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Commands

Topics

Anzio Versions

Anzio comes in several versions. Some are for Windows, some for DOS. Some are for serial connection, some for network connection. This should help:

Program	Platform	Communication
Anzio for DOS	DOS	serial
AnzioNet	DOS	network (INT 14, INT 6B)
AnzioWin	Windows	multiple
Anzio Lite	Windows	multiple

AnzioWin and Anzio Lite support multiple kinds of connections: serial, TCP/IP, PicLan, and Novells WLibSock. **Anzio Lite** is a limited-function version of AnzioWin, sold at shareware prices. It does NOT have the following features:

Ability to alter keymaps
Macros/scripting
Some setup options
File transfer (although it does have Kermit auto-download)
Passthrough print directly to a file or device
Background bitmap

If youve seen references to AnzioSoc, that version has now been merged into AnzioWin.

File Transfer

All versions of Anzio except Lite versions have the following file transfer capabilities:
>   Capture of incoming text to file or printer
>   Simple ASCII upload, with or without designated end-of-file indicator.
>   Proprietary file transfer using Rasmussen Softwares Universal File Transfer (UFT) on the host
system.
>   Pass-through print to file, device, or Anzios page-buffering system.
>   Kermit protocol

Anzio Lite has only:
>   Capture to printer.
>   Pass-through print to Anzios page-buffering system.
>   Kermit automatic download.

Most forms of file transfer are initiated by the software on the host system.

Key Mapping

Key mapping refers to the mechanism by which Anzio knows what control codes to send to the host for various function keys and special keys such as PgUp. Some keymap information is hard-coded into Anzio, and other information is contained in various keymap files. So, to work properly with a host program that requires function keys, you will probably have to load a key file, using the File:Read Keys menu item.

Keymaps have been supplied for all supported emulation types. For the VT220, there are three keymap files. See VT220 Keys for more information.

In all Anzio versions **except Lite**, the user can alter the keymaps. This is done in a text-based routine that is part of Anzios scripting system, as follows:

1. Get to a Function prompt, by hitting <ctrl-shift-F> or <alt-M>.

2. Type the following command:
```
define<space><key><space><string><Enter>
```
where <key> is the actual keystroke (or combination) you want to program, and <string> is the series of characters. Inside <string>, you must prefix an <Escape> with a <control-P>.

3. You can save your changes, either in the same file or in a new file, by using the menu item File:Save Keys. If you dont, the program will prompt you to do so on exit.

You can define function keys in normal, shift, ctrl, and ctrl-shift modes; arrow keys; special keys; and control-keys. You can also separately define the numeric-pad keys when NumLock is off. Other keys on the numeric pad, such as + and Enter, can have two separate definitions, one for when NumLock is on, and one for when NumLock is off.   Giving a key a new definition will override its hard-coded value, if any.

For more details, refer to the Anzio manual.

In Wyse50/60 emulation, the host can download key definitions. This is especially important in the Wyse because ordinarily <left-arrow> and <backspace> send the same code.

See also
Backspace
VT220 Keys
Anzio, AT386, and SCOANSI Keys

VT220 Keys

The VT220 is a problematic standard, for two reasons. First, its keyboard doesnt match well with the PC keyboard. Second, some keys can change behavior on command from the host. In attempting to support host systems that require a VT220, several assumptions must be made. Some of these are hard-coded into Anzio, and some depend on keymap files.

The VT220 has 4 keys (PF1 through PF4) inherited from the VT100. It also has 20 F-keys, but the first five do local operations, and dont send codes to the host.

Anzio hard-codes F1 through F4 as PF1 through PF4. The files VT220.KYS and VT220N.KYS add definitions for F6 through F12 that match VT220s equivalent keys, and Shift-F1 through Shift-F10 to match VT220s F11 through F20 (note two ways to do F11, F12). They also add a made-up definition for F5.

The file VT220S.KYS (S for shift), on the other hand, maps the PCs F1 as the VTs F6, etc.

BACKSPACE AND DELETE

On an actual VT220, the key in the backspace position generates a <DEL> code, decimal 127. Anzios Backspace key can be configured to send out either 127 or 8 (that is, control-H). Anzios <Del> key is hardcoded to generate decimal 127, but this can be overridden by a keymap definition - see below.

ARROW KEYS

The VT220s arrow keys can send out two different code sets, called normal mode and application mode. In normal mode (initiated by <ESC>[?1l), they send codes starting with <ESC>[. In application mode (initiated by <ESC>[?1h), they send codes starting with <ESC>O. Anzio has both modes hard-coded.

