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Chapter 1

Table-o-Contents

1.1 Table of Contents

1.2 What is Termite and what can it do for you?

Termite is a telecommunications tool for your Amiga computer. With a modem, your Amiga, and Termite, you can connect to computers all over the world to share files and information.

Equipment you need to use Termite:

- An Amiga computer with 1 megabyte of RAM (minimum), and Kickstart 2.04 or higher.

- Any Hayes compatible modem.

- A hard drive, or second floppy disk drive recommended.

Here is a brief list of selected features available in Termite:

- Supports communication speeds from 300 to 115,200 bits-per-second (bps) enabling use of any modem from old 300 baud modems to the latest 28.8kbps modems.

- A "button bar" with the ability to assign many common program operations to icons on-screen.

- Flexible phonebook, allowing storage of frequently dialed phone numbers. Easily supports systems with multiple phone

numbers, and unique configurations for each number.

- Configurable review buffer, allowing you to re-read or save text that has recently scrolled off the screen. Includes cut-and-paste feature that can help reduce typing.

- Multitasking "chat" window where you can prepare a line of text in advance before sending it. Useful for CB-like chat services.

- Upload list for preparing multiple file uploads in advance.

- Customizable macros which you can use to send a lot of data with a single keypress.

- Call logging, so you know where you called, when, and for how long.

- Online help.

1.3 Getting Started Quickly

Now that Termite is installed on your system, it is possible to give it a trial run. You will need the phone number of a bulletin board system (BBS) or other online service.

If this is the first time you have run Termite, you will see the message "Couldn't read termite.prefs, so internal defaults have been used." This is merely an informational message, not an error, and is nothing to worry about. It will also report "No phonebook found" since you haven't had a chance to create one yet.

The first step is to configure Termite for your modem. Since this a quick trial run, you need only configure the essential settings and save the more complex options for later.

Press Right-Amiga-1 or select Settings|Serial... from the menu. This will open the serial settings window. This is where you set the baud rate, which is the speed your computer and modem communicate.

If you have a 300, 1200, or 2400 bps modem, this is easy; click on the baud button until the corresponding number appears.

Things are a bit more unusual if you have a high-speed (9600 bps or above) modem. There will be an explanation later, but for now set baud to "19,200" if you have an unaccelerated Amiga like the A500. If you have an A2000, an A3000, or an A4000, or an accelerated A500, set baud to "57,600".

Click the "Use" button in the lower left of the window. The serial settings window will go away.

Now that you are back in the main (terminal) window, type the two letters "AT" and press return. If Termite has been configured correctly, your modem should respond by displaying "OK" on the screen. If not, double-check your settings and try again.

Press Right-Amiga-P or select Desktop|Phonebook... from the menu. This will open the phonebook window.

This window is divided into two sections. The larger box on the left is where your phonebook is kept. The smaller box on the right is the dialing list, which shows you what selections you want to dial, and in which order. At this point, both of these boxes will be empty.

Select the "Add..." button and the phonebook editor window will appear. There are many options available in this window, but there are only two of interest at this point.

There is a cursor in the "Name" box, so go ahead and enter the name of the BBS or service and press return. When you do so, the cursor will hop down to the next box down. Enter the phone number of the system here, and press return. The number will be copied to the "Number(s)" list just above where you entered the number.

Click the "Ok" button to return to the phonebook.

The name of the system you just entered should appear at the top of the phonebook box.

Now that this system is entered into the phonebook, you are ready to dial it. To move the system onto your dialing list, double-click on its name. The name of the system should now appear underneath "Dialing List" just as it appears under "Phonebook".

Now click the "Dial" button to close the phonebook, and open the dialer window.

The dialer will configure your modem, dial the number, and wait for a response. The three things you are most likely to see in the dialer's status line at the bottom of the window are:

- "Line is busy."

  This is just like getting a busy signal when you call someone on the telephone. The modem on the other end is in use by someone else. The dialer will react by hanging up, pausing for a few seconds and try dialing again. You need not do anything. It will continue dialing your selection until the modems make a connection, or you click the "Cancel" button. "Cancel" hangs up the modem, closes the dialer window, and returns you to the terminal window. You will need to open the phonebook again if you wish to dial again

- "CONNECT", followed by the connection speed.

  Your modem has successfully connected with the modem on the other end. Termite will, depending on how your Amiga is configured, beep or flash the screen to notify you that a connection has been made. The dialer will go away and, within a few seconds, you should receive some sort of welcome message from the computer you are connected to. If you don't, try pressing return two or three times to "wake up" the other system.

- "No carrier detected."

For one reason or another, the modem on the other end is not answering the phone. The dialer will try to dial again as if the line was busy.

If you successfully connected, congratulations! You have mastered the essential parts of creating a phonebook and dialing. This is the heart of Termite's operation. You could leave it at that, but that would just be depriving yourself of the many other features available. Please take the time to browse through this help, and get acquainted with what Termite has to offer.

1.4 About Telecommunications

More home computers have modems connected to them than ever before, and there's a reason. Telecommunications is a unique way to keep in touch with your friends or office. It quite literally puts the world at your fingertips. Wherever your interests lay, there are like-minded people out there waiting to discuss them with you. It's also a great way to get public domain software, from games to utilities, for your computer.

A great deal of information is available over those phone lines, which is the reason why telecommunications is associated with the overused phrase "information superhighway". Stock information, classified ads, hints for your favorite computer game, lists of good restaurants, movie reviews... anything you can think of is out there. The hardest part is finding it.

You might consult with a local user group to get a BBS list. This is a good place to start, as it will show you a list of local bulletin boards you can connect to without paying long-distance phone charges. Ask a friend who has a modem for some of his or her favorite BBSs. There might also be local computer newsletters that publish BBS lists.

If money is no object, there are magazines available at computer stores with information about BBSs from coast-to-coast, and even abroad. You will have to pay the normal long-distance rates to your phone company for calls outside of your calling area, as well as subscription fees for the BBS, if any. Be aware at all times of how long you have been on the line. These types of costs can add up very quickly, and you won't be the first person to be surprised to see a huge phone bill for what seemed like such a short excursion. Not all BBSs require a fee for access, however, and local BBSs do not generate toll charges on your bill.

(Note: this information refers to the United States telephone system. Phone companies in some other countries charge for every call. Make sure you know what you can afford for your new hobby.)

If you work for a large company, there may be a way to dial into their computers, so that you can do some work from home.

Communications requires a host computer, and terminals connecting to it. In the old days, this may have meant a mainframe with dumb terminals physically attached to it. Instead of connecting a terminal to the computer, a modem can be attached.

The word "modem" is shorthand for "MOdulator/DEModulator". Modems take data, such as the letters you type, and "modulate" them into audible tones. The tones are sent across the phone lines to another modem, where they are "demodulated" into the original letters. Things are a lot more fancy and complicated than that, of course, but that is the fundamental process involved in telecommunications.

The program that you run on your computer to use the modem is called a terminal emulator, or terminal, or even term for short. The name comes from the fact that they emulate the operation of the original physical mainframe terminals.

You tell the modem what to do by sending it command "strings", which are sequences of letters and numbers. These strings are usually quite meaningless to humans, which is why many terminal programs offer phonebooks and dialers, to hide these potentially confusing strings. The terminal sends the command strings, so that you don't have to remember them.

In the quick start, you typed "AT" and waited for an "OK" response. In the Hayes standard command set, "AT" is short for "ATtention". When the modem sees that string, it interprets it to mean that you are ready to send it commands, and pays attention to what follows.

Termite has been prepared in such a way that many users will be able to use it right out of the box. Others may find they have to edit the command strings that Termite sends to the modem, which is easily done. Generally, if you do have to reconfigure your modem, it is something you only do once.

1.5 Termite's Menus

The majority of Termite's functions are available through the menus. Here is a list of all menus, and descriptions of the functions they provide:

Project

Buffer

Script

Transfer

Desktop

Settings

Controls

Help

Dial

1.6 The Project Menu

Project Menu Items

About...

Print Clip

Iconify

Quit

1.7 Project|About...

This is the quickest way to get the version number of Termite. Be sure to have this number if you decide to call for technical support.

1.8 Project|Print Clip

If you have clipped some text to the clipboard from the terminal window or review buffer, you can print it with this function.

Instructions for clipping text to the clipboard are in the section "Copying and Pasting".

1.9 Project|Iconify

Keyboard shortcut: Right-Amiga-I

Termite will close its windows and screen, and reduce itself to an icon on your Workbench. To bring the program back, double-click the icon. This is handy for temporarily reducing clutter on your Amiga.

1.10 Project|Quit

Keyboard shortcut: Right-Amiga-Q

Closes all of Termite's windows and its screen, and exits the program. If you have made changes or additions to your phonebook or settings, you must save them before you quit, otherwise you will get the prior configuration the next time you run Termite.

1.11 The Buffer Menu

Buffer Menu Items

Load...

Save

Save As...

Clear...

Search...

Start Capture...

Stop Capture

Append Capture...

1.12 Buffer|Load...

Loads an ASCII text file into the review buffer, for browsing, or copying and pasting. Simply select which text file you wish to load from the file requester. To read it, you will then have to open the review buffer using Right-Amiga-R or Desktop|Review Buffer from the menu.

