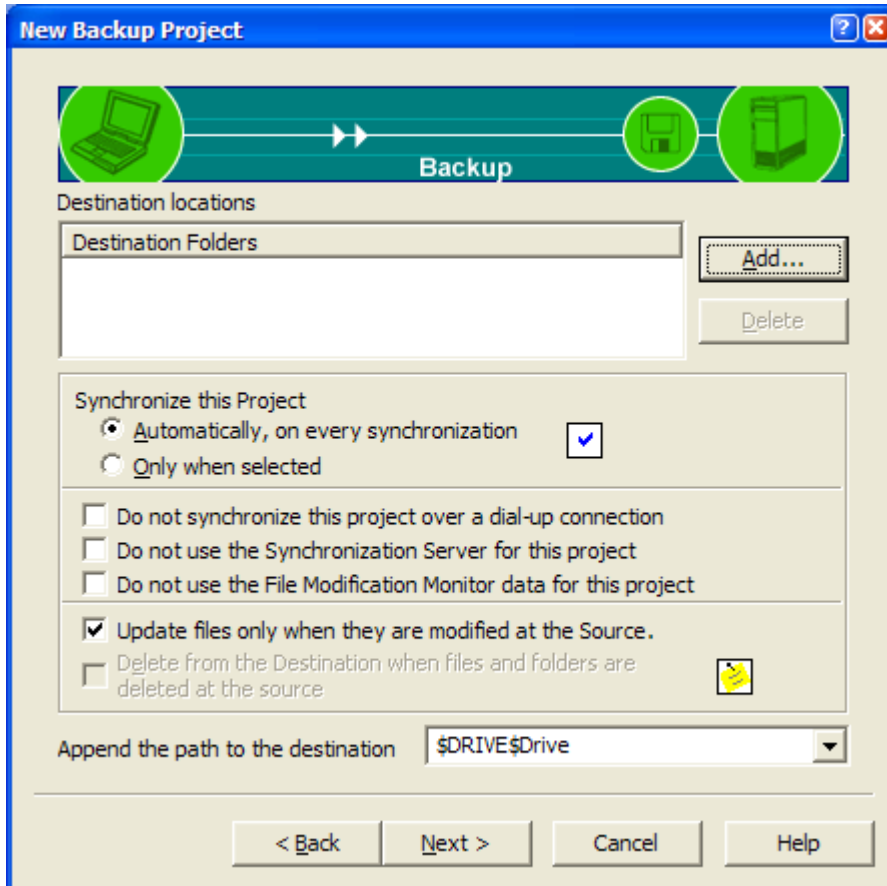
Step 1: Specify Project Name

Launch the Backup Project Wizard and **enter** a name and description (optional) for the Project.

A screenshot of the 'New Backup Project' wizard dialog box. The title bar is blue with the text 'New Backup Project' and standard window controls. The main area has a light beige background. At the top, there is a progress bar with three green circular icons: a laptop, a floppy disk, and a server rack. The word 'Backup' is centered below the icons. Below the progress bar, the text 'Specify a name for the project you want to create.' is followed by a text input field containing the word 'Sales'. Below that, the text 'Project Description' is followed by a larger text input field containing the text 'Budget and Sales for 2001'. At the bottom, there are four buttons: '< Back', 'Next >', 'Cancel', and 'Help'.

Step 2: Define Backup Project Properties

In the 'Select destination location' box, type in or use the **browse** button to select the location to which you want to backup your LOCAL files. You can change the other properties or leave them as default.



Step 3: Add File Selector

Click on the Add File Selector button and choose the files from the LOCAL machine that you wish to backup.

Step 4: Synchronize the Backup Project

When you complete the setup process for the Backup Project, synchronization takes place and the files from the LOCAL are backed up to the destination.

If you are backing up Outlook (.pst) or Access (.mdb) files, after the initial synchronization, Network/Unplugged uses iDESP technology for synchronization, thus transferring only the changes made to the files on the LOCAL and increasing the speed of backup.