THE GRAY SPECIAL KEYS

The keys above the cursor pad, such as <Insert> and <PgDn>, are defined in the various VT keys files.

NUMERIC-PAD KEYS AND APPLICATION MODE.

The numeric pad in the VT220 can be shifted into keypad application mode, in which, instead of sending out numbers, they send out control codes. Anzio allows definitions to be attached to these keys, and the VT220N.KYS file (N for Native) contains the standard key definitions. Note that these apply ONLY when NumLock is OFF. If NumLock is ON, these keys send their labelled numbers, etc.

There is no way in Anzio to redefine the NumLock key.

TO SUMMARIZE

VT220.KYS   Basic VT220 keymap

VT220S.KYS   Shifts function keys by 5

VT220N.KYS   Native set; defines numeric pad keys and more

The following table indicates the definitions in the three VT220 key files:

VT220 Key	Generated Sequence	VT220.KYS	VT220N.KYS	VT220S.KYS

PF1	<ESC>OP	F1	F1	ctrl-F1
PF2	<ESC>OQ	F2	F2	ctrl-F2
PF3	<ESC>OR	F3	F3	ctrl-F3
PF4	<ESC>OS	F4	F4	ctrl-F4
(none)	<ESC>OT	F5	F5	
F6	<ESC>[17~	F6	F6	F1
F7	<ESC>[18~	F7	F7	F2
F8	<ESC>[19~	F8	F8	F3
F9	<ESC>[20~	F9	F9	F4
F10	<ESC>[21~	F10	F10	F5
F11	<ESC>[23~	F11 or shift-F1	F11 or shift-F1	F6
F12	<ESC>[24~	F12 or shift-F2	F12 or shift-F2	F7
F13	<ESC>[25~	shift-F3	shift-F3	F8
F14	<ESC>[26~	shift-F4	shift-F4	F9
Help	<ESC>[28~	shift-F5	shift-F5	F10
Do	<ESC>[29~	shift-F6	shift-F6	F11 or shift-F1
F17	<ESC>[31~	shift-F7	shift-F7	F12 or shift-F2
F18	<ESC>[32~	shift-F8	shift-F8	shift-F3
F19	<ESC>[33~	shift-F9	shift-F9	shift-F4
F20	<ESC>[34~	shift-F10	shift-F10	shift-F5
Find	<ESC>[1~	Home	Home	Home
Insert Here	<ESC>[2~	Insert	Insert	Insert
Remove	<ESC>[3~		Del	
Select	<ESC>[4~	End	End	End
Prev Screen	<ESC>[5~	PgUp	PgUp	PgUp
Next Screen	<ESC>[6~	PgDn	PgDn	PgDn
num Enter	<ESC>Om		num Enter	
num +	<ESC>Ol		num +	
num -	<ESC>Om		num -	
num 0	<ESC>Op		num 0	
num 1	<ESC>Oq		num 1	
num 2	<ESC>Or		num 2	
num 3	<ESC>Os		num 3	
num 4	<ESC>Ot		num 4	
num 5	<ESC>Ou		num 5	
num 6	<ESC>Ov		num 6	
num 7	<ESC>Ow		num 7	
num 8	<ESC>Ox		num 8	
num 9	<ESC>Oy		num 9	
num .	<ESC>On		num .	
num ,	<ESC>Ol			
Backspace	<DEL>	shift-Backspace		shift-Backspace

See also
Backspace
Key Mapping
Anzio, AT386, and SCOANSI Keys

Anzio, AT386, and SCOANSI Keys

The following table lists the standard key mappings for the above named terminal emulations. These are contained in the corresponding .KYS files. Note that VT-style arrow keys are hard-coded in these emulations, and so are not included in the keymap files.

