A-Talk Help Contents

To learn how to use Help, press F1.

Using A-Talk

Step-by-step instructions to help you complete your tasks

Examples and Demos

Demonstrations to help you use A-Talk

Reference Information

Answers to common questions, tips and guides to terminology, commands, buttons and the keyboard

Programming with A-Talk

Complete reference information about the A-Talk script language

Technical Support

Available support options so that you can get the most from your Felsina product

Technical Support

Free technical support for registered users of A-Talk for Windows is available from a variety of services.

Electronic Services

Using CompuServe

As a CompuServe user, you can now obtain free technical support around the clock. You can ask questions, share ideas and get important information about Felsina Software products via CompuServe. By accessing the Felsina Software section (GO ATALK) of the Windows Networking Applications Forum, you'll gain valuable information on all of our current products, as well as late-breaking news and soon-to-be and newly released products. GO ATALK also connects you directly to our technical support team and provides easy access to the most current file updates. Felsina Software's e-mail address on CompuServe is 74777,1006. If you are not currently a CompuServe member, please look for a valuable offer included with this package for one free month of unlimited access to over 80 services, and a $15 usage credit good toward exploring optional extended services.

Using the Internet Network

E-mail

You can e-mail your questions to Felsina Software using the Internet, a collection of computer networks and gateways. Internet is available 24 hours a day, seven days a week, including holidays. You can e-mail your questions to felsina@crl.com. Include your

registration number with you message.

FTP
You can download the latest version of A-Talk's Test Drives, by using anonymous FTP to ftp.crl.com. Change the directory to users/fe/felsina.

World-Wide-Web
If you have access to a Web browser such as Mosaic, Enhanced Mosaic or Netscape, you can access Felsina Software's home page on the Web: http://www.crl.com/~felsina/. Our Web service includes information on current products, Test Drives for download, press releases, as well as late-breaking news on soon-to-be and newly released products.

Telephone Support

Using the Felsina Fax Line
Fax your questions to (213)-669-1893. Include a fax number where Tech Support can return a reply.

Mail Support

Mail your questions to:

Felsina Software, Inc.
Attn: Technical Support
4440 Finley Ave., Ste. 108
Los Angeles, CA 90027-2760

Office Compatible

A-Talk for Windows is a certified Microsoft Office Compatible product. As stated by Microsoft:

"Products with the Microsoft Office Compatible Logo offer a distinct advantage - they share the Microsoft Office family's familiar look and consistent way of doing things. The similarities start with toolbars, menus, and commands and can include much more, such as the same easy way of sharing text, numbers, and graphics."

A-Talk includes all of the following Microsoft Office Compatible features:

1. Main Screen and Dialog Box Appearance
2. Basic Toolbar
3. Tooltips
4. Basic and Advanced Menus
5. Accelerator Keys
6. File Open, File Save As and File Print Dialog Boxes
7. Startup Screen and About Box
8. Help Contents, Search, Index, Tutorial, Tech Support, Office Compatible
9. Shortcut menus
10. Status Bar
11. Main Window Title Bar
12. Integration with Cut, Copy and Paste, Drag/Drop
13. Integration with Microsoft Mail

All Microsoft Office Compatible features are activated by default, except for the Accelerator Keys. When A-Talk is initially set up:

1. the accelerator keys for the File and Edit menus use the CTRL+SHIFT+key combination instead of the standard Office accelerator CTRL-key combination;

2. the accelerator key combination for the Help Contents menu is Alt-F1 instead of the standard Office accelerator key F1;

3. Context-sensitive help is not available.

The reason behind the default behavior is that the standard Office accelerator key combinations have traditional meaning with the mainframe and UNIX connectivity environment.

To activate the standard Office accelerator keys you must invoke the Option Preferences dialog box, and select the checkbox named Use Function and Ctrl keys for Windows.

Programming with A-Talk

Reference Information

General Reference

Examples and Demos

Excel Demo
Tektronix Demos

Using A-Talk

Excel Demo

Single Workstation Demo

You can optionally copy, during installation of A-Talk, three script files and two Excel files that demonstrate DDE (and possibly Network DDE if used in a Windows for Workgroups environment) between A-Talk and Microsoft Excel 5.0. The following files are copied to your hard disk:

```
DJNS.ATK          120 11-05-92      8:14p
STOCKS.ATK        77 02-05-93       10:24a
DJNSREMT.ATK      491 10-06-93      1:23a
DJNS.XLC          6,144 05-11-94    11:05p
DJNS.XLS          19,968 05-11-94   11:01p
```

The DJNS.ATK script may be used to log into the Dow Jones News Service (DJNS). The STOCKS.ATK script may be used with the DJNS to continually update the terminal screen with "live on-line stock quotes. The Microsoft Excel 5.0 DJNS sheet and chart establish links with A-Talk's terminal window.