7 Backing up Outlook (.pst) Files

Large data files, such as Microsoft Outlook (.pst) files, can be incrementally backed up in seconds using Network/Unplugged. The benefit to the enterprise is that key interactions and information stored in mail files is backed up quickly and efficiently, and are always protected. Network/Unplugged backs up Outlook (.pst) files by employing “Intelligent Delta Selection Processes” iDESP technology where only the changes made to the files, not the entire files, are transferred across the network in a compressed format. This increases the speed of synchronization and file backup over slow network connections such as dial-up telephone lines, while dramatically reducing network bandwidth consumption. iDESP reduces synchronization time by as much as 95-99%. The benefit to the enterprise is reduced remote access connection costs, reduced network traffic, and increased user productivity.

To backup Outlook (.pst) files follow the instructions for setting up a Backup Project. In step 2, specify the **destination** where you want the file to be backed up to, and in step 3 specify the **location** of your (.pst) files on the LOCAL machine and then complete the setup by synchronizing. The first time you backup your file the entire file is backed up to the destination location then with subsequent synchronizations only the changes that are made to the (.pst) file are logged and backed up. This increases the speed of synchronization and you can see a significant difference for large (.pst) files.

8 Creating an Any2Any Project

To create an Any2Any Project **click** on the ‘New Any2Any Project Wizard’ option in the File menu or **click** on the Any2Any Project Wizard icon on the toolbar to launch the Project Wizard.

The Any2Any Project Wizard guides you through the following steps to create the Project:

Step 1: Enter a name and description for the Project

Step 2: Define Project Properties

Step 3: Add the Source File Selectors and Destination Folders

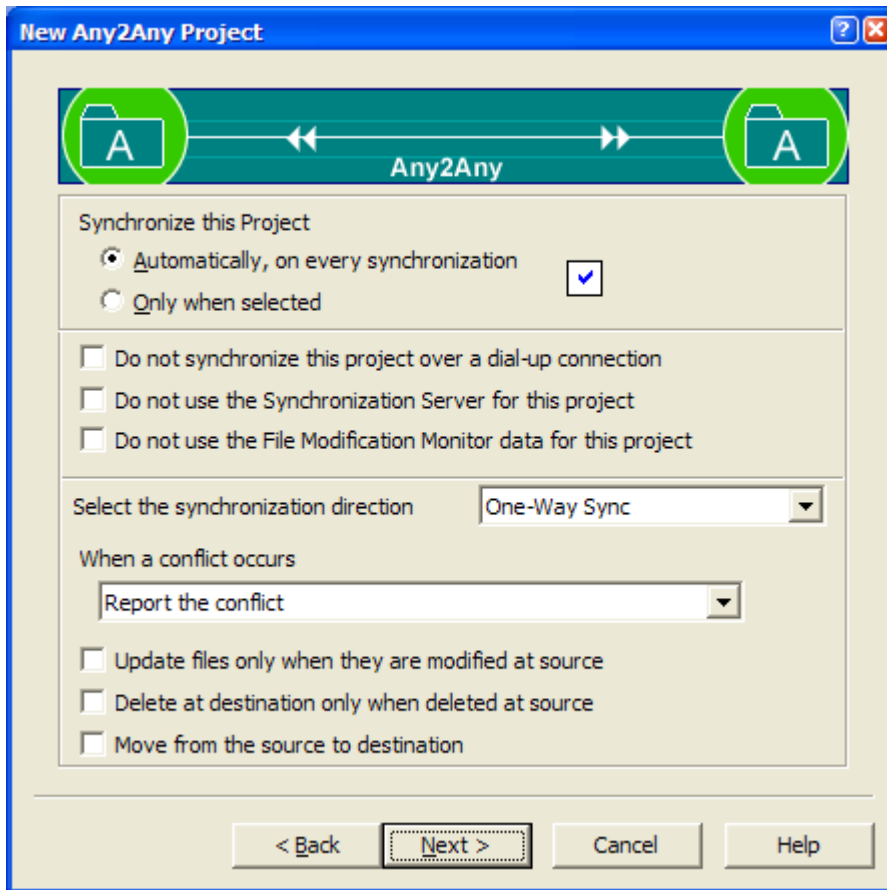
Step 4: Synchronize the Any2Any Project

Step 1: Enter a name and description for the Project

In step one of the Any2Any Project Wizard **type** a name and description (optional) for the Project you wish to create.