Key Combination	Anziotic.kys sequence	At386.kys sequence	Scoansi.kys sequence
F1	`<ESC>OP`	`<ESC>OP`	`<ESC>[M`
F2	`<ESC>OQ`	`<ESC>OQ`	`<ESC>[N`
F3	`<ESC>OR`	`<ESC>OR`	`<ESC>[O`
F4	`<ESC>OS`	`<ESC>OS`	`<ESC>[P`
F5	`<ESC>OT`	`<ESC>OT`	`<ESC>[Q`
F6	`<ESC>OU`	`<ESC>OU`	`<ESC>[R`
F7	`<ESC>OV`	`<ESC>OV`	`<ESC>[S`
F8	`<ESC>OW`	`<ESC>OW`	`<ESC>[T`
F9	`<ESC>OX`	`<ESC>OX`	`<ESC>[U`
F10	`<ESC>OY`	`<ESC>OY`	`<ESC>[V`
F11	`<ESC>OZ`	`<ESC>OZ`	`<ESC>[W`
F12	`<ESC>OO`	`<ESC>OA`	`<ESC>[X`
shift-F1	`<ESC>Op`	`<ESC>Op`	`<ESC>[Y`
shift-F2	`<ESC>Oq`	`<ESC>Oq`	`<ESC>[Z`
shift-F3	`<ESC>Or`	`<ESC>Or`	`<ESC>[a`
shift-F4	`<ESC>Os`	`<ESC>Os`	`<ESC>[b`
shift-F5	`<ESC>Ot`	`<ESC>Ot`	`<ESC>[c`
shift-F6	`<ESC>Ou`	`<ESC>Ou`	`<ESC>[d`
shift-F7	`<ESC>Ov`	`<ESC>Ov`	`<ESC>[e`
shift-F8	`<ESC>Ow`	`<ESC>Ow`	`<ESC>[f`
shift-F9	`<ESC>Ox`	`<ESC>Ox`	`<ESC>[g`
shift-F10	`<ESC>Oy`	`<ESC>Oy`	`<ESC>[h`
shift-F11	`<ESC>Oz`	`<ESC>Oz`	`<ESC>[i`
shift-F12	`<ESC>Oa`	`<ESC>Oa`	`<ESC>[j`
ctrl-F1	`<ESC>@0`		`<ESC>[k`
ctrl-F2	`<ESC>@1`		`<ESC>[l`
ctrl-F3	`<ESC>@2`		`<ESC>[m`
ctrl-F4	`<ESC>@3`		`<ESC>[n`
ctrl-F5	`<ESC>@4`		`<ESC>[o`
ctrl-F6	`<ESC>@5`		`<ESC>[p`
ctrl-F7	`<ESC>@6`		`<ESC>[q`
ctrl-F8	`<ESC>@7`		`<ESC>[r`
ctrl-F9	`<ESC>@8`		`<ESC>[s`
ctrl-F10	`<ESC>@9`		`<ESC>[t`
ctrl-F11	`<ESC>@A`		`<ESC>[u`
ctrl-F12	`<ESC>@B`		`<ESC>[v`
alt-F1	`<ESC>#0`		`<ESC>[w`
alt-F2	`<ESC>#1`		`<ESC>[x`
alt-F3	`<ESC>#2`		`<ESC>[y`
alt-F4	`<ESC>#3`		`<ESC>[z`
alt-F5	`<ESC>#4`		`<ESC>[@`
alt-F6	`<ESC>#5`		`<ESC>[[`
alt-F7	`<ESC>#6`		`<ESC>[\`

alt-F8	`<ESC>#7`		`<ESC>[]`
alt-F9	`<ESC>#8`		`<ESC>[^`
alt-F10	`<ESC>#9`		`<ESC>[_`
alt-F11	`<ESC>#A`		`<ESC>[`
alt-F12	`<ESC>#B`		`<ESC>[{`
Home	`<ESC>[H`	`<ESC>[H`	`<ESC>[H`
ctrl-Home	`<ESC>[h`		
End	`<ESC>[Y`	`<ESC>[Y`	`<ESC>[F`
ctrl-End	`<ESC>[y`		
PgUp	`<ESC>[V`	`<ESC>[V`	`<ESC>[I`
ctrl-PgUp	`<ESC>[v`		
PgDn	`<ESC>[U`	`<ESC>[U`	`<ESC>[G`
ctrl-PgDn	`<ESC>[u`		
Insert	`<ESC>[@`	`<ESC>[@`	`<ESC>[L`
ctrl-Left	`<ESC>[d`		
ctrl-Right	`<ESC>[c`		
shift-Tab			`<ESC>[Z`

See also
Backspace
VT220 Keys
Key Mapping

Printing

Anzio can do screen printing as well as passthrough printing, in which the host system sends down data with control codes indicating it goes to the printer.

There is an inherent incompatibility between the passthrough-print model and Windows approach to printing. In Windows, the program paints elements onto a page, and groups pages into print jobs, which are usually spooled. But the passthrough-print approach is to feed a group of characters at a time to the printer, and the terminal program never knows when the job is finished. More on this below. Also, the data coming from the host may be just printable characters, or it may contain control codes for formatting a particular type of printer.

There are two methods of printing in Anzio.