1.13 Buffer|Save and Buffer|Save As...

Saves the current contents of the review buffer to an ASCII text file on disk. If you have not previously saved the buffer, both of these menu items will behave the same way. If you have saved it before, "Save" will bypass the step of asking you to specify a filename and use the same filename as the last time.

1.14 Buffer|Clear...

Clears out the contents of the review buffer, resetting it to an empty state. Since accidentally selecting this could be destructive, you will be asked for confirmation before the review buffer is cleared.

1.15 Buffer|Search...

A window will open with a box where you can enter the text you wish to search for. When you press return, it will bring up the review buffer, with the top line containing the first occurence of that text. Press the space bar to find the next occurence, until the search text is no longer found.

Note that the search text you enter is case-sensitive. This means that "Bumblebee", "bumblebee", "BUMBLEBEE", and "bumBLEbee" are all different words.

1.16 Buffer|Start Capture...

You will be prompted to select a file for an ASCII text capture of all incoming data. From the time you select the file, to the time you select Buffer|Stop Capture, all characters you receive over the serial port will be stored in this file.

Note that whichever file you select for capturing to will be cleared before the capturing begins. Be careful not to select the wrong file!

1.17 Buffer|Stop Capture

If there is a capture in progress, it will be stopped. No more data will be stored in the capture file. If no capture is currently being made, a message will appear to inform you of that.

1.18 Buffer|Append Capture...

If you want to add some more data to an already existing capture file, this is the way to do it. It works exactly like Buffer|Start Capture..., but the file will not be cleared first. New information will just be tacked onto the end.

1.19 The Script Menu

Script Menu Items

Run...

Record Logon Script...

Record Script...

1.20 Script|Run...

```
Keyboard shortcut: Right-Amiga-N

You will be prompted to select which script file you wish to run.
In order to use this feature, you need to have ARexx properly
set up, with the RexxMast and rx programs somewhere in your path.
```

1.21 Script|Record Logon Script...

```
After asking you to enter the file name of the script you wish to
create, Termite will begin to record your dialogue with the modem,
and learn how to respond to incoming serial data.  Click the right
mouse button to stop recording.  This is handy for creating automatic
logon scripts without having to touch a text editor.

The script recorder generates Wait and SerExpand commands in the
target script file.  When you start typing, the recorder generates
a Wait command for the last serial data received, and when you
press return, it generates a SerExpand command for everything
you typed up to the return.
```

1.22 Script|Record Script...

```
This performs exactly the same function as Script|Record Logon Script...
with one exception:  Logon scripts have a WAIT command generated at
the beginning of the script.  Other scripts need not begin with a WAIT
and can be recorded with Script|Record Script...
```

1.23 The Transfer Menu

```
 Transfer Menu Items


Upload...

Upload From List

Download

ASCII Send...
```

1.24 Transfer|Upload...

Keyboard shortcut: Right-Amiga-U

Once you select a file from the file requester, that file will be uploaded using the current transfer protocol. See Settings|Transfer...

1.25 Transfer|Upload From List

Keyboard shortcut: Right-Amiga-F

This initiates a file upload of all the files in your upload list using the current transfer protocol. If your upload list contains no files, you will be notified.

1.26 Transfer|Download

Keyboard shortcut: Right-Amiga-D

This begins a file download using the current transfer protocol. You may or may not have to specify a file name, depending on the protocol. Also, some transfer protocols, such as ZMODEM, have an option to automatically download when a certain code is received. Refer to the documentation of the specific protocol you are using.

1.27 Transfer|ASCII Send...

Select an ASCII text file, and it will be sent to the modem, one character at a time. You can abort the ASCII send by pressing any key.

1.28 The Desktop Menu

Desktop Menu Items

Phonebook

Review Buffer

Upload List

Status Window

Chat Window

Macro List

1.29 Desktop|Phonebook

Keyboard shortcut: Right-Amiga-P

This opens the phonebook/dialing list window. You cannot use the main menu or terminal window while the phonebook is open.

1.30 Desktop|Review Buffer

Keyboard shortcut: Right-Amiga-R

This opens the review buffer window. You cannot use the main menu or terminal window while the review buffer is open.

1.31 Desktop|Upload List

Keyboard shortcut: Right-Amiga-O

This opens the upload list window. You cannot use the main menu or terminal window while the upload list is open.

1.32 Desktop|Status Window

Keyboard shortcut: Right-Amiga-S

This opens the status window.

1.33 Desktop|Chat Window

Keyboard shortcut: Right-Amiga-W

This opens the chat window.

1.34 Desktop|Macro List

Keyboard shortcut: Right-Amiga-L

This opens the macro list window. You cannot use the main menu while the macro list is open.

1.35 Desktop|Macro Editor

Keyboard shortcut: Right-Amiga-E

This opens the macro editor window. You cannot use the main menu or terminal window while the macro editor is open.

1.36 Desktop|Button Bar

Keyboard shortcut: Right-Amiga-A

This opens the button bar window.

1.37 The Settings Menu

Settings Menu Items

Serial...

Modem...

Screen...

Terminal...

Transfer...

Paths...

Locale...

Miscellaneous...

Load Settings...

Save Settings As...

1.38 Settings|Serial...

Keyboard shortcut: Right-Amiga-1

This allows you to change your serial configuration.

See also:
Serial Settings

1.39 Settings|Modem...

```
                Keyboard shortcut: Right-Amiga-2

This allows you to change your modem configuration.

See also:
              Modem Settings
```

1.40 Settings|Screen...

```
                Keyboard shortcut: Right-Amiga-3

This allows you to change the screen size and colors.

See also:
              Screen Settings
```

1.41 Settings|Terminal...

```
                Keyboard shortcut: Right-Amiga-4

This allows you to change your terminal configuration.

See also:
              Terminal Settings
```

1.42 Settings|Transfer...

```
                Keyboard shortcut: Right-Amiga-5

This allows you to select a transfer protocol, and change its
configuration.

See also:
              Transfer Settings
```

1.43 Settings|Paths...

```
                Keyboard shortcut: Right-Amiga-6

This allows you to change where Termite stores and looks for files.

See also:
              Path Settings
```

1.44 Settings|Locale...

Keyboard shortcut: Right-Amiga-7

This allows you to change your date, time, and currency formats to match your country's standard.

See also:
Locale Settings

1.45 Settings|Miscellaneous...

Keyboard shortcut: Right-Amiga-8

This allows you to change various attributes of Termite's behavior.

See also:
Miscellaneous Settings

1.46 Settings|Load Settings...

Specify a Termite configuration file, and it will be used as your current configuration.

1.47 Settings|Save Settings As...

Supply a file name, and Termite will generate a configuration file containing all your current settings. Termite will load a file called "termite.prefs" when it starts up and look there for default settings. You can set up termite.prefs any way you desire.

The positions of the status window, review buffer window, button bar, and macro list window will also be saved in this file.

Saving settings here does not affect any of the settings of your phonebook entries.

1.48 The Controls Menu

Controls Menu Items

Redial...

Reset Terminal

Reset Modem

Reset Serial Port

Hang Up

Send Break

Clear Terminal Window

Send User Name

Send Password

Log Calls?

1.49 Controls|Redial...

Keyboard shortcut: Right-Amiga--

If you have entries in your dialing list, this function will dial them. It is the same as opening the phonebook and clicking on "Dial". If no entries are selected for dialing, you will be notified.

1.50 Controls|Reset Terminal

Keyboard shortcut: Right-Amiga-X

Termite will completely close and re-open the terminal window. One use for this is if the terminal receives a control code that causes it to display only international characters, it can be reset to normal. For clearing the terminal, use Controls|Clear Terminal Window since it is faster.

1.51 Controls|Reset Modem

Termite will send the initialization string specified in the current modem settings. The modem must be in command mode for this to have any effect.

1.52 Controls|Reset Serial Port

Termite will completely close and re-open its serial resources. Unless something unusual happens, you will rarely need this function. Note that this function closes and re-opens the serial device causing a DTR transition which may cause you to be disconnected from the host system, if you are connected. This depends on your modem.

1.53 Controls|Hang Up

Keyboard shortcut: Right-Amiga-H

Termite will tell the modem to hang up the phone. There are two methods for accomplishing this. If you have "Drop DTR to Hangup" selected in modem settings, Termite will close the serial device, pause, and re-open the serial device, causing a DTR transition. Most modern modems interpret this as a hangup message.

Alternatively, if "Drop DTR to Hangup" is not selected, Termite will send the hangup string from your current modem settings. This is a Hayes compatible method of hanging up, although it can be slower, and not as reliable as the DTR method.

1.54 Controls|Send Break

Keyboard shortcut: Right-Amiga-B

A "break" signal will be sent over the modem to the host system. Some hosts require this under certain conditions. Most BBSs do not.

1.55 Controls|Clear Terminal Window

Keyboard shortcut: Right-Amiga-K

All text currently in the terminal window will be erased. The text will still be in the review buffer. This will not reset terminal attributes such as text color; it just clears the window.

1.56 Controls|Send User Name

Keyboard shortcut: Right-Amiga-,

Termite sends the "User Name" from this system's phonebook entry. This is a convenient way to reduce typing of this common information. Note that in order for this to work, you MUST connect to the system using the phonebook and dialer. If you dial with Hayes "AT" commands directly from the terminal window, Termite has no record of which system you connected to.

