TABLE OF CONTENTS

Introduction

STCom has a very powerful script language built into it. Scripts were
added to facilitate the need for automated telecommunications. The
following is a list of script commands and rules, as well as a description
of the script editor and it's functions.

There is a limit of 32767 scripts for STCom and each script can only
contain 200 commands. We have actually run into someone that thought
200 commands was limiting so we have also added the ability to chain
commands.   STCom is smart enough to know if you already have a session
in progress and will by pass all the normal startup if this is the case.

There is one command that requires special mention. The @ENDSCRIPT@
is the most important command to make sure you are using properly.
Please make sure you read that section.

Command Line Execution

STCom can be instructed to automatically run a script upon start up. This is accomplished by using a command line parameter. To Start up a script simply enter STCOM.EXE SCRIPT:##### in the command line field.

The Script Editor

The Script Editor is a separate program that will reside in your Streamline Design group after the installation is completed. This editor is fairly simple.

When you first start the editor you will be presented with a list of scripts that already exist and three buttons. The Add button allows you to add a new script, the change button (double click works the same) allows you to change a script, and the cancel simply exits the Script Editor.

When you choose Add or change you will be presented with a data entry screen with the following fields. These fields are mainly for use with special commands within the scripts.

BBS or Script Name: This is the text that will appear in the scripts listing and at various times during the execution of the script.

Number(s)   : This field holds the telephone number(s) to be dialed.

Logon Name   : This field holds the name you use to logon to the system you are calling.

Password   : This field holds the password you use when logging onto the remote system.

Emulation   : There are 3 values for this field. They are ANSI, VT100, and TTY. This simply tells STCom what type of terminal emulation to use during this session.

Parity   : There are 5 values for this field. N - NoParity, E - EvenParity, O - OddParity, M - MarkParity, and S - SpaceParity.

Data Bits   : There are 4 values for this field. 5, 6, 7, and 8.

Stop Bits   : There are 2 values for this field. 1 and 2.

Mail Door   : This field holds the name or the number of a door that you would use for collecting mail from various systems.

Mail Area   : This field specifies the area in which to go to run the mail door.

DL Mail Protocol : This field specifies the file transfer protocol you wish to use when downloading mail.
                    There are 10 values for this field. NoProtocol, XModem, XModemCRC, XModem1K, XModem1KG, YModem, YModemG, ZModem, Kermit, Ascii, and BPlus.

UL Mail Protocol : This field specifies the file transfer protocol you wish to use when uploading mail.

```
                     There are 10 values for this field.  NoProtocol,
                     XModem, XModemCRC, XModem1K, XModem1KG, YModem,
                     YModemG, ZModem, Kermit, Ascii, and BPlus.

DL File Protocol  :  This field specifies the file transfer protocol you
                     wish to use when downloading files.
                     There are 10 values for this field.  NoProtocol,
                     XModem, XModemCRC, XModem1K, XModem1KG, YModem,
                     YModemG, ZModem, Kermit, Ascii, and BPlus.

UL File Protocol  :  This field specifies the file transfer protocol you
                     wish to use when downloading files.
                     There are 10 values for this field.  NoProtocol,
                     XModem, XModemCRC, XModem1K, XModem1KG, YModem,
                     YModemG, ZModem, Kermit, Ascii, and BPlus.

Shut Down         :  This field specifies whether STCom will shut itself
                     down after completion of the script.  There are 2
                     values Y or N.

Edit Cmds Button  :  This button allows you to access the actual script
                     commands listing.   You will be presented with a
                     listing of existing commands and 3 buttons.  The
                     Add Button allows you to add new script commands,
                     the Change Button (Double Click works the same)
                     allows you to change commands, and Cancel exits the
                     Listing.

                     When you use the Add or change button you will be
                     presented with a dialog containing 2 fields and 3
                     buttons.  The first field is the actual text that
                     STCom will look for and and the second field is the
                     command that will be executed when that text is found.
                     The buttons act as follows:  OK Saves any changes or
                     additions, Cancel aborts any changes or additions,
                     Help is currently disabled.

Duplicate Button  :  This button will eventually allow you to duplicate the
                     the script.  It is currently disabled until this
                     feature is added.

Baud Button       :  This button will present you with field for specifying
                     the Baud or BPS Rate, and a check box for locking or
                     unlocking the DTE Rate.

OK Button         :  This button simply saves any changes or additons.

Cancel Button     :  This button simply aborts any changes or additions.

Help Button       :  This button is currently disabled.
```

Script Commands

The majority of the actual script commands will be text. This commands are the text that STCom will send to the remote system when the prompt specified in the Remote prompt field is found.