THE WPRN APPROACH

The standard method in Anzio is called WPRN. This is driver (inside Anzio) that paints characters on a page until the page is full (based on page size and font size), or a formfeed (FF) is received. At that point, WPRN closes the page. The document will remain open until it is flushed, as explained below. Depending on your Windows spooling options, the document may or may not start printing before it is flushed.

The WPRN approach lets the user choose a printer font and size, through menu items.

If the data stream from the host contains control codes for the printer, such as to change orientation or to select a font, those codes will be **printed** instead of **obeyed**. This is not what you want. In that case, you will want to turn on Low-level print in the File menu. That tells Anzio to pass the data to the printer directly. This would also be appropriate if the data stream contained PostScript code already.

Note that low-level print often results in a blank page being printed at the end of the job.

Also, the Print Wizard can greatly simplify your printing by automatically making setup decisions based on the data to be printed.

PRINTING TO A DOS FILE/DEVICE

This approach, which is not available in the Lite version, is activated by the command PRINTER LPT2, for instance, entered at a Function prompt. This causes Anzio to do a DOS file open of the indicated name. Passthrough print data is then written to that file. Control codes are obeyed by the printer. This is essentially the same approach that is used by a DOS-level terminal emulation program.

The Printer file will remain open until the print job is flushed, as explained below.

With this method, printer font selection through Windows is not available.

FLUSHING THE PRINT JOB

Flushing is the process of releasing a print job, so whatever spooling mechanisms are active (outside Anzio) will send it to the printer. This happens when a) Anzio quits; b) the user issues the File:Eject command from the menu; c) the user or a macro issues the FLUSH macro command; or d) the FLUSHTIMER times out.

The FLUSHTIMER is initialized at 5 seconds. Thus, 5 seconds after receiving the last printout information (whether from window print or passthrough print), Anzio releases the document. The timer value can be changed through the File:Flush Timer menu. To disable the flushtimer feature, set it to zero. You might

want to do this, or set it very high, if your passthrough print documents were getting broken up into multiple jobs.

Command Line Parameters

Command-line parameters to Anzio can be as follows:

Startup macro	Any one-character parameter
Host name	/h:host
Host name and port	/h:host:port
Settings-file name	Any parameter more than one character long, not starting with /.
Macro definition	/d:<key><string>
Have user choose a settings file	/c
Serial connection	/Ts
TCP/IP connection	/Tt
PicLan connection	/Tp
Novell WLibSock connection	/Tn

Working with Web Browsers

Most Web browsers, such as Netscape, can be configured to invoke Anzio when a telnet session is needed. In the appropriate place in the configuration screen, enter the following (change the path as appropriate):

```
c:\anzio\anzioscr.exe /h:
```

The browser will add to the end of this the host name and telnet port.

See also:
Command Line Parameters

The Anzio Terminal Type

Many users can avoid the hassles of trying to synchronize keymaps, terminfos, etc. by telling the host system that the terminal type is ANZIO. This setup is VT220 plus color and a few other enhancements, with lots of function key and special key combinations mapped straight through. To support this, several files are included. Install as follows:

1. Move the file anzio.tic to your host system. This is a terminfo definition file.

2. If your host system is AIX, edit anzio.tic as it indicates.

3. As superuser (root), run the command:

```
tic anzio.tic
```

to compile the file and add it to your terminfo system of files.

4. Set Anzios terminal type to Anzio.

5. In Anzio, do <u>File:Read Keys</u>:Anziotic.kys.

6. Set your host systems TERM variable to anzio.

Some software on the host system may use its own terminal definitions. Anzio includes two definition files:

1. If you use Acucobol, copy anzio.cap to the host system, and append it to Acucobols A_TERMCAP file.

2. If you use Word Perfect for Unix, copy anzio.trs to the host system, and place it in WPs terminal definition directory. This combination gives you familiar key mappings, passthrough print support, and graphical print preview.

File Menu

Open New File To Receive...
Open File To Transmit...
Background bitmap...
Clear Background Bitmap
Browse Directories...
Change Logged Directory...
Save Defaults...
Read Keys...
Save Keys...
Merge Keys...
Printer Setup...
Printer Font...
Print Wizard
Low-level print
Flush Timer
Print Screen
Eject
Quit

Note: Your particular version of Anzio may not have certain listed items.

__Edit menu__

<u>Copy</u>
<u>Copy Screen to Output File</u>
<u>Paste</u>

Note: Your particular version of Anzio may not have certain listed items.

View menu

Beep On
Beep Idle
Show Gauge
Show Status Line
Scroll On
Block Cursor
Zoom
Window Title…
Track Window Position
Jump Scroll
Colors...
Screen Font…
Font Size
Screen Size

Note: Your particular version of Anzio may not have certain listed items.