1.57 Controls|Send Password

Keyboard shortcut: Amiga-.

Termite sends the "Password" from this system's phonebook entry. Note that in order for this to work, you MUST connect to the system

using the phonebook and dialer. If you dial with Hayes "AT" commands directly from the terminal window, Termite has no record of which system you connected to.

1.58 Controls|Log Calls?

Use this option to turn call logging on and off. When active, all connections and disconnections from remote systems will be logged in an ASCII text file named "termite.log". The log file will contain the name of the system (if you connected with the dialer), the time and date you connected, the time you disconnected, and the estimated cost of the call, based on the "Cost Per Minute" field in the phonebook entry for that system.

1.59 The Help Menu

Help Menu Items

Table of Contents...

Index...

1.60 Help|Table of Contents...

Keyboard shortcut: Help

Use this to bring up the contents of the help file. Help is just a mouse click away!

1.61 Help|Index...

For your convenience, an index to the help file is supplied.

1.62 The Dial Menu

This menu may or may not exist. If you select "Add to Dial Menu" in one or more phonebook entries, this menu will contain the names of those systems. Selecting one from this menu will cause it to be placed as the only entry in the dialing list, and activate the dialer.

1.63 Tricks and Tips

There are some things about Termite and telecommunications in general that you should know about that may not be immediately obvious.

A note on high-speed modems

Dialing faster

Be careful with modem init strings

Copying and pasting text

ZMODEM tricks and tips

Why you should watch your settings

Quick macro assignment

An example auto-logon script

1.64 A note on modem speed with high-speed modems

In the old days, modems came in flavors such as 300 baud, 1200 baud, and 2400 baud. When using a terminal program with these modems, these speeds refer to how fast the modems communicate, and how fast the computer communicates with the modem.

To set up a terminal program to use one of these modems, you just set the communication speed to the same speed as the modem. If you turn on "AutoBaud" in modem settings, Termite will automatically change communication speed to reflect the CONNECT speed reported by the modem when the dialer connects.

With the advent of "high-speed" (9600 bps; 14,400 bps; 28,800 bps) modems, data compression technology was added to modem hardware. A modem can send and receive compressed data faster than uncompressed data, simply because there's less of it. So, while the modem is still communicating at the same base speed, the throughput of the modem varies wildly, depending on how "compressable" the data being transferred is.

To allow for this, you actually have to tell your terminal program to use a higher modem speed than the modem can handle because, with compression, your 14.4 kbps modem may actually transmit more than 14,400 bits-per-second. Once you have set this computer-to-modem communications speed, it is up to the two modems to negotiate the modem-to-modem speed they actually want to communicate at. It is transparent to the terminal program which only ever operates at one single speed.

As a general rule, if you are using a high-speed modem, set your baud

rate to 57,600. If you are using an unaccelerated (68000-based) Amiga, such as a stock A500, set it to 19,200 instead. Unaccelerated Amigas are NOT fast enough to keep up with 57,600 and will lose data. If you intend to multitask, you may have to lower your baud even more to ensure that no data is lost.

Many things affect serial communication on the Amiga. Not all of them are obvious. Here is a partial list:

Processor Speed

Screen Resolution

Number of Colors

Fast RAM

1.65 Processor speed and serial communication

68000-based and 68010-based Amigas are not guaranteed above 9600 baud, although most will work at 19,200 if Termite doesn't have to share the processor with other programs.

68020s and above are capable of handling 57,600 fairly easily.

1.66 Screen resolution and serial communication

Every time a new line of text appears at the bottom of the terminal window, all the old text has to be moved up to accomodate it. The larger the terminal window is, the longer it takes to move it all.

The text is moved using the Amiga's blitter chip. If the blitter is asked to move a significant amount of data, it is possible that it can actually lock out the main processor until the move is finished. If the processor is locked out, program code cannot be executed. The serial device will not be able to capture all incoming data from the modem if this lockout condition lasts long enough.

Simply put, the smaller the terminal window, the faster the serial device can respond. But keep in mind that Termite may not be the only program using the blitter...

If you get a message that "Serial read error (#6)" has occured, this is most likely the cause.

1.67 Number of colors and serial communication

The Amiga's hardware has to fetch data from memory to generate a display on your screen. This is known as DMA (Direct Memory Access). The serial port also has to access this same memory to store incoming data.

The more colors in your display (and also the higher the resolution is), the heavier the display DMA gets. There is only so much time for DMA to occur, and in the event that one of these two pieces of hardware has to give up its DMA for the other, the serial port loses every time.

A general rule for reliable operation is that you should not use a screen with more than 8 colors unless you have an accelerated Amiga, fast memory, or both. There is no practical reason to use more than 16 colors on any system, but the option is available.

1.68 Fast RAM and serial communication

There are two types of random-access memory (RAM) on the Amiga: Chip RAM (also called graphics memory) and fast RAM (also called other memory). The difference is that only chip RAM is accessible by the Amiga's custom graphics and sound chips. This means that all graphics displays, sounds, etc, must be in loaded into chip RAM.

Fast RAM gets its name from the fact that is always faster to access than chip RAM, because it does not have to communicate with the custom chips.

If you don't have any fast RAM, the serial device has to store incoming data into the slower chip RAM, fighting with the custom chips for access time. If you are running a very high resolution display with lots of colors, the display chips have to keep dipping into chip RAM to fetch the display information, blocking out the serial device from writing its data until later, causing it to miss incoming data.

To complicate matters, if you have Commodore's A501 expansion for your A500, the system reports you have a half megabyte of fast RAM. In reality, this memory is neither chip nor fast. It is not accessible by the custom chips, so it is not chip RAM. However, it shares the chip RAM's access paths, making it slower than true fast RAM.

Adding fast RAM will improve the performance of your entire system, Termite included.

1.69 Dialing faster

If you leave the "Init String" empty for a particular phonebook entry, the dialer won't initialize the modem when it is time to dial that entry. It will just dial with the existing settings.

This can be handy if you only use one init string for all of the systems you call. Eliminating the initialization step speeds up the wait between one dial and the next.

1.70 A word of caution about modem init strings

Termite allows you to embed special codes into modem strings. Having "\r" in a string inserts a carriage return at that point, for example. "\n" will insert a line feed character.

Be careful when creating init strings for your modem. Some of the Hayes commands use the backslash character.

For example, if you set your init string to "AT\N3", what will actually get sent to the modem will be "AT<line feed>3", which is incorrect. Use a double backslash if you want to insert a literal, single backslash into the string. The correct init string in this case is "AT\N3", which will send "AT\N3" to the modem.

1.71 Copying and pasting

Termite allows you to cut and paste text, just as the AmigaDOS shell does. To copy a piece of text:

- Point the mouse pointer at the beginning of the text you want to copy.

- Press and hold the left mouse button.

- Move the mouse pointer to the end of the text you want to copy. As you drag the mouse, the text will be highlighted with a different color.

- Release the left mouse button.

- Press Right-Amiga-C to copy the text to the clipboard.

Now you can paste the text with Right-Amiga-V. Text can be copied from Termite's terminal window or review buffer. It can be pasted onto the terminal window, or an AmigaDOS shell window, or any window with clipboard pasting capability.

You can also print the clip by selecting Project|Print Clip.

Note that copying and pasting is only guaranteed if you are using Termite's internal ANSI emulation. External emulations (XEMs) may not necessarily support copying text. Refer to the specific XEM's documentation.

1.72 ZMODEM tricks and tips

xprzmodem.library supports auto-downloading. When the ZMODEM download sequence is received, the transfer window will come up automatically and begin the download. To enable this, select Settings|Transfer..., click on "Change XPR Settings...", and turn on "Auto-Activate Receiver".

If you begin a download, and the transfer window appears to cancel immediately saying "Can't open file; skipping", the first thing you should check is your download path. Go to Settings|Path... and make sure that the path you have entered for downloads really exists somewhere in your system.

1.73 Watch your settings

When you change your configuration with the Settings menu, keep in mind that you are only changing your current configuration. All of your existing phonebook entries have their own settings, which won't be affected.

When you connect to a system with the dialer, all current settings will be changed to match those in the associated phonebook entry. The settings will remain that way until they are changed again, either by the Settings menu, or by using the dialer to connect to another system.

With this in mind, be careful you don't make the following type of mistake:

You modify your current settings to show that you want 2400 baud, then you save your configuration as termite.prefs. Using the phonebook, you dial and connect to a system that you have configured as 1200 baud. When you hang up, you decide you'd like to change Termite's font. You do so, and save termite.prefs again. The next time you start Termite, you notice that you are configured for the new font, but you are set to 1200 baud. Why? Because connecting to the 1200 baud system changed your current configuration to show 1200 baud, and when you saved termite.prefs, the baud information got saved as well as the new font choice.

Another thing to remember is that when you add a new phonebook entry, it will inherit all the current settings.

1.74 Quick macro assignment

When editing a macro, you can quickly assign the hot key just by pressing the key you want to assign it to. Remember that you can use F1 through F10, and shift-F1 to shift-F10.