There is one rule for script commands that must be understood. Therefore we will take the time here to explain.

In many cases you will wish to do multiple things using the same remote prompt. This is accomplished by adding the same remote prompt multiple times. The important thing to remember is that you must add them in sequential order and use the " ~ " special command. When there are multiple occurences of the same remote prompt, STCom will only execute the first one in the list. This is why the " ~ " special command is necessary. The " ~ " special command tells STCom to delete this script command from the queue once is has been executed. Deleting the Command prompt allows STCom to use the next duplicated remote prompt script command in the queue.

Example: You have added two Script commands with duplicate remote prompts as follows:

            Command #1

            Remote Prompt : First Name:
            Script Command: ~Streamline Design^M

            Command #2

            Remote Prompt : First Name:
            Script Command: Streamline^M

      When this script is executed STCom will look for a Remote Prompt of "First Name:".

      The first time it finds that prompt it will send the text " Streamline Design ", and Carriage Return, and then delete Command #1 from the queue.

      The second time, and everytime after that until the script is ended, it finds that prompt it will send the text " Streamline " and a Carriage Return.

Please Note: All Commands are case sensitive.

The following is a list of special commands that STCom uses:

Command   Description and Rules

~   This character tells STCom to delete this
                        script command after it has been executed.

Rules for using this command:

                              1 - This character must always be the first
                                  character on the command line.
                              2 - When using this command in conjunction with
                                  similar Remote Prompts, they must always be
                                  in sequential order.

^M   This command tells STCom to send a carriage return
                              to the remote system.

@ENDSCRIPT@   This command tells STCom that the Script Session
                              is completed.

                              This command also destroys the current script
                              queue which in essence tells STCom not to execute
                              any part of the script.

                              Another point to note is that if you have answered
                              Y to the Shut Down prompt STCom will automatically
                              terminate itself after this command has been
                              received.

                              A Script command for this command is as follows:

                              Remote Prompt : NO CARRIER
                              Script Command: @ENDSCRIPT@

                              Rules for using this command:

                              1 - It must be the last command of the script
                                  file. Please note: If you are chaining
                                  script files you will not want this command
                                  in the script until the last script file
                                  in the chain.

@SCRIPT:#####@   This command allows chaing of scripts. It may
                              be placed anywhere on a Script command line. It
                              simply tells STCom to terminate the currently
                              active script and start up the the script number
                              specified after the : character. The script
                              number corresponds to the left hand number in
                              the script files listing.

                              A Script command for this command is a follows:

                              Remote Prompt : Main Board
                              Script Command: GO FILES^M@SCRIPT:7@

                              This example looks for the remote prompt
                              "Main Board", sends the text "GO FILES" followed
                              by a carriage return, terminates the current script,
                              and executes script number 7. Script number 7 is
                              a fictitious script but would most likely, in this
                              case, be a file collection transfer script.

@ESC@   This command simply allows you to tell STCom to
                        send an Escape Character to the remote. It can
                        be placed anywhere in the Script Command.

                        This is handy for trapping various frontend
                        mailers.

                        A Script command for this command is a follows:

                        Remote Prompt : Press ESCape or
                        Script Command: @ESC@@ESC@

@TAB@   This command simply allows you to tell STCom to
                        send an Tab Character to the remote. It can
                        be placed anywhere in the Script Command.

                        This is handy for trapping various frontend
                        mailers.

                        A Script command for this command is a follows:

                        Remote Prompt : ESCape or Tab
                        Script Command: @TAB@@TAB@

%variable%   This command tells STCom to grab the value in
                        the variable specified. The variables are set
                        from the main data entry screen when building
                        scripts. ie: the Scripts Name or BBS Field.

                        Rules for using this command:

                        1 - This command must always the command on the
                            line.