Diagnose menu

- Monitor
- Interpret
- Review

Note: Your particular version of Anzio may not have certain listed items.

Communicate menu

Send Break
Unlock
Auto Linefeed
Full Duplex
Lock On
Setup...
Network:Host name...
Network:Reconnect
Network:Auto connect on startup
Network:SOCKS Server...
Host System
Character Set
Terminal Type
TERM Name...
Environment...
Backspace
Upper Case
Scroll Lock is Hold
Answerback...
Dial...

Note: Your particular version of Anzio may not have certain listed items.

Transfer menu

Capture to Printer
Capture
Transmit
Transmit With Trailer...
Transmit with Trailer Ctrl-D
Receive Quiet
grand Abort
Retransmit
Kermit
Zmodem
Delays...

Note: Your particular version of Anzio may not have certain listed items.

Open New File To Receive...

Creates a file on the PCs disk to receive data from the host.

See Also
File Menu

Open File To Transmit...

Opens an existing file on the PCs disk, ready to transmit to the host.

See Also
File Menu

Background bitmap...

Using this menu item, you can open a bitmap to use as a background in your Anzio window. The bitmap can be muted out by adjusting its brightness and contrast, so that the work area is still usable for terminal emulation.

Bitmaps are not included with your Anzio software, but are available from a wide variety of sources. Start by looking in the Windows directory, as bitmaps are often used for Windows wallpaper.

For acceptable results, select a 256-color bitmap. Also, your video driver must be running in 256 colors.

Select the bitmap of your choice. To adjust brightness and contrast, click or drag the **second** (usually the right) mouse button to different areas of Anzios window. The vertical axis controls the brightness and the horizontal axis controls the contrast.

See Also
File Menu

Clear Background Bitmap

Removes the background bitmap - the background becomes a solid color.

See Also
File Menu

Browse Directories...

This item simply lets you look at various directories on your disk, without bringing up the Windows File Manager.

See Also
File Menu

Change Logged Directory...

Allows you to change the current working directory.

See Also
File Menu

Save Defaults...

Saves all user settings.

See Also
File Menu

Read Keys...

Allows you to read a file of key definitions, that is, a key map file. All existing key definitions are deleted.

Anzios system of key definitions (macros) encompasses both the codes sent to the host when you hit a special key, such as a function key, and user macros.

See Also
File Menu

Save Keys...

Saves the macro keys to a disk file.

See Also
File Menu

Merge Keys...

Allows you to read a file of key definitions, that is, a key map file, merging them with those already in effect.

Anzios system of key definitions (macros) encompasses both the codes sent to the host when you hit a special key, such as a function key, and user macros.

See Also
File Menu

Printer Setup...

Brings up the standard Windows Printer Setup box, allowing you to select a printer and set printer-specific options.

See Also
File Menu

Printer Font...

Lets you select the font and size that Anzio will print in.

The printer font size determines the line spacing. The line spacing, in conjunction with the page size, determines how many lines will fit on a page.

This setting is ignored if Low-level Print is on.

See Also
File Menu

Print Wizard

Turning Print Wizard on can greatly simplify your printing, by telling Anzio to determine character size and low-level settings automatically, based on the data to be printed.

Print Wizard affects only passthrough print and the PRINTFILE command.

It works like this: you choose the page size and orientation in <u>Printer Setup</u>. You also choose the **font** in <u>Printer Font</u>, but the **size** chosen there is ignored, as youll see below. The Print Wizard will buffer up several hundred lines of data to be printed, and then analyze it. If it finds escape codes, or a PostScript initiation sequence, Print Wizard will print it using the <u>Low-level Print</u> technique. Otherwise, Print Wizard will inspect it to determine maximum line length, and maximum page length (if page feeds are included). Using this information, and the size of the printable page, it will choose a character size and margins appropriately.

The result is that whether the data stream is an 80-column report, a 132-column report, a PostScript document, or contains codes for a specific printer, it should print correctly, especially on a laser printer.

Print Wizard is not included in the Lite product.

See Also
<u>File Menu</u>
<u>Printing</u>

Low-level Print

Tells Anzio to pass the stream of data to be printed directly to the printer at a low level. In this case the indicated font and size will have no effect.

Low-level print is appropriate if the data stream coming from the host in pass-through print contains control codes for this specific printer type.

See Also
File Menu
Printing

Flush Timer...

Anzio needs to know when it should flush (dump) its print data and close the print job. This menu item allows you to set a value, in seconds. If Anzio has printed something, and this number of seconds elapses without receiving any more data to print, Anzio will flush the data and close the print job.