Network DDE Demo

The above mentioned files plus the DJNSREMT.ATK script file may be used to establish Network DDE hot links between A-Talk programs running on networked machines (either Windows for Workgroups or Windows NT). The DJNSREMT.ATK initial lines are as follows:

```
INITIATE ch0 "\\FELSINA\NDDE$" "ALLAT$
# first MSOFT
ADVISE ch0 "R5C31:R5C36" "R5C31"
ADVISE ch0 "R5C41:R5C46" "R5C41"
ADVISE ch0 "R5C51:R5C56" "R5C51"
ADVISE ch0 "R5C61:R5C66" "R5C61"
....
```

The file must be edited by substituting the name FELSINA with the computer name of the workstation attached to the modem connected to DJNS. The same computer must also be previously set up with a share names ALLAT$, with complete access to the A-Talk terminal screen.

Tektronix Demos

You can optionally copy, during installation of A-Talk, a number of Tektronix 4014 demonstration plots. The following files are copied to your hard disk:

```
SHUTTLE.TEK        6,545 12-20-89    8:59p
ICEM.TEK           24,518 01-06-90   1:03a
```

You can "replay" the demos, as follows:

1. Select Options Terminal Tektronix
2. Select File Replay.
3. Enter one of the file names mentioned above.

Essential Skills

Settings Control

File Transfers

Selected Text Control

Printing

Phonebook/Communications with Hosts

Tektronix

Miscellaneous

Mail and Network DDE

A-Talk Help Index

The Index lists Help topics available for A-Talk. Use the
scroll bar to see entries not currently visible in the Help window.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

Commands

Glossary

Procedures

Dialogs

The Index contains a list of all Help topics available for the Help Example. For information on how to use Help, press F1 or choose Using Help from the Help menu.

Edit Menu

The Edit menu includes commands that enable you to delete text, transfer text to and from the Clipboard, send mail, and work with Network DDE shares.

For more information, select the Edit menu command name.

Add Share	Allows an A-Talk server to share information.
Clear	Deletes the contents of the scroll buffer.
Copy	Copies selected text to the Clipboard.
Cut	Copies selected text to the Clipboard and deletes it.
Link to Share	Starts Network DDE hot links.
Paste	Sends text in the Clipboard to the host.
Remove Share	Removes Network DDE shares.
Select All	Selects everything in the terminal window.
Send To Host	Sends selected text to the host.
Send	Sends messages via the Mail system.
Unlink from Share	Cancels Network DDE hot links.

File Menu

The File menu includes commands that enable you to open, add to, save and print selected text and files.

For more information, select the File menu command name.

Append Selection To	Appends selected text to an existing file.
Exit	Exits A-Talk.
New	Resets the default configuration to the values in the ATALK.INI file.
Open	Installs a previously saved set of communications parameters.
Print	Prints the contents of the terminal window.
Print Setup	Use to set up various printer options.
Save	Saves communications parameters in the ATALK.INI file.
Save As	Saves communications parameters in a file you designate.
Save Selection As	Saves selected text to a new file.
Send	Sends downloaded files via the Mail system.

Options Menu

The Options menu includes commands that enable you to set various parameters necessary for communication, terminal emulation, and function keys.

For more information, select the Options menu command name.

Communications	Sets parameters for communication.
Function Keys	Enables you to define 44 function keys.
Modem	Sets modem and telephone variables.
Preferences	Sets beep, journal and scroll buffer.
Protocol Transfer	Sets protocols and other transfer options.
Save Workspace on Exit	Saves the position of the A-Talk window.
Smooth Scroll	Allows scroll only upon release of the mouse.
Terminal	Sets terminal variables (emulator, bell).
Text Transfer	Sets the "end of line" characters and delays.

Format Menu

The Format menu includes commands that enable you to set various parameters necessary for formatting text, the colors, the keyboard and display.

For more information, select the Format menu command name.

Colors	Changes the colors of the ANSI text.
Font	Selects the terminal font.
VT SET-UP Display	Displays the data on your screen in selected ways.
VT SET-UP Keyboard	Sets keyboard options.

Phone Menu

The Phone menu includes commands that enable you to dial, write and use login scripts, and write your own phone book.

For more information, select the Phone menu command name.

Auto Answer	Puts your modem into auto-answer mode.
Dial	Dials without going into the **Phone Book**.
Hang Up	Disconnects your modem.
Phone Book	Enables easy access to often used hosts.
Send Break	Interrupts connection with the host.

Tools Menu

The Tools menu includes commands that enable you to write and use login scripts, and use speech.

For more information, select the Tools menu command name.

Auto Script	Creates a login script as you log in.
BBS	Turns your PC into a mini BBS.
Script	Activates a login script without using the **Phone Book**.
Script Editor	Activates an interactive script editor.