1.75 Logon script example

You can use Termite's ARexx scripting ability to make an automatic logon script. The script can send your name and password when the host system asks for it.

Say you regularly call a BBS named Magic Modem. When you connect to this BBS you see:

```
You have connected to MAGIC MODEM BBS!

Running 24 hours a day, 7 days a week!

Please enter your name:   <at this point you type your name>
Please enter your password: <at this point you enter your password>

Welcome to our BBS!

...etc...
```

The easiest way to create an automatic logon script is to select Script|Record... and enter a file name like "magicmodem.rexx". Now call the system, and go through the usual logon sequence. Once you see the welcome message informing you that your password was accepted, you can click the right mouse button to stop recording. If all has gone well, magicmodem.rexx is now a logon script for this BBS.

Bring up the phonebook, and edit the entry for Magic Modem. Click on the phone number, so Termite knows which number to edit. Now click on the "Script" box to get the cursor down there, and type in "magicmodem.rexx". The next time you connect, the dialer will automatically run magicmodem.rexx, which should log you on, without you having to type anything!

You can also create logon scripts by hand. For the case of Magic Modem BBS, it might look like this:

```
/* Auto-logon script for Magic Modem */

address 'TERMITE.1'

Wait "name:"
SerExpand "\u\r"

Wait "ssword:"
SerExpand "\p\r"
```

What does this do?

The very first line is a comment, identifying what the script does. All ARexx scripts require a comment on the first line.

Next, the address command tells ARexx to issue commands to Termite.

The Wait command is built into Termite, and tells the program to wait until the text in quotes is received. In this case "name:" is the very last part of the "Please enter your name:" prompt that Magic Modem sends.

After waiting for that, the script proceeds. SerExpand tells Termite to send the data in quotes to the modem, after "expanding" the backslash codes, like \u and \r. In this case it means, send my username for this BBS and a carriage return.

Then another wait, this time for the password prompt, followed by another SerExpand to send your password and a carriage return.

In order to use \u and \p, you must have valid information entered for "User Name" and "Password" in the phonebook entry for Magic Modem. If these fields are blank, \u and \p will expand to be blank also!

1.76 Serial settings requester

The following options are available in serial settings:

Device

Unit

Baud

Parity

Data Bits

Stop Bits

Handshaking

Duplex

Shared

Quiet

High Speed Device

Use Accept this configuration.

Cancel Discard any changes and use previous configuration.

1.77 Device

This is the name of the serial device you wish to use. Commodore's standard driver is called "serial.device". Some modem vendors include their own drivers, and several third party devices are available. Be aware that not all serial devices are created equal, and some do not offer complete functionality.

1.78 Unit

Which unit of the serial device do you wish to use? As far as Commodore's serial.device is concerned, 0 means use the first available serial port. Unless you have a multiple-serial port expansion of some kind, this is usually synonymous with unit 1, which refers to the built-in serial port on your Amiga.

1.79 Baud

This is the speed at which the computer talks to the modem, in bits-per-second (bps). Note that bps and baud are NOT actually synonyms, but are used interchangeably by many people.

See also:
A note on high-speed modems

1.80 Parity

Parity is a crude error-checking mechanism made almost obsolete by the built-in error correction of today's high speed modems. Even, odd, space and mark are different methods for checking parity. None indicates that you don't want parity checking to be done. Almost no modern BBSs require parity checking.

1.81 Data Bits

This controls how many bits make up one piece of serial data. Usually it is set to 8, meaning 8 bits per character. Some older hosts may want you to use 7.

1.82 Stop Bits

After transmitting a series of data bits, the modem sends a certain number of stop bits. It is extremely rare that you will need to set this to anything other than 1.

1.83 Handshaking

Handshaking, or "flow control" is how modems prevent themselves from from talking over each other. One modem acknowledges it is ready to receive, and the other modem sends until the first modem says it is no longer accepting data.

None means use no handshaking. Communications will not be garbled for the most part, but there is a possibility for error.

XON/XOFF refers to control characters used for flow control. One side sends an XOFF, and the other side cannot send any more data until it is XON'ed once again.

RTS/CTS handshaking is only available on high speed modems. They use serial cabling with seven wires instead of three, giving them more control over the communications process. RTS (Ready To Send) and CTS (Clear To Send) are two of these new control lines. If you have a high-speed modem and appropriate cabling, use RTS/CTS handshaking.

1.84 Duplex

Duplex, as far as Termite is concerned, is whether or not you want local echo. Half duplex means that when you send a character over the modem, you want it to be sent to the screen too (local echo). Full duplex means you only want to send it, with no local echo.

Usually the modem or BBS will echo the character back to the screen for you, so full duplex is most commonly used.

If you are online and typing something and it does not show up on your screen, try switching to half duplex.

If everything you type shows up twice (lliikkee tthhiiss), try switching to full duplex.

1.85 Shared

If this option is turned on, Termite will attempt to open the serial device in shared mode. This allows multiple programs to communicate with the serial device, and does not lock the serial device to Termite exclusively while it is running.

1.86 Quiet

Serial quiet mode means that Termite will not open the serial device at all. Use this if you want Termite to temporarily relinquish control of the serial device in order to run another program that uses the device.

Termite will put itself into quiet mode if the serial device you have requested cannot be opened.

1.87 High Speed Device

If this option is turned on, Termite will request that the serial device bypass some of its internal error checking in favor of faster performance. Using high speed mode forces you to use a no parity, eight data bits, one stop bit configuration, and disables XON/XOFF handshaking.

Turning on high speed device does not necessarily guarantee better performance, and the deactivation of internal error checking causes a risk of inaccurate communication. Whether you should or should not use this option is very highly dependent on your system configuration.

1.88 Modem settings requester

The following options are available in modem settings:

Init String

Hangup String

Dial Prefix

Dial Postfix

OK

BUSY

CONNECT

NO CARRIER

RING

NO DIALTONE

Drop DTR to Hangup

AutoBaud on CONNECT

Check for Carrier

Use Accept this configuration.

Cancel Discard any changes and use previous configuration.

1.89 Init String

This string is sent to your modem whenever Termite wants to restore your modem to a known state. This occurs once when the program starts, before each time the dialer dials, and whenever you select

Controls|Reset Modem.

You can tell the dialer to bypass the modem set up phase by leaving the init string blank for a specific phonebook entry.

The init string can contain backslash codes. Refer to that section for more details.

1.90 Hangup String

This string is sent to your modem when you instruct Termite to hang up. This can be by explicitly selecting Controls|Hang Up or by canceling out of the dialer. It may contain backslash codes.

1.91 Dial Prefix

This string is sent to your modem by the dialer immediately before the phone number is sent. It should be set to whichever command your modem uses to dial.

1.92 Dial Postfix

This string is sent at the end of the dialing command. A complete dialing command is:

<Dial Prefix><phone number><Dial Postfix>

Under the Hayes command set, the dial prefix is usually "ATDT", (or "ATDP" for pulse dialing) and the dial postfix is usually "\r" (the backslash code for a carriage return).

1.93 OK

This string indicates what the modem sends when it accepts a command. Hayes-compatible modems send "OK" after receiving a valid init string, for example.

1.94 BUSY

This string indicates what the modem sends when a busy signal is detected on the phone number you just dialed. This is used by the dialer to recognize a busy condition.

Not all modems recognize busy signals. Still others report busy signals as NO CARRIER.

1.95 CONNECT

This string indicates what to expect from the modem when a connection is established. Hayes-compatible modems send CONNECT followed by the computer-to-modem communication rate.

For example:

CONNECT 2400	A 2400 baud modem connecting to another.
CONNECT 57600	A high-speed modem, set to 57,600, connecting at any speed.

You need only specify the beginning part, the "CONNECT".

1.96 NO CARRIER

This string indicates what to expect from the modem if it dialed and did not make a connection. This usually indicates a non-answering modem that just rings.

On some modems it also denotes a busy signal.

1.97 RING

This string indicates what the modem sends when its line is ringing.

1.98 NO DIALTONE

This string indicates what the modem sends if it takes the phone off-hook and doesn't hear a dialtone. Not all modems are sophisticated enough to support this. The dialer will skip and dial the next number if this condition occurs.

1.99 Drop DTR to Hangup

When this is checked, it indicates you want to use the DTR method of hanging up the modem. Refer to the description of the Controls|Hang Up menu function for more detailed information.

1.100 AutoBaud on CONNECT

If checked, this option will cause the dialer to change your computer-to-modem communication speed to match the modem-to-modem communication speed when it receives a CONNECT message.

Generally, turn it on for 2400 baud modems and slower. Leave it off for high-speed modems.

1.101 Check for Carrier

This will cause Termite to check if you are connected to a host system before performing certain operations, such as uploading and downloading. Not all modems report the carrier signal correctly, or the modem might be configured to report that a carrier is always present. Refer to your modem's documentation.

If you find that your uploads and downloads are being canceled before doing anything, try turning this off. Termite is a little smarter when it is on, however.

1.102 Screen settings requester

The following options are available in screen settings:

Use Public Screen

Select New Screen Mode

Select New Font

(Palette)

Edit Pens...

Use — Accept this configuration.

Cancel — Discard any changes and use previous configuration.