This value starts at 5, which should generally be sufficient. If you are doing passthrough print, and your print jobs are being broken into multiple jobs, increase this value.

To disable this behavior entirely, set this value to zero. Then you will need to manually flush the job, such as by doing a File:Eject.

See Also
File Menu
Printing

Print Screen

Copies the text from the screen to Anzios WPRN printer buffer.

See Also
File Menu

Eject

Causes Anzio to dump its printer buffer to the printer, and close the job.

See Also
File Menu
Flush Timer

Quit

Ends Anzio

See Also
File Menu

Copy

Copies to the clipboard, in both text form and bitmap form.

If you have selected a rectangular area of the Anzio window with the mouse, only that area will be copied. Otherwise, the entire window will be copied.

See Also
Edit Menu

Copy Screen to Output File

Copies the text of the Anzio window into the current output file.

See Also
Edit Menu

Paste

Pastes text data (from the clipboard) through Anzio into the host system, just as though you had typed the same information.

See Also
Edit Menu

Beep On

If this item is checked, Anzio will cause the PC to beep when it receives a bell code (hex 7) from the host system.

See Also
View Menu

Beep Idle

Using this item, you can tell Anzio to beep every few seconds when the host system is waiting for you.

See Also

View Menu

Show Gauge

Tells Anzio to display a line gauge on the bottom line of the window.

See Also
View Menu

Show Status Line

Tells Anzio to display status information on the bottom line of the window. Information includes the state of the CAPS LOCK and NUM LOCK keys, as well as communication errors, etc.

See Also
View Menu

Scroll On

If this item is checked, Anzio will scroll the entire screen into the review buffer whenever it receives a clear-screen command from the host.

See Also
View Menu

Block Cursor

Lets you select a block (vs. an underline) cursor.

See Also
View Menu

Zoom

Zooms (or unzooms) the Anzio window, just like clicking on the zoom box in the upper right corner of the window. By having this item in the menu, it can have a shortcut key (alt-Z) attached to it.

When Anzios window is zoomed, Anzio takes over the whole screen, by adding space between lines and on the right and left margins.

See Also
View Menu

Window Title…

Prompts for a title to be displayed on Anzios window. If this entry is blank, Anzio decides on its own title.

See Also
View Menu

Track Window Position

If on (checked), Anzio will save its window position between sessions (if you Save Defaults).

See Also
View Menu

Jump Scroll

These settings govern how Anzio deals with a rapid incoming stream of data.

If Jump Scroll is **off**, Anzio shows you every line of text.

If Jump Scroll is **medium**, Anzio will suspend scrolling until it is about one-half screenful behind.

If Jump Scroll is **fast**, Anzio will suspend scrolling until it is an entire screenful behind.

See Also
View Menu

Colors...

This item has three submenu items. **Normal** sets Anzios standard color table. **Reverse** sets up a green-on-black table. **Custom** takes you to the Colors screen, where you can set Anzios color translation table explicitly.

When Anzio is emulating a monochrome terminal, the host may send out video attributes such as reverse, underline, and blink. Anzio translates these attribute combinations into color combinations, according to the color table.

If the host sends out explicit color-setting escape sequences, according to the ANSI standard, Anzio will react properly if it is emulating a VT220 or related terminal (SCO ANSI, AT386, ANZIO). This aspect of color handling requires no setup.

Changing the color table does not affect characters already on the screen - it affects only characters arriving after the change is made.

See Also
View Menu

Screen Font…

This item lets you choose a font to use for the screen. Only fixed-space fonts are shown.

TrueType fonts offer more flexibility in sizing, and tend to look better on high-resolution screens. Bitmap fonts may look better at smaller sizes.

In most cases you will want an OEM font, such as Terminal or MS Linedraw. OEM fonts give you the special line-drawing characters used in many terminal environments. However, they lack certain special characters. If you choose a non-OEM font, the line drawings will be made with +, -, and |.

You can choose fonts in other character sets, such as Cyrillic or Greek, if they have been installed on your system.

See Also
View Menu

Font Size

These various menu items allow you to choose the font size Anzio will use for the screen. They show the sizes available in the screen font selected in the <u>View:Screen Font</u> dialog. The easiest way to choose a font is to cycle through the available choices using alt-L for larger fonts and alt-S for smaller fonts.

When you change the font size, Anzio adjusts the window size accordingly.

See Also
<u>View Menu</u>

Screen Size

These menu items let you tell Anzio how many lines and columns you want. Note that this may need to be coordinated with the host system.