Step 2: Define Project Properties

In this step you can define the Project Properties, specify the synchronization options and decide how Network/unplugged should handle conflicts or leave the settings to the default mode.



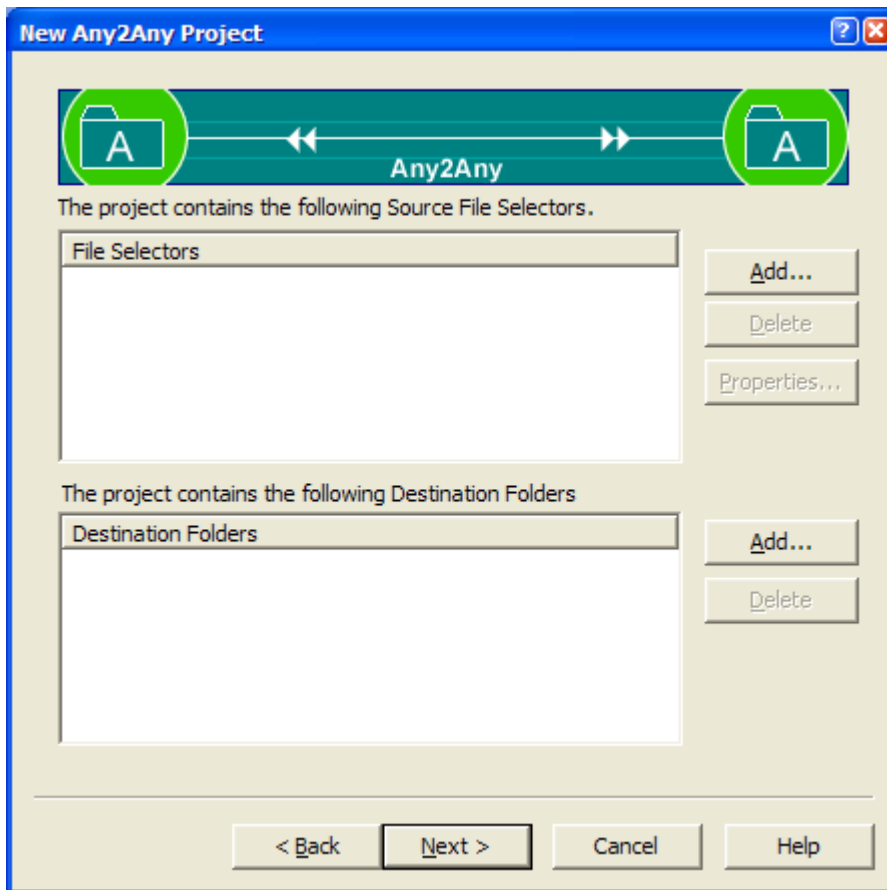
Step 3: Add the Source File Selectors and Destination Folders

In this step the user is provided with the options to add the File Selectors and Destination Folders that have to be synchronized.

Click on the Add button next to the File Selector Box and follow the instructions to add the File Selector to the current Project. Once you have made the selection the File Selector that you select is listed in the File Selector box. You can use the Add button again if you want to add multiple File Selectors to the same Project.

After selecting the Source File Selectors, **click** on the Add button next to the Destination Folder box to select a Destination Folder for your Project, i.e. select the location and the folder where you want the Source File Selectors to be synchronized to. Once you select the Destination Folder it is added to the Destination Folder box. You can use the Add button again to add Multiple Destination Folders. You can always use the Delete button, to remove a Destination Folder from the list and from the current Project.

Note: The two-way synchronization option requires having only one Source File Selector synchronizing to one Destination Folder. If this option is enabled the files can be synchronized from the source to the destination and vice-versa. If you want to have multiple Source File Selectors and a single or multiple Destination folders, then only the one-way synchronization option should be enabled. In this case the files will always synchronize from the source to the destination (one-way only).