1.103 Use Public Screen

You can have Termite open its terminal window on a public screen by checking this option. In the text box below it, you can enter the name of the public screen to open on. For example, enter "Workbench" to have Termite open on Workbench. If the public screen you specify does not exist, Termite will create one with that given name.

1.104 Select New Screen Mode

Opens a screen mode requester which lets you set the following options:

- Screen mode (monitor type, and resolution)
- Overscan size
- Width and height of screen
- Number of colors

1.105 Select New Font

Opens a font requester which lets you choose the font and font size to use on Termite's screen. Note that this is independent of the terminal font.

1.106 The Palette

Here you can see your current color assignments. To change a color, click on it, and move the R, G, and B sliders to vary the amount of red, green, and blue respectively.

The default Termite palette gives Termite standard "3D look" windows. If you want to use the ANSI color scheme, as used by many BBSs, the colors are (from left to right):

Black, red, green, yellow, blue, purple (magenta), light blue (cyan), and white.

Using the ANSI palette will give Termite very "loud" window colors. You might want to use the pen editor to compensate.

1.107 Edit Pens...

This button activates the pen editor. The Amiga operating system uses "pens" to draw certain attributes of the display. The pen editor allows you to change which color the different pens are.

The different types of pens are:

Detail

Used to draw fine details.

Block

Used for filling in large areas.

Text

Used for drawing plain text

Shine

Used to draw the "bright edge" on 3D objects, like the top-left borders on buttons.

Shadow

Used to draw the "dark edge" on 3D objects, like the lower-right borders on buttons.

```
Fill

  Used to fill in borders for the active window, and recessed
  buttons.

Fill Text

  Used to draw text over the Fill color.

Background

  Used to fill the background of 3D objects, like buttons.

Highlight Text

  Used to draw important text.

If you are using the ANSI palette for example, you might find this is
a slightly more pleasing pen combination:

  Text   - White
  Shine  - White
  Shadow - Blue
  Fill   - Light blue
```

1.108 Terminal settings requester

```
               The following options are available in terminal settings:


              Select New Font

              Emulation

              Change XEM Settings

              Strip High Bit

              Swap DEL/BS

              Borderless

              Cover Title Bar

              Application Mode

              Send CR as ...

              Send LF as ...
                 Use              Accept this configuration.
Cancel            Discard any changes and use previous configuration.
```

1.109 Select New Font

Select this to change the terminal font or font size. Some BBSs like to draw boxes and other graphics on the screen using special characters built into the default font of IBM compatible computers. For these BBSs, you will want to use a font designed to duplicate these IBM characters. Otherwise, you will see international characters instead of box edges.

Note that if you use an external emulation (see below), it may not use your terminal font choice.

1.110 Emulation

Emulation is how a terminal program "pretends" to be a physical computer terminal. Terminals react in a certain way to certain control code. A control code meaning "move cursor" on one terminal may be meaningless to another.

This has two settings:

ANSI

  Use the internal terminal emulation of Commodore's console.device. The console.device supports a subset of the ANSI and VT102 terminal commands.

  Using this emulation also guarantees you the ability to copy text to the clipboard. (See Copying and Pasting Text for more information.)

External

  Other emulations are provided by external emulation libraries (XEMs). The XEM does the interpretation of the terminal codes, and Termite merely provides the display for the XEM to do its thing.

  When you toggle from ANSI to External, a file requester will appear, allowing you to select which XEM library you would like to use.

1.111 Change XEM Settings

Interrogates the current XEM library for a list of options which you may then edit. Note that these options vary from XEM to XEM. Refer to the specific XEM's documentation for details.

This button may not be available at all times. If you have just selected a XEM library, this button will not be available until you select "Use", and return to terminal settings again. This is because the XEM library is not actually loaded until you select

"Use" on the terminal settings window.

1.112 Strip High Bit

Instructs Termite to clear the high bit on all incoming data bytes, effectively causing ASCII codes from 128-255 to appear as codes 0-127. If this means nothing to you, you probably do not need to use it.

1.113 Swap DEL/BS

Reverses the operation of the Del and backspace keys on your keyboard. In order to backspace on some older host systems, you need to press your Del key. This option switches them for Termite, so you don't have to think about it.

1.114 Borderless

If this is turned on, the terminal window will be drawn without borders. It will still be the same size, but it will have no title, no moving abililty, and no sizing ability. Sometimes this is the only way to get a sufficiently wide display to accomodate a full row of characters. Alternatively, you can slightly increase your screen width in screen settings and enlarge the terminal window.

1.115 Cover Title Bar

This option is only significant if "Borderless" is turned on. Borderless windows can appear on top of, or below the title bar of Termite's screen.

If the option is off, the title bar will always be accessible so that you can drag the screen, but it will obscure the very top of your borderless terminal window if they overlap.

If the option is on, you will be able to see the terminal window in its entirety at all times, but it will obscure the screen's title bar if they overlap.

Be aware that there are alternate methods of dragging the screen that don't require access to the title bar. Refer to your documentation of the IControl Workbench preferences program.

1.116 Application Mode

There are two different ways to indicate to the host system that you are pressing arrow keys. This option enables the secondary method. In a nutshell, if you find your arrow keys aren't working correctly, try toggling this on or off.

1.117 Send CR as ... / Send LF as ...

You can translate carriage returns (CRs) and line feeds (LFs) in any way necessary. The most common reason for changing these is because in a text file, the Amiga marks the end of a line with a single LF. If you are doing an ASCII send, for instance, and the host system expects both a CR and an LF at the end of a line, you might experience the following efffect:

```
Hello Mary!
           Looking forward to your visit.
                                       See you soon,
                                                   Your friend Jim
```

To make this look normal, you would set the terminal to Send LF as CR, or Send LF as CR+LF.

1.118 Transfer settings requester

The following options are available in terminal settings:

Select New Protocol

Change XPR Settings

Use — Accept this configuration.

Cancel — Discard any changes and use previous configuration.

1.119 Select New Protocol

File transfer protocols in Termite are handled by external protocol libraries (XPRs). This button allows you to select which XPR library you would like to use.

ZMODEM is currently the most commonly used transfer protocol, and usually offers the best throughput.

1.120 Change XPR Settings

Interrogates the current XPR library for a list of options which you may then edit. Note that these options vary from XPR to XPR. Refer to the specific XPR's documentation for details.

1.121 Path settings requester

The following options are available in path settings:

Termite

Upload

Download

Script

Use Accept this configuration.

Cancel Discard any changes and use previous configuration.

1.122 Termite

This is the AmigaDOS path of where Termite itself is located. Termite uses this path to store its configuration files and phonebooks.

1.123 Upload

When you request an upload, a file requester appears so you can select a file. The file requester will initially show the path contained here.

1.124 Download

All downloaded files will be stored in this directory.

1.125 Script

Termite script files are stored here. This is prepended to the script field of the phonebook entry editor.

If this is set to "dh1:termite/scripts" for example, and you have a

phonebook entry for "Loony Bin BBS" that specifies a logon script of "loony.rexx", the dialer will try to execute "dh1:termite/scripts/loony.rexx".

1.126 Locale settings requester

The following options are available in locale settings:

Date Format

Time Format

Clock Type

Currency Symbol

Decimal Symbol

Use — Accept this configuration.

Cancel — Discard any changes and use previous configuration.

1.127 Date Format

Choose the format used by your country for dates. This is used by the status window and the call logging facility. It defaults to month/day/year (American).

1.128 Time Format

Choose the format used by your country for time. This is used by the status window and the call logging facility. It defaults to hour:minute:second (American).

1.129 Clock Type

You can choose to have either a 12 hour (civilian) or 24 hour (military) clock. This is used by the status window and the call logging facility.

1.130 Currency Symbol

You can select the symbol used for currency. It defaults to '$' (American dollar sign).

1.131 Decimal Symbol

This is used to separate the decimal part of currency. It defaults to '.'.

1.132 Miscellaneous settings requester

The following options are available in miscellaneous settings:

Priority

Review Lines

Dialer Timeout

Redial Attempts

Redial Delay

Serial Buffer Size

Use Accept this configuration.

Cancel Discard any changes and use previous configuration.

1.133 Priority

This sets the task priority of Termite. The Amiga's multitasking operating system gives preference to tasks with higher priority. The lowest priority you can set is -5, and the highest is 5. Setting the priority very high is not necessarily a good idea, though. You may experience serial errors if Termite's priority blocks other processes, such as the serial device, from running.

1.134 Review Lines

This specifies the maximum number of lines the review buffer can hold. You want to set this low enough so that the review buffer doesn't occupy more memory than you'd like, and high enough for the review buffer to be useful to you.

1.135 Dialer Timeout

The length of time, in seconds, the dialer allows for the modem to either make a connection or refuse a connection with a host system.

1.136 Redial Attempts

Specifies how many times the dialer will dial before giving up and quitting.

1.137 Redial Delay

The length of time, in seconds, the dialer pauses between dial attempts. You might use this to provide a delay between dials if you are trying to connect to a busy system.

1.138 Serial Buffer Size

In bytes, the amount of data the serial device can hold onto before overflowing. If you consistently get serial read error #12 messages, increase this number.

1.139 Phonebook

The phonebook window consists of two regions. The left side deals with your phonebook, a database of system names and phone numbers. The right side concerns your current dialing list.