Anzio adds one more line, which is used for status and gauge information.

See Also
View Menu

Monitor

When Monitor is turned on, Anzio displays control codes it receives, rather than reacting to them.

See Also
Diagnose Menu

Interpret

This brings up the Interpret screen, which shows the last 2048 character received from the host.

In diagnosing certain emulation problems, you may be asked by Rasmussen Software to print and fax this information, as follows: 1) Run the program until the error happens; 2) do Diagnose:Interpret; 3) do <Alt-P> to print the screen; 4) Hit <Enter> to display the second screen of Interpret data; 5) <Alt-P> again; 6) <Enter> again, to return to the main screen; and 7) <alt-E> if necessary to eject the page.

See Also
Diagnose Menu

<u>Review</u>

Initiates Review (screen scrollback). Anzio maintains a 64 K buffer of lines that have scrolled off the top of the screen. The Review function allows you to scroll through them.

This feature is sometimes referred to as screen scrollback.

See Also
<u>Diagnose Menu</u>

Send Break

Sends a break signal to the host.

See Also
Communicate Menu

Unlock

Unlocks communication from Anzio to the host. Affects both XON/XOFF locking and NCR ITX locking.

See Also
Communicate Menu

Auto Linefeed

If this item is on, each carriage-return (CR) either entered or received will have a linefeed (LF) added.

See Also
Communicate Menu

Full Duplex

If Full Duplex is ON, that means the host system is assuming the responsibility of echoing your keystrokes back to you.

See Also
Communicate Menu

Lock On

Turns on a special locking protocol used with certain NCR host systems and with certain proprietary file transfer schemes.

See Also
Communicate Menu

Host System

Tells Anzio what kind of host operating system it is communicating with.

If uncertain, select Unix.

See Also
Communicate Menu

Terminal Type

Tells Anzio what kind of terminal to emulate. Note that changing this item does not change the key mappings for function keys, etc., because you may have some set up specially. **So you may want to do a Read Keys** operation after changing terminal types.

Following is a brief description of each terminal type:

N7900   An obsolete NCR terminal with no function keys and awkward attributes.

VIEWPOINT   The ADDS Viewpoint, plus enhancements made by Wyse and others. Supports only one attribute on-screen at a time.

WYSE50   The Wyse 50 has fewer features than the Wyse 60, and handles attributes differently.

WYSE60   The Wyse 60 has good monochrome attribute support.

VT220   The industry standard. Good attribute support. Anzios VT220 support also supports color. Uses ISO character set.

ANZIO   A superset of the VT220, with some features added for speed. Uses ISO character set.

SCOANSI   Emulates the console of SCO Unix. Basically VT220 plus color, plus some quirks.

AT386   Emulates the console of ATT Unix V.4. VT220 plus color, with slight color differences from SCOANSI and ANZIO.

C332   For Versyss systems.

See Also
Communicate Menu

Character Set

Tells Anzio what character set is represented by the characters on the host system.

International refers to an 8-bit set, either IBM extended ASCII or ISO 8859-1, depending on the terminal type.

Other settings are collectively called National Replacement Character sets, or NRCs, and are identified by country. NRCs are 7-bit sets, where various special characters in the ASCII set are replaced with special characters required in the named country. Following is the table of translations:

Hex code	23	40	5B	5C	5D	5E	5F	60	7B	7C	7D	7E
ASCII	#	@	[	\	]	^	_	`	{	|	}	~
UK	£	@	[	\	]	^	_	`	{	|	}	~
Finnish	#	@	Ä	Ö	Å	Ü	_	é	ä	ö	å	ü
French	£	à	°	ç	§	^	_	`	é	ù	è	¨
Canadian	#	à	â	ç	ê	î	_	ô	é	ù	è	û
German	#	§	Ä	Ö	Ü	^	_	`	ä	ö	ü	ß
Italian	£	§	°	ç	é	^	_	ù	à	ò	è	ì
Swedish	#	É	Ä	Ö	Å	Ü	_	é	ä	ö	å	ü
Spanish	£	§	¡	Ñ	¿	^	_	`	°	ñ	ç	~
Norwegian	#	@	Æ	Ø	Å	^	_	`	æ	ø	å	~
Swiss	ù	à	é	ç	ê	î	è	ô	ä	ö	ü	û

See Also
Communicate Menu

TERM Name...

In environments where the host system can request a terminal type (i.e., a telnet session), this item allows you to set the exact response.

If this item is blank, Anzio will respond with the terminal name as in the Terminal Type menu item.

