

SendMsg;¬**Sending Messages**

To send a message: select a User Machine Address in the UserAddress browser. Enter a message in the input area on the Log/Input Window. Finally, click on the Send button.

A copy of the message will be logged in your Log/Input Window, and the message will be sent to the other machine.

The user(s) receiving the message will have your machine name placed into the **machine name** field on their address window.

See Also:

;Addresses.rtf	;Addresses;	Addresses
;LogInput.rtf	;LogInput;	Message Log/Input
;Preferences.rtf	;Preferences;	Preferences