Step 4: Synchronize the Any2Any Project

This is the final step in creating the Any2Any Project. Once the Source File Selectors and the Destination Folders are selected, you have completed defining your Any2Any Project. You can choose to synchronize this Project right away, or synchronize later.

If you intend to synchronize now, select “Yes” and **click** Finish to complete the synchronization. If you select “No”, Network/Unplugged will not perform any synchronization now. Synchronization will be done whenever you synchronize the next time. It is recommended to synchronize immediately while creating the Project.

The Project and File Selectors are listed in the Project Manager window when synchronization is done.

9 Deleting Projects

You can delete any Project(s) that you don't need. The Project Manager allows you to delete a Project from the list of Projects, along with all its associated File Selectors.

To delete a Network/Unplugged Project, just **select** the Project in the Project Manager window and choose from any of the following options:

- a) Select the **Delete Projects** Option from the **Edit** menu
- b) Press the **Delete Key** on the Keyboard.
- c) **Right-click** on the Project name and in the resulting shortcut menu select **Delete Projects...**

Once you have made the selection, Network/Unplugged will prompt to confirm the deletion. **Click** yes to delete and no to abort. If you click yes the selected Project and its associated File Selectors will be deleted.

To select multiple Projects and its associated File Selectors for deletion, **click** on a Project then use the **Ctrl** key and **click** on the other Projects to make the selection.

Note: When you **delete a Virtual Network Project** and its associated File Selectors, files and folders that are in the cache i.e. the files that have been synchronized to the LOCAL machine will be deleted from the LOCAL machine only, provided they do not belong to some other Project that is not being deleted.

10 Deleting File Selectors

You can delete any File Selector that you don't need. In the Project Manager window when you select a Project in the left pane you will see the associated File Selectors in the right pane. Select the File Selector that you want to delete and then choose any of the following options to delete the File Selector:

- a) Select the **Delete File Selectors** Option from the **Edit** menu.
- b) Press the **Delete Key** on the Keyboard.
- c) **Right-click** on File Selector and in the resulting shortcut menu and select **Delete File Selectors**.
- d) Once you have made the selection, Network/Unplugged will prompt to confirm the deletion. **Click** yes to delete and no to abort. .

Deleting File Selectors of Virtual Projects

If you have a Virtual Project set up and you delete the File Selectors for this Project, you are prompted to choose from the following options:

Option 1: Delete the File Selector information and the associated LOCAL files by synchronizing

If this option is selected and you click the OK button, Network/Unplugged starts the synchronization process and proceeds to delete the Files and Folders that are in the local cache i.e. the Files and Folders on the LOCAL machine only. After synchronization the File Selector is deleted from the listing in the Project Manager window.

Option 2: Delete the File Selector information only

If this option is selected and you click the OK button, Network/Unplugged removes only the File Selector listing from the Project Manager window and the Files and Folders in the LOCAL cache are not removed.

11 Synchronizing with Network/Unplugged

Network/Unplugged synchronization ensures your access to up-to-date information. Synchronization keeps the file versions between the two locations that you have chosen to synchronize to, or synchronize from, **identical**, so that the changes you make to the files are reflected in the files in both the locations and you are always working with the latest version of the file

Network/Unplugged implements a simple rule to ensure effective synchronization:

Synchronize Initially

To use Network/Unplugged initially

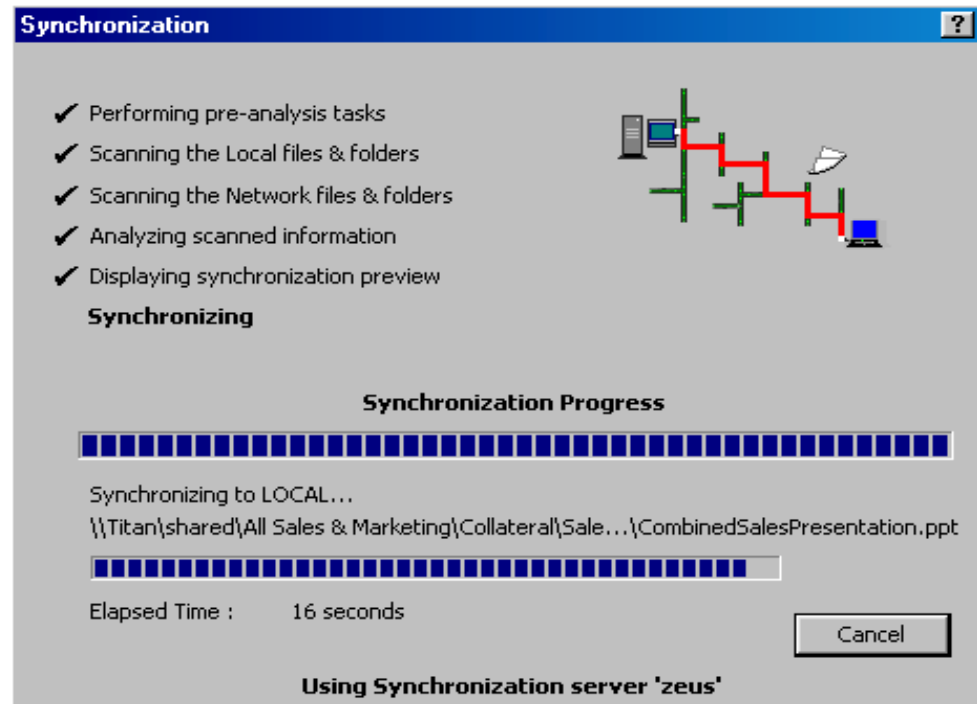
- a) Define one or more Network/Unplugged Projects
- b) Synchronize

Synchronize Regularly

On an ongoing basis

- a) Before you detach.....Synchronize
- b) Immediately after you attach.... Synchronize

The software identifies files that will be affected by synchronization, and asks for permission before making changes



12 Conflict Management and Resolution

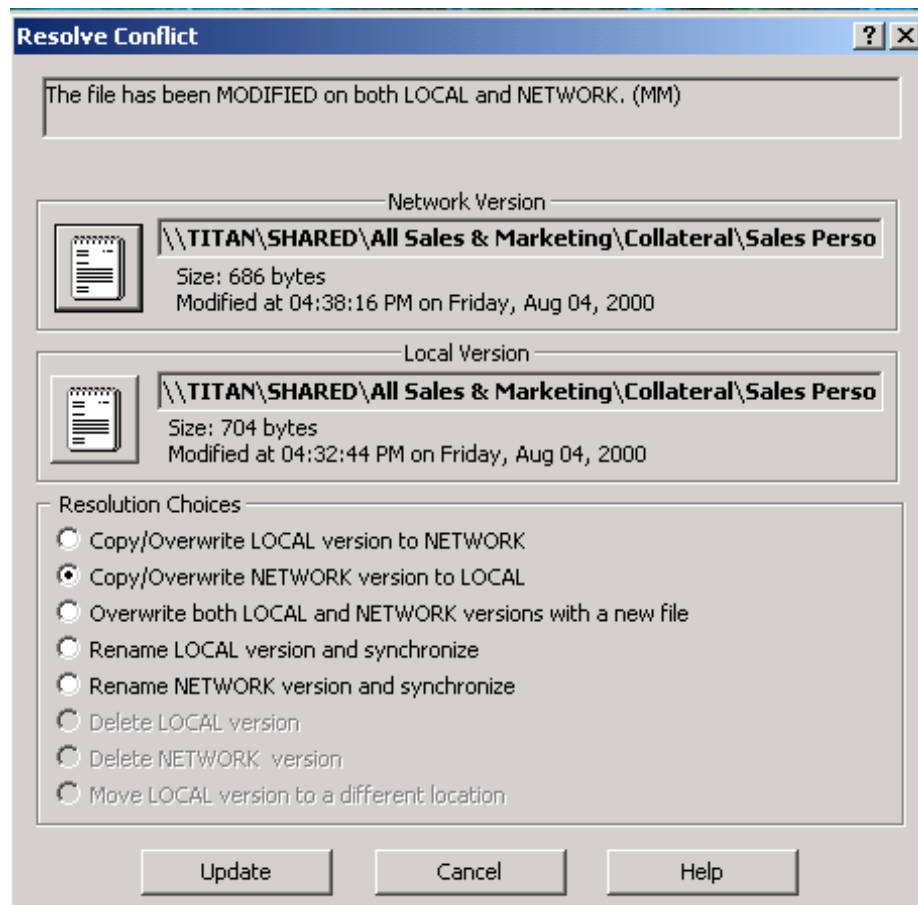
12.1 What is a Conflict?