See Also
Communicate Menu

Environment...

With some host systems, connected through a telnet session, Anzio can send environment variables. This menu item prompts for the variables you wish to send.

Enter one entry, or more than one separated by semicolons. Entries are of the form NAME=VALUE. VALUE is optional.   VALUE can also include a reference to a DOS environment variable, such as ${LOGNAME}, or a special entry ${ANZ_IP} which will be replaced by Anzios IP address.

Changes made will not take effect until the next login to the host.

See Also
Communicate Menu

__Backspace__

Sets the code Anzio will transmit when you hit the Backspace key: 8, 21 (obsolete), or 127.

See Also
Communicate Menu

Upper Case

If on (checked), Anzio forces keystrokes to uppercase when sending them to the host.

See Also
Communicate Menu

Scroll Lock is Hold

If on (checked), the Scroll Lock key functions as a Hold key, suspending output from the host.

See Also
Communicate Menu

Answerback...

Prompts for an answerback string, which is sent to the host in response to certain control codes.

See Also
Communicate Menu

Setup...

Brings up the CrowComm setup dialog box.

See Also
Communicate Menu

Host name...

Specifies which TCP/IP host you want to connect to.   Entering a new value causes Anzio to drop the current connection and initiate a new one.

The host entry can be either an IP address, of the form nnn.nnn.nnn.nnn, or a host name, assuming your TCP/IP setup has the means of translating the host name to an address.

You can specify a different TCP/IP port number by attaching it to the end of either the IP address or the host name, following a colon. That is:

    hostname:port

For PicLan, you can specify a list of port numbers to try in sequence, such as:

    pichost:51:52:53:54

See Also
Communicate Menu

Reconnect

This item governs how Anzio will behave if the host end of a TCP/IP connection terminates.

If Reconnect is ON, Anzio will immediately attempt to reconnect, usually resulting in a new login prompt.

If OFF, Anzio will quit.

See Also
Communicate Menu

Auto connect on startup

On startup, if this item is ON, ANZIO will immediately issue a connection request to the host name saved from the last session.

If OFF, Anzio will always ask you for the host name.

See Also
Communicate Menu

SOCKS Server

SOCKS is a kind of firewall system. That is, when you want to telnet from inside a corporate network out to the Internet, you may need to go through another computer (a firewall system) that is running the SOCKS protocol.

If so, use this menu item to specify the SOCKS firewalls name or IP address. You can optionally append a port number after a colon (the default port number is 1080).

See Also
Communicate Menu

Dial...

For a serial modem connection, this item prompts for a phone number to be dialed.

See Also
Communicate Menu

Capture to Printer

When on (checked), Anzio captures incoming text to the Windows printer driver (WPRN).

See Also
Transfer Menu

Capture

Initiates a simple ASCII file capture to the current output file.

See Also
Transfer Menu

Transmit

Initiates a simple ASCII file transmission, from the PCs current open input file.

See Also
Transfer Menu

Transmit With Trailer...

Initiates a simple ASCII file transmission, from the PCs current open input file.

Anzio first prompts for a sequence of characters to be sent at end-of-file.

See Also
Transfer Menu

Transmit with Trailer Ctrl-D

Initiates a simple ASCII file transmission, from the PCs current open input file. At end-of-file, Anzio sends a control-D.

See Also
Transfer Menu

Receive Quiet

If ON, causes file transfer (both directions) to NOT display on the screen.

See Also
Transfer Menu

Grand Abort

Breaks Anzio out of every trap, endless loop, macro transmission, and file transfer.

See Also
Transfer Menu

__Retransmit__

Resends the last data string or response code. Used with file transfer.

See Also
Transfer Menu

<u>Kermit</u>

Items in this menu initiate Kermit file transfer.

Send   Prompts for a file to send to the host.

Receive   Prompts for a file to receive from the host

Auto reception   Checking this item allows automatic reception of a file via Kermit.

Command   Allows you to send various commands to a Kermit server.

See Also
<u>Transfer Menu</u>

Zmodem

Items in this menu initiate Zmodem file transfer.

Send   Prompts for a file to send to the host.

Receive   Prompts for a file to receive from the host

Auto reception Checking this item allows automatic reception of a file via Zmodem.

See Also
Transfer Menu

Delays...

Prompts for two numeric values that cause Anzio to slow down its output to the host. Both are measured in units of approximately 10 microseconds.

Line Delay is a line turn-around delay, affecting communication when LOCK is ON, such as with NCR ITX systems and/or file transfer.

Delay is a delay between characters.

See Also
Transfer Menu