To add a single entry to the dialing list, just double-click on its name in the phonebook. You can also use the P and shift-P key combinations to move up and down in the phonebook, and press the return key to add a system to the dialing list.

The following options are available:

Add...

Delete

Edit...

Sort

Up

Down

Load...

Save...

Dial

Add All

Remove All

Remove

1.140 Add...

Use this button to create a new phonebook entry. It will open the phonebook editor with a blank entry, ready to be filled out.

1.141 Delete

First click on an entry in your phonebook, then click on Delete to remove that entry. Note that this function is irreversible.

1.142 Edit...

First click on an entry in your phonebook, then click on Edit... to edit that entry. The phonebook editor will be opened with that entry's information filled out.

1.143 Sort

Your phonebook will be alphabetized.

1.144 Up

Moves the selected entry one position up in the phonebook.

1.145 Down

Moves the selected entry one position down in the phonebook.

1.146 Load...

Specify a phonebook file to load, and Termite will discard the current phonebook and use the new one.

1.147 Save...

Termite will generate a file containing all current phonebook information given a file name of your choosing. When Termite starts up, it will read "termite.phonebook" for its initial phonebook. You can set termite.phonebook up any way you like.

1.148 Dial

Termite's dialer will begin dialing the dialing list in sequence.

1.149 Add All

Every entry in your phonebook will be added to the dialing list.

1.150 Remove All

The dialing list will be cleared of all entries.

1.151 Remove

First click on an entry in the dialing list, then click on "Remove", and that entry will be pulled from your dialing list.

1.152 Terminal window

The terminal window is the main window of Termite. It is where all modem communications take place, and must be active in order to use Termite's menus.

The title bar of the terminal window identifies it as such, and also tells you the size of the terminal in columns and rows. Rows are vertical units, the number of lines of text that will fit in the window. Columns are horizontal units, the number of characters that will fit across a window.

Some BBSs expect you to have an 80 column x 25 row display. Others allow you to specify the size of your choice. If you notice that one or two lines of text scroll off the top of the window before the text pauses, then see if you can tell the BBS to use a different display size. If not, try increasing your own display size in Termite by resizing the terminal window, or making it borderless with Terminal Settings.

The "Borderless" option means that the terminal window will be drawn without window borders, appearing as a simple rectangular area containing text. If

your terminal window is borderless, there will be no title bar with row and column information. You will also have to turn borderless off if you wish to resize the window.

You can also adjust Termite's screen size independently of the terminal window size. This can be done in Screen Settings, by clicking on "Select new Screen Mode..." and editing the "Width" and "Height" values on the requester that pops up. You can use this technique to give you a few extra pixels and get an 80x25 display without making the terminal window borderless. However, some portions of the terminal screen might end up being off of the physical display, requiring you to scroll the screen.

How you choose to arrange the terminal window is a matter of personal style.

1.153 Review Buffer

When a full line of text is received from the modem, it is added to the review buffer. This provides a way of looking back over information that was received but has long since been pushed out of the terminal window.

The title bar of the review buffer window, besides identifying the window, also tells you some information about the buffer itself. You will see two numbers separated by a slash. The first number is the line number of the line displayed at the top of the window. The second number is the total number of lines currently held in the review buffer. As you move around in the buffer, the first number will change accordingly.

You can navigate the review buffer with your arrow keys. The up arrow takes you back to older information. The down arrow moves you towards more recently received data. Pressing shift in combination with one of these two arrow keys will cause you to move one page at a time, instead of one line at a time.

The scroll bar, located in the right border of the window, allows you to move even more quickly. Click and hold the left mouse button on the bar, and move up and down through the buffer with the mouse. Release the mouse button when you are finished.

The review buffer supports clipboard copying. Refer to "Copying and pasting" for more information.

The buffer menu, available from the main terminal window, offers some other options for the review buffer. You can load and save the text in the buffer, as well as clear it out.

You can also initiate a search for a certain string of text. Select Buffer|Search... and type in the text you want to search for, making sure to capitalize correctly. When you press return, Termite will either tell you the string was not found in the buffer, or the review buffer will appear, with the topmost line containing the first occurence of the string. You can hit the space bar to search again from that point.

There is an option in Miscellaneous Settings that allows you to control the maximum size of the review buffer. If the number of lines in the review buffer exceeds the Review Lines specified in Miscellaneous Settings, Termite

will throw away the oldest review data to make room for the new.

1.154 Upload list

Some transfer protocols, such as ZMODEM allow you to make a "batch " upload,
meaning an upload of multiple files in a row. The upload list allows you to specify which files you want uploaded and in which order.

There are different ways to add files to the upload list. If you use Workbench, Termite will put an "Upload Dock" icon on the Workbench screen. If you drag and drop file icons onto the upload dock, the corresponding file will be added to the upload list. If you double click on the upload dock icon, Termite's screen will pop to the front, with the upload list window open.

Alternatively, you can add individual files with the "Add..." gadget on the upload list window itself.

The following options are available in the upload list:

Add

Remove

Upload Now
Use Accept this configuration.
Cancel Discard any changes and use previous configuration.

1.155 Add

The file you select from the resulting file requester will be added to the upload list.

1.156 Remove

First select a file from the upload list, then click on Remove to eliminate it from the list.

1.157 Upload Now

This button takes you straight from the upload list window to an actual upload of the files in the list.

1.158 Status window

The status window contains a variety of useful information. From left to right, the fields are...

- Current date

- Current time

- Name of system you are connected to, or "Not connected." if you aren't connected. "Unknown system" if you are connected, and Termite does not know where to.

- Length of time of connection

- Cost of connection, if you are using Termite's call accounting.

1.159 Phonebook editor

The phonebook editor has the following fields:

Name

Number(s)

Add

Delete

Cost/Min

Add to Dial Menu

User Name

Password

Script

Ok Accept this entry.

Cancel Discard any changes made to this entry..

Serial Settings...

Modem Settings...

Screen Settings...

Terminal Settings...

Transfer Settings...

Locale Settings...

Path Settings...

Misc. Settings...
(These function exactly like the items in the Settings menu. The
difference is that settings specified in the phonebook editor do not
take effect until you connect to the selected line of this system.

Even different lines of the same system can have separate settings.
Please read "Watch your settings" for some words of caution about
this.)

1.160 Name

The name of this system.

1.161 Number(s)

If this system has multiple phone numbers, you can enter as many as
you wish here. Remember that each line has its own settings.

1.162 Add

Add a new phone number for this system.

1.163 Delete

Remove a selected phone number from this system's entry.

1.164 Cost/Min

The charge for online time, if applicable. This allows you to use
Termite's call accounting features. In the United States, for
example, set this to the number of cents this system charges for
each minute of use.

1.165 Add to Dial Menu

If this is selected, this system will be added to the Dial menu for
quick-dialing without using the phonebook. Refer to the list of
menus for more information on the Dial menu.

1.166 User Name / Password

Your user name and password for the selected line. These two pieces of information can then be sent with the "Send User Name" and "Send Password" menu options, or with the \u and \r backslash codes.

1.167 Script

The name of the script located in your script path, that should be run by the dialer when you connect to this line of this system. You might use this to have Termite automatically log you in. Or you could create a script that runs another program to play a sound effect. There are many possible uses for this feature.

1.168 Chat window

The chat window is most useful when connected to systems that provide multi-user chats, or roundtable conferences. It enables you to prepare an entire line of text before sending any of it over the serial port.

Simply type in your text into the box. Nothing will be sent until you press return. You can go back and edit your text with the left and right arrow keys, backspace, and delete. Shift-left arrow and shift-right arrow move the cursor to either end of the text. Right-Amiga-X clears the text.

Even if the chat window is open, you can still re-activate the main terminal window and type character by character instead of line by line, if the need arises.

1.169 Macro editor

A macro is a way to reduce complex actions down to a single keypress. It can be as simple as sending a line of text, or it can involve sending an entire file.

Termite provides three types of macros: Plain text, ASCII send, and upload.

A plain text macro simply sends its text when you press its hot key. An ASCII send macro sends the specified ASCII text file when you press its hot key. An upload macro starts an upload of the specified file using the current transfer protocol when you press its hot key.

Creating a macro is easy: Click on the "Add" button. If you are creating a plain text macro, enter the text into the text box. For the other types of macros, enter a file name there. Press return when to accept the macro text. The next step is to select the macro type using the "Type" button. You can then specify which keypress to attach this macro to, using the "Key" buttons.

Macros can be assigned to any of the function keys (F1 to F10), or to shifted function keys (Shift-F1 to Shift-F10). A quick way to choose the macro key combination for the currently selected macro is to just press the desired key combination. The "Key" buttons should be changed to reflect your selection.

The following options are available in the macro editor:

Add

Delete

Type

Key

Save...

Load...

Use — Accept these macros.

Cancel — Discard any changes made to these macros and return to previous configuration.

1.170 Add

Adds a new macro.

1.171 Delete

After selecting a macro from the list, clicking on Delete will erase it.

1.172 Type

This is where you specify what kind of macro this is. Your choices are Plain Text, ASCII Send, or Upload a File.

1.173 Key

There are two buttons which specify the hot key for this macro. The button on the right is the function key (F1-F10). The button on the left reads either "(none)" or "Shift", depending on whether you want this hot key to require pressing the shift key or not.