If a file has been updated by a user in the detached mode, and the same file has been updated or removed from the NETWORK Server by another user at the same time, during synchronization a **conflict** occurs, as the files in both the LOCAL and the NETWORK are not identical i.e. they both have different modifications. It is advisable to resolve conflicts immediately for effective file management. Otherwise the file versions on the LOCAL machine and the NETWORK Server will continue to differ and user will not be working productively with up-to-date information.

12.2 Identifying and Resolving File Conflicts

When the synchronization process is initiated, Network/Unplugged performs an analysis and alerts you if conflicts exist, before proceeding with synchronization. A Synchronization Preview window appears listing the files and folders that have the conflict. If you wish to resolve the conflict immediately you can **right click** on the file that has a conflict and select **Resolve Conflicts**. Network/Unplugged presents you with a set of options to choose from to resolve the conflict. Once you make a selection **click** update to resolve the conflict.

If a conflict is identified, double-click or right-click on the file indicated and follow instructions on the screen



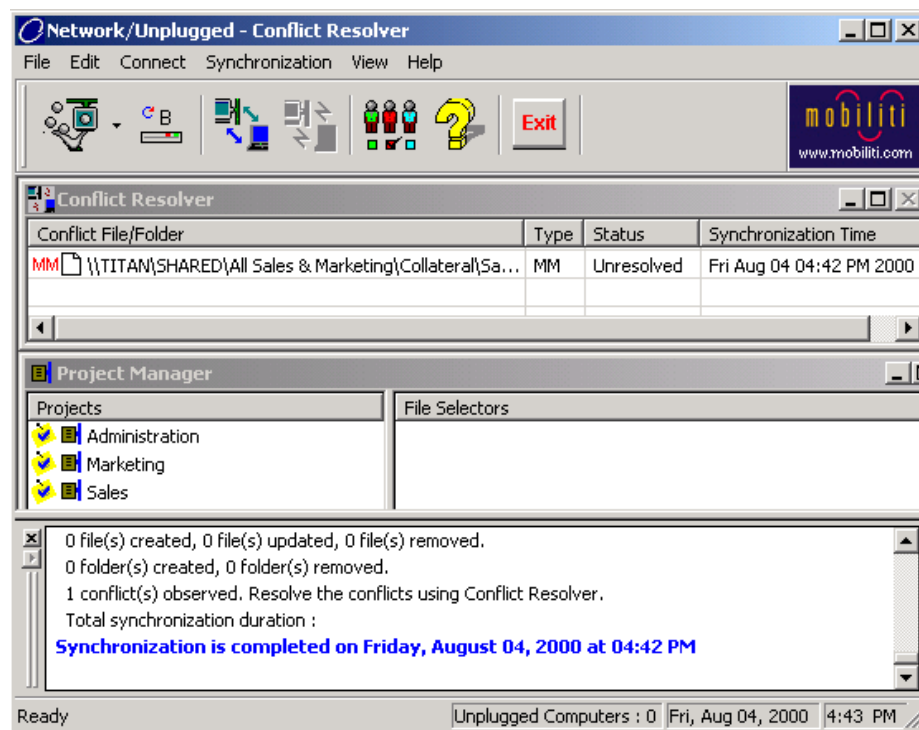
This process has to be repeated for each and every file that has been listed with a conflict. On resolving the conflicts you can proceed with synchronization and Network/Unplugged updates the files based on the resolution that you have chosen.