                        The Following is a list of current variables and
                        the fields they are associated with:

                        Variable   Field

                        Name   Script Name or BBS
                        Number   Number(s)
                        Login   Logon Name
                        Password   Password
                        Emulate   Emulation
                        Parity   Parity
                        Data   Data Bits
                        Stop   Stop Bits
                        MailDoor   Mail Door
                        MailArea   Mail Area
                        FileArea   File Area
                        DLMailProt   DL Mail Protocol
                        ULMailProt   UL Mail Protocol
                        DLFileProt   DL File Protocol
                        ULFileProt   UL File Protocol
                        ShutDown   Shut Down
                        Baud   Default BPS Rate
                        LockDte   Lock DTE Rate

```
            Although you probably will not use most of these
            they are automatically availaible.

            A Script command for this command is a follows:

            Remote Prompt :  First Name:
            Script Command:  %Login%


@CAPTURE@Filename    This command can be placed anywhere on the command
                       line and tells STCom to capture incoming text
                       to the file specified in Filename.  If the file
                       does not exist it will create it.  If it does exist
                       it will append to the file.

            Please Note:  This command acts like a toggle.  If
                          you issue it twice it will capture to
                          the file specified until it receives
                          a second @CAPTURE@.

            A Script command for this command is a follows:

            Script Command # 1

            Remote Prompt :  Start Capture Now
            Script Command:  ^M@CAPTURE@C:FILESINPUT.CAP

            Script Command # 2

            Remote Prompt :  End Capture Now
            Script Command:  @CAPTURE@

            STCom will look for the remote prompt "Start
            Capture Now".  It will then write or append to the
            file C:FILESINPUT.CAP until it receives the Remote
            Prompt "End Capture Now".
```

File Transfer Commands

@ZMODEMUP@Path/Name	This command tells STCom to Upload the File specified in Path/Name using the ZModem Protocol.
@XMODEMUP@Path/Name	This command tells STCom to Upload the file specified in Path/Name using the XModem Protocol.
@XMODEMCRCUP@Path/Name	This command tells STCom to Upload the file specified in path/Name using the XModemCRC Protocol.
@XMODEM1KUP@Path/Name	This command tells STCom to Upload the file specified in path/Name using the XModem1K Protocol.
@XMODEM1KGUP@Path/Name	This command tells STCom to Upload the file specified in path/Name using the XModem1KG Protocol.
@YMODEMUP@Path/Name	This command tells STCom to Upload the file specified in path/Name using the YModem Protocol.
@YMODEMGUP@Path/Name	This command tells STCom to Upload the file specified in path/Name using the YModemG Protocol.
@KERMITUP@Path/Name	This command tells STCom to Upload the file specified in path/Name using the Kermit Protocol.
@ZMODEMDOWN@Path	This command tells STCom to download files to the directory specified in path using the ZModem Protocol.
@XMODEMDOWN@Path/Name	This command tells STCom to download a file named in Path/Name to the directory and name specified using the XModem Protocol.
@XMODEMCRCDOWN@Path/Name	This command tells STCom to download a file named in Path/Name to the directory and name specified using the XModemCRC Protocol.
@XMODEM1KDOWN@Path/Name	This command tells STCom to download a file named in Path/Name to the directory and name specified using the XModem1K Protocol.
@XMODEM1KGDOWN@Path/Name	This command tells STCom to download a file named in Path/Name to the directory and name specified using the XModem1KG Protocol.
@YMODEMDOWN@Path/Name	This command tells STCom to download files

```
                                         to the directory specified in path using
                                         the YModem Protocol.


@YMODEMGDOWN@Path/Name          This command tells STCom to download files
                                         to the directory specified in path using
                                         the YModemG Protocol.

@KERMITDOWN@Path/Name           This command tells STCom to download files
                                         to the directory specified in path using
                                         the Kermit Protocol.
```

Suggestions and Bug Report Form

We always welcome bug reports and suggestions for further enhancments of our products. Please feel free to use the following form or just contact us.

Streamline Communications Suggestion and Bug Report Form

_____   Suggestion   _____   Bug Report

Name: _____

Can we contact You: _____   If so how?: _____

Area for Suggestion or Bug: _____

Bug or Suggestion: _____

                   _____

                   _____

                   _____

                   _____

                   _____

                   _____

                   _____

Thanks You for Your Help.

Thomas S. Thayer
Streamline Design
266 Royal York Rd.
Etobicoke, Ontario
Canada M8V-2V9

Bus: (416)255-4055
BBS: (416)255-4227

Fido Address: 1:259/216