1.174 Save...

Allows you to save this macro list to a file. You might have different macro files for different systems.

1.175 Load...

Load in a previously saved macro list.

1.176 Macro list

The macro list is a very simple feature. When you open it, you will see a visual listing of any macros you have defined. Clicking on a macro will cause it to be executed, exactly as if you had pressed the macro's hot key.

1.177 Button bar

The button bar has a similar function to macros. It consists of a ↩ window with multiple buttons which can perform a wide variety of program functions. Each button can also have an image associated with it, for easy visual reference.

There are 16 buttons available, and they can be displayed in a horizontal or vertical arrangement. All of the buttons fit on screen in the horizontal arrangement, but some may be left out of the vertical arrangement if your screen is too small to accomodate them.

If a button is blank, then it does not have a function currently assigned to it, and you can click on it to bring up the button editor. If the button already has an image on it, clicking on it will make it perform its action. Holding down shift when clicking on it will bring up the button editor for that button.

The button editor allows you to modify the three components of a button on the button bar: Function, image, and option.

Function is what the button does when you click on it. Image is the name of a file containing the picture for the button. Option means different things, depending on the function.

"Image" can specify any IFF ILBM format picture file. However, only a 32x32 graphic area is available in each button. Larger pictures can be loaded, but only the upper-left 32x32 area will be displayed. The remainder of the picture will just occupy memory. The best way to create an image for the button bar is to save a 32x32 brush from your favorite illustration program.

If a button has a function but no image, an X will be displayed as the image for that button.

To toggle the button bar between a horizontal arrangement and a vertical arrangement, click on the zoom gadget. (The zoom gadget is directly to the left of the depth gadget, which is in the very upper-right corner of the window.)

See also:
List of button bar functions

1.178 List of button bar functions

Function	Option
(undefined button)	None

Setting a button's function to undefined and closing the button editor is the quickest way to completely clear a button. The button's image and all other information will be discarded.

Send Text	The text you want to send

This button will send whatever text is in "Option" over the serial port.

Upload	None

This button will prompt for a file, then upload that file using the current transfer protocol. Equivalent to Transfer|Upload...

Download	None

This button will initiate a download using the current transfer protocol. Equivalent to Transfer|Download.

Go to phonebook	None

This button will open the phonebook. Equivalent to Desktop|Phonebook.

Go to review buffer	None

This button will open the review buffer. Equivalent to Desktop|Review Buffer.

Go to upload list	None

This button will open the upload list. Equivalent to Desktop|Upload List.

Toggle status window	None

This button will open the status window, or close it if it is already open.

Toggle chat window	None

This button will open the chat window, or close it if it is already open.

Go to macro list None

This button will open the macro list. Equivalent to Desktop|Macro List.

Go to macro editor None

This button will open the macro editor. Equivalent to Desktop|Macro Editor.

Run script Name of script file to run

This button will run the ARexx script specified in the Option field. The script in question does not have to be located in Termite's script path, but can be anywhere on the system.

ASCII send None

This button will request the name of an ASCII text file, and send it over the serial port. Equivalent to Transfer|ASCII Send...

Reset terminal None

This button will completely close and re-open the terminal window. Equivalent to Controls|Reset Terminal.

Reset modem None

This button will send the modem initialization string from Modem Settings. Equivalent to Controls|Reset Modem.

Reset serial None

This button will close and re-open the serial device. Equivalent to Controls|Reset Serial.

Hang up None

This button will disconnect you from the host system. Equivalent to Controls|Hang Up.

Send break None

This button will send a break signal over the modem. Equivalent to Controls|Send Break.

Clear terminal window None

This button will clear the terminal window of all characters. Equivalent to Controls|Clear Terminal Window.

Help None

This button will activate Termite's online help table of contents. Equivalent to Help|Table of Contents...

1.179 Dialer

When Termite is dialing, you can watch its progress with the dialer window.
At the very bottom of the window is a status display that tells you what is currently happening. There is a dial timer in the upper right. There are also some buttons you can use:

>

<

Skip

Remove

Jump To

Monitor

Cancel Stops this dial attempt and quits the dialer

Also, if you press the Esc key, the dialer will quit without stopping the last dial attempt.

1.180 >

Gives the timer five seconds longer.

1.181 <

Gives the timer five seconds less.

1.182 Skip

Stops this dial attempt and goes on to the next.

1.183 Remove

Stops this dial attempt and removes the system being dialed from the dialing list.

1.184 Jump To

Stops this dial attempt and goes to whichever system you have highlighted.

1.185 Monitor

If monitoring is turned on, you will be able to see the modem control strings being sent in the terminal window. This can be useful for fixing incorrect initialization strings.

1.186 Transfer status window

When Termite is in the process of uploading or downloading, it will open a transfer window, where you can watch the progress of the transfer.

The following information is available in the transfer window:

"File Name"

The name of the file currently being transferred.

"Size"

The total size of the file currently being transferred.

"Est. Time"

This is the transfer protocol's estimate of how long it will take to transfer this entire file.

"Elapsed Time"

This is how long the transfer has been taking place.

"Message"

This is where the transfer protocol will communicate information about the current actions it is taking. The information you receive here is highly dependent on which protocol you are using.

"Last Error"

If an error occurs during the transfer, it will be described here.

"Bytes"

This shows you the total size of the file in bytes.

"Transferred"

This shows you how many bytes have been transferred so far.

"Errors"

The number of errors that have occured during this transfer. The two most common causes of transfer errors are noise on the line and loss of serial data.

Most transfer protocols will back up and transfer some information
again if an error is detected. Errors during transfer do not
affect the integrity of the received file under most circumstances.

"CPS"

CPS stands for "characters per second". This is the speed at which
the transfer is taking place. The higher the number, the better.

"Stop"

Click here and Termite will tell the XPR that you want to abort the
transfer. It is ultimately up to the XPR whether or not the
transfer will stop.

There is also a progress bar just above the Stop button that shows you
graphically what percentage of the file has been transferred.

Not all XPRs will supply all of these fields of information.

1.187 Backslash codes reference

\n

Represents a line feed character.

\p

Inserts your user name for the system you are connected to when the
string is sent.

\r

Represents a carriage return character.

\u

Inserts your user name for the system you are connected to when the
string is sent.

1.188 Partial ARexx command reference

Frequently Used ARexx Commands:

CONWRITE <string>

CONWRITE writes the given string to the console (terminal window)
only. Backslash codes may be used in the string.

SEREXPAND <string>

SEREXPAND sends the given string to the serial port. Backslash

codes may be used in the string.

SERWRITE <string>

SERWRITE sends the given string to the serial port only. Backslash codes are NOT interpreted.

WAIT <string>

WAIT pauses execution of the script until string is received from the modem.

To avoid deadlocking a script, WAIT has a couple of escape mechanisms. When in a WAIT, the user can press any key in the terminal window, and the WAIT will be aborted. There is also a configurable timeout on how long a WAIT will wait for the string.

Please refer to your manual for a complete and current list of Termite's ARexx commands.

1.189 Troubleshooting for common problems

Nothing shows up when I type in the terminal window.

When I type in the terminal window, I get garbage characters.

I get serial error #12 a lot.

I get serial error #6 a lot.

Everything I type shows up twice. LLiikkee tthhiiss..

The hang up command doesn't hang up.

It didn't save my settings.

I get NO DIALTONE every time I try to dial.

ANSI (or vt100) screens don't show up correctly.

My high speed modem gets connect tones but then immediately hangs ↩ up.

Instead of 'OK', 'BUSY', 'NO CARRIER' messages, I get numbers.

Every time I start Termite, it says 'Carrier detected.'

1.190 Possible solutions

- Check that your modem is plugged in.

- Check that your modem is turned on.

- Check that your modem cable is connected to your Amiga.

- Check that your modem cable is connected to your modem.

- Check that you are using the correct serial device and unit.

- Check that you are at the right baud rate.

- Try typing "ATE1" and pressing return. This is the Hayes command to enable echoing.

- Try switching to half duplex in serial settings.

1.191 Possible solutions

- Check that you are at the right baud rate.

- Check that you are using the expected parity, number of data bits, and handshaking.

- Try using Controls|Reset Terminal

1.192 Possible solutions

- Try increasing the serial buffer size in miscellaneous settings.

1.193 Possible solutions

- Try shutting down other applications that may be running in order to give the serial device more processor time. See the note on high speed modems elsewhere in this manual.

1.194 Possible solutions

- Try switching to full duplex in serial settings.

1.195 Possible solutions

- Look in modem settings at "Use DTR to hang up". If it's on, try turning it off. If it's off, try turning it on.

1.196 Possible solutions

- Read "Watch your settings" elsewhere in this manual for the probable explanation of what really happened.

1.197 Possible solutions

- Check that your modem is connected to a phone line.

- Check the phone wire for bad connections.

- Check the phone jack on the modem for bad connections. (Wiggling the wire in the jack slightly might bring the dialtone back.)

1.198 Possible solutions

- Check that you are using the ANSI color palette.

- Don't confuse ANSI with IBM extended characters. If all you need are IBM extended characters, then you just need to select a suitable terminal font.