If you do not want to resolve the conflict immediately you can go ahead and proceed with synchronization. In this case no action will be taken for the conflicted files and all the other files will be synchronized. On completion of synchronization Network/Unplugged retains the list of files that have the conflict in the Conflict Resolver window.

12.3 Using the Conflict Resolver

If you do not resolve the conflicts at the time of synchronization the conflicts remain open in the Project Manager in a separate window called the Conflict Resolver, as a constant reminder to the user to resolve the conflicts before the next synchronization. It is advisable to resolve conflicts immediately for effective file management. Otherwise the file versions on the LOCAL machine and the NETWORK Server will continue to differ and user will not be working productively with up-to-date information.

To resolve conflicts in the Conflict Resolver **click** on the **Resolve Conflict** option in the **Synchronization** menu. (Or click on the Resolve Conflict icon on the toolbar). A list of files in conflict and the options to solve the conflict will appear. Make your selection and **click** on the update button. Repeat this step for each file listed in the Conflict Resolver. The next time you synchronize the conflict will be resolved.



13 Using Network/Unplugged Agent

The Network/Unplugged Agent is a handy tool that gives you quick access to the Network/Unplugged application and to the status of network resources that you have synchronized to.

13.1 Accessing the Agent

The Network/Unplugged Agent can be accessed by **clicking** the **right-mouse** button on the Agent icon displayed on the Windows taskbar or by **clicking** on the **Start** button, going to **Programs**, **Network/Unplugged Program** and **selecting** the Network/Unplugged Agent option in the resulting menu.

13.2 Using the Icon as a Status Indicator

The color of the Network/Unplugged Agent icon in the Windows taskbar gives a quick graphical view of the computers that you use in the detached mode. The Agent only evaluates the status of the computers that you have synchronized to in the past.

Status options:

- If none of the network resources are physically reachable, the color of the icon is **blue**.
- If the REAL network is physically reachable, the icon is **green**.
- If some of the computer resources are available the icon is **red**. This happens when some of the servers are down.



Icon changes color
based on available
network resources.



13.3 Using Network/Unplugged Agent Features

You can access the Network/Unplugged Agent features **clicking** the **right-mouse** button on the **Agent icon** on the windows **taskbar**.

It provides the following options:

Synchronize	Performs the "Synchronize" operation of Network/Unplugged.
Run Network/Unplugged	Executes Network/Unplugged application
Display Network Resources	Displays the status of computers that are available to your mobile computer.
Scheduler	Launches Network/Unplugged Scheduler to create scheduled synchronization tasks.
View Logs	Use this option to view the log files created by Network/Unplugged during synchronization.
Go to Home Page	Links to Mobiliti Web page http://www.mobiliti.com
Shutdown Sync Options	If you want to synchronize immediately and execute either a Log Off, Shutdown or Restart of the computer you can make the appropriate selection from the commands listed under this option.
Close	Closes Network/Unplugged Agent and removes the Agent Icon from the taskbar.
Synchronize and Force Complete Virtual Network	Users can choose this option to synchronize the files and then switch completely to the Virtual Network even though they are physically connected to the Real network. Note: The 'Synchronize and Force Complete Virtual Network' option is only enabled in the Agent when the Polling Preference is set to either 'Off. Do not perform any polling' or 'Actively sense and ask me before switching'
Force Complete Real Network and Synchronize	This option allows the users to switch from the Virtual Network to the Real Network and to synchronize immediately on switching to the Real Network. Note: The 'Force Complete Real Network and Synchronize' option is enabled in the Agent only if the Polling Preference has been set to 'Actively sense and ask me before switching' and the user has forced complete Virtual Network through the Agent option.
Force Complete Virtual Network and Force Complete Real Network	These options are enabled in the same way as the options "Synchronize and Force Complete Virtual Network" and 'Synchronize and Force Complete Real Network'. The only difference is that synchronization does not take place automatically when there is a change from the Real to Virtual Network and vice-versa.

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