- Try using an XEM.

1.199 Possible solutions

- This is most likely a conflict in error correction/data compression protocols between the two modems. Refer to your modem's documentation to find out what different kinds are available to you, and how to turn them on.

- This could also be a line noise problem. Consider getting your line quality checked by the phone company.

1.200 Possible solutions

- Try typing "ATV1" and pressing return. This enables English return codes.

1.201 Possible solutions

- Your modem is configured to continuously report a carrier signal even when there is no carrier present. Refer to your modem's documentation, as there is probably a command or dipswitch setting to make the DCD signal reflect the true status of the carrier signal.

1.202 Notes on BBS etiquette

If you are communicating with other users on a public BBS, remember that it is a public forum, and the way you write is a reflection of your personality.

Generally, write the same way you would if you were writing on paper. Use the same capitalization and punctuation. Using all capital letters is considered SHOUTING. Avoid unnecessary punctuation (like lots of exclamation points!!!!!!!!!!).

Some people like to use asterisks or underscores to *emphasize* or _underline_ certain words.

If you see something like

  :-)

  or

  :)

it represents a smiling face. If you don't see why, turn your head sideways so that the colon characters (eyes) are at the top and the parentheses characters (smile) are at the bottom, and look again. The smiley face is used to indicate a joke or sarcasm where it may not be obvious, since there is no such thing as "body language" in written communication.

Always try to find the correct way to log off a BBS. Simply hanging up your modem is considered rude by some system operators, and may even interfere with the operation of the BBS. Being polite will most certainly impress your sysop.

1.203 Hayes command reference

Here is a reference of some of the more useful Hayes modem commands.

  AT Attention

    AT by itself can be used to make sure the modem is listening to the computer. It should respond "OK". AT is also used to prefix all the other Hayes commands. For example, type "ATM0" and press return to turn off your modem's speaker.

  A Answer

    The modem will pick up the phone and try to answer. Use this if you have prearranged another modem owner to call you with his modem and you want to connect.

  DP Dial (Pulse)

    Dials the given number using the older pulse dialing method. For example "ATDP123-4567".

DT Dial (TouchTone)

Dials the given number using the TouchTone dialing method. For example "ATDT123-4567".

E0, E1 Echo

E0 turns the modem's local echo off. E1 turns it on.

H Hang up

The modem hangs up.

L Loudness

Some modems let you control their speaker volume this way. Others have a volume knob. "ATL1" sets the quietest volume, "ATL2" is slightly louder, etc.

M0, M1 Speaker

M0 turns the modem's speaker completely off. M1 leaves the speaker on when dialing, and off at all other times.

V0, V1 Result code type

V1 enables English language result codes. V0 tells the modem to report its status with numbers instead.

Z Reset

The modem will reset to the configuration stored in its memory.

1.204 Glossary

Application Mode

ARexx

ANSI

ASCII

ASCII Send

AutoBaud

Backslash Codes

Baud

BBS

XEM

XMODEM

XPR

YMODEM

ZMODEM

1.205 Application Mode

An alternative method of transmitting cursor movement codes.

1.206 ARexx

A scripting language with the capability to communicate between programs.

1.207 ANSI

American National Standards Institute. In reference to telecommunications, this most likely refers to ANSI's standard command set for moving the cursor, and changing text colors over serial lines.

1.208 ASCII

American Standard Code for Information Interchange. A widely accepted method of encoding letters, numbers, and symbols into a digital form that computers can process.

1.209 ASCII Send

(verb) To send a text file to another compuuter, one character at a time.

1.210 AutoBaud

The process of matching the computer-to-modem communications speed to the modem-to-modem communications speed when a connection is established.

1.211 Backslash Codes

These codes may be embedded in strings. They are interpreted by Termite to take a certain action. See
Backslash Codes
for a list.

1.212 Baud

A measure of communications speed. Technically not the same as BPS, but many people use the terms interchangeably.

1.213 BBS

Bulletin Board System. Computers set up to provide user-to-user interaction or files, as a hobby or business.

1.214 Bit

The smallest possible unit of digital data. Has the value of either one or zero.

1.215 BPS

Bits per second. A measure of serial communications speed.

1.216 Button Bar

A window containing user-definable "shortcut" buttons.

1.217 Byte

A unit of computer storage. On your Amiga, 8 bits as a group. Some other computers use 7 bits per byte.

1.218 Capture

(verb) To store incoming data into a file, for later reference.
(noun) The file created by capturing.

1.219 Carriage Return

(Carriage Return)

The ASCII code that tells a terminal to return the cursor to the beginning of the line.

1.220 Carrier

The signal that a modem listens to that indicates there is another modem on the other end of the line.

1.221 Chat Window

A mechanism to make user-to-user chats easier. Allows you to enter and edit an entire line of text before it is sent to the modem.

1.222 Clip

(noun) Text copied to the clipboard. See "Copying and pasting".

1.223 CPS

Characters per second. A measurement of serial/modem throughput.

1.224 Cursor

An indicator of where the next character you type will appear. On the Amiga, this is usually a small colored block.

1.225 Data Bits

The number of bits per byte.

1.226 Download

(verb) To receive a file from another computer.

1.227 DTR

Data Terminal Ready. A hardware signal indicating that the computer is ready to communicate with the serial port.

1.228 DTR Transition

The DTR signal has changed from on to off. Many modems interpret this to mean that the computer has terminated communications, and that they should hang up.

1.229 Duplex

In Termite's case, duplex is synonymous with local echo. Half duplex turns local echo on. Full duplex turns it off.

1.230 Font

A typeface, or style of lettering.

1.231 Handshaking

Control signals that modems use to start and stop the other modem sending data. Also known as flow control.

1.232 Hayes command set

A standard set of modem control commands, designed by Hayes.

See also:
Hayes command summary

1.233 Hot key

The key or key sequence that activates a macro.

1.234 Init String

The command sequence sent to the modem to configure it to your preference.

1.235 Kermit

A transfer protocol.

1.236 Line Feed

(Line Feed)

The ASCII code which tells a terminal to advance to the next line on the display.

1.237 Local Echo

If turned on, each character is displayed on the terminal window before being sent to the serial port.

1.238 Locale

Information pertinent to your country's standards of telling time and measuring currency.

1.239 Macro

A "shortcut" that does a complex action with a single keypress.

1.240 Macro Editor

The facility with which you create macros.

1.241 Macro List

A list of your currently defined macros, allowing you to click on a macro to activate it, instead of pressing the hot key.

1.242 Modem

MOdulator/DEModulator. A computer peripheral which converts serial data into audible tones, which can be transmitted over standard telephone lines, and vice-versa.

1.243 Path

The directory location of a file or group of files on your computer.

1.244 Parity

A primitive method of error checking in communications.

1.245 Pen

A way of specifying which color should be used for which drawing operation.

1.246 Phonebook

A database of the systems that you call frequently, their telephone numbers, and their configuration information.

1.247 Protocol

Usually refers to transfer protocol.

1.248 Public Screen

A screen owned by one program that allows other programs to open windows on it.

1.249 Result Code

After sending a command string to the modem, it will respond with a result code, such as "OK", "ERROR", or "NO CARRIER".

1.250 Review Buffer

A storage area for incoming serial data. Enables you to look back over information that is no longer visible on the terminal window.

1.251 Screen Mode

Collectively refers to the resolution, size, and number of colors of the Amiga's display screen.

1.252 Script

A short program written to automate commonly repeated tasks.

1.253 Serial Data

Data transmitted to/from the serial port. The data is sent 1 bit at a time (serially), instead of many bits at a time (parallel).

1.254 Serial Device

The software driver that knows how to send information to the serial port.

1.255 Serial Port

The socket on the rear of your Amiga that the modem connects to.

1.256 Serial Unit

The serial device has different "units", which might refer to different serial ports.

1.257 Status Window

A window on the Termite screen containing information about the time, date, and current connection.

1.258 Stop Bits

Additional bits sent at the end of data bits to signal the end of a piece of data.

1.259 String

A sequence of letters, numbers, and/or symbols.

1.260 SysAdmin

System administrator

1.261 SysOp

System operator

1.262 Terminal

An input/output device for a computer, usually consisting of a
display screen and a keyboard. Can be physically connected to the
computer, or via a modem.

1.263 Transfer

(verb) To send/receive a file to/from another computer.
(noun) The process of transferring.

1.264 Transfer Protocol

The algorithm that is used to transfer a file. Both computers must
use the same transfer protocol to do a succesful transfer.

1.265 Upload

(verb) To send a file from your computer to another.

1.266 Upload Dock

An icon that Termite will add to your Workbench while running that
allows you to add files to the upload list by dropping their icons
onto it.

1.267 Upload List

A list of files you intend to upload.

1.268 VT

A series of terminals designed by Digital Equipment Corporation.

1.269 XEM

External emulation. An external terminal emulation library designed to emulate a specific type of terminal.

1.270 XMODEM

A transfer protocol.

1.271 XPR

External transfer protocol. A transfer protocol contained in an external library, separate from the main Termite program.

1.272 YMODEM

A transfer protocol.

1.273 ZMODEM

Probably the most commonly used transfer protocol.

1.274 Acknowledgements

```
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1.275 dummy

```
  !!!
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