Transfer Menu

The Transfer menu includes commands that enable you to send and receive files.

For more information, select the Transfer menu command name.

Command	Receives files in Kermit Server (Kermit Get) and executes ZMODEM commands.
Kermit Finish	Shuts down Kermit Server mode.
Receive Protocol	Receives files except with Kermit Server mode and Compuserve B+.
Receive Text	Receives everything that comes through the serial port.
Send Protocol	Sends files.
Send Text	Sends previously edited mail and other text files.
Set Directory	Selects disk/directory with ZMODEM, YMODEM Batch, Kermit Get and CompuServe B+.

Tektronix File Menu

The Tektronix File menu includes commands that enable you to save, replay and print images.

For more information, select the Tektronix File menu command name.

Print	Gives you a hardcopy of your Tektronix screen.
Print Setup	Used to set up various printer options.
Replay	Replays files captured in PLOT-10 format.
Save Bitmap	Saves a bitmap to a file.
Save Picture	Saves a picture in Metafile format.
Save Plot	Saves a picture in PLOT-10 format.

Tektronix Edit Menu

The Tektronix Edit menu includes commands that enable you to copy images to the Clipboard.

For more information, select the Tektronix Edit menu command name.

Copy	Saves a bitmap to the Clipboard.
Copy Picture	Saves a picture to the Clipboard in Metafile format.

Tektronix Options Menu

The Tektronix Options menu includes commands that enable you to set controls and the emulation mode.

For more information, select the Tektronix Options menu command name.

Controls	Sets Tektronix emulation options.
Mode	Enables switching to the VT100 terminal.

Transfer Receive Text Menu

These commands enable you to receive everything that comes through the serial port. This is for systems that do not support the error-checking protocols Kermit, XMODEM, 1K-XMODEM, YMODEM Batch or ZMODEM. Data transmission with this menu is risky. Make sure that:

1) Your host or remote micro supports the XON/XOFF handshake or you are receiving a small file of less than 4,000 characters (4 Kbytes).
2) You are NOT transmitting a binary file.
3) You do not have a noisy telephone line.

For more information, select the Transfer Receive Text menu command name.

Pause Temporarily ends the receiving process.
Start Starts the receiving process.
Stop Closes the file.
View Enables you to preview the contents of the file.

Help Menu

The Help menu enables you to obtain assistance in using A-Talk.

For more information, select the Help menu command name.

About	A-Talk program information, version number and copyright notice.
Commands	Lists menus and their actions.
Contents	Main A-Talk help topic.
Examples and Demos	Lists the examples for learning A-Talk. keywords.
How to Use Help	How to use buttons, commands, and procedures.
Index	A list of all Help topics.
Keyboard	Help for use of the keyboard.
Office Compatible	Explains Microsoft Office Compatible features.
Procedures	Explains how to achieve your objectives with A-Talk.
Search for Help on	Searches for help topics containing keywords.
Technical Support	A list of technical support options.

View Menu

The View menu enables you to set the timer.

For more information, select the View menu command name.

Split Window	Enables CB or chat mode.
Status Bar	Shows or hides the status bar.
Timer	Starts or stops a timer in the status bar.
Toolbar	Shows or hides the toolbar.

Edit Clear Command

Deletes the contents of the scroll buffer.

Edit Copy Command

Preselected text in your terminal window is copied to the Clipboard or used for DDE hot links.

See Also

How To Insert DDE Hot Links

Edit Select All Command

This is a shortcut for selecting everything in the terminal window.

Edit Paste Command

Sends what is in the Clipboard to your host.

Edit Send To Host Command

Bypassing the Clipboard, you may send selected text to the host.

File Exit Command

Exits A-Talk. If parameters have changed since startup, a dialog will ask whether you want to save the new parameters or not.

File New Command

Resets the default configuration to the values stored in the ATALK.INI file.

File Open Command

Installs the configuration parameters from a previously saved configuration file. Select the file from the list box. The command has a dialog box.

File Print Command

Prints the contents of the terminal window if the *Capture to Printer* checkbox is not selected, and prints everything that comes in through the serial port if the *Capture to Printer* checkbox is selected.

If you are capturing a session, your session will slow to the speed of the printer. Uncheck *Capture to Printer* when you no longer want a printout. Your printout will be formatted according to the printer type and options selected in the Window's Control Panel or the File Print Setup dialog box.

The command has a dialog box.

See Also

Getting a Cheap Printout
Printing Incoming Text

File Print Setup Command

Sets various printer options before printing. The command has a dialog box.

File Save Command

Saves the default configuration necessary for communication in the ATALK.INI file.

File Save As Command

Saves a configuration necessary for communication under the file name you designate. You should use the extension .ATI.

The command has a dialog box.

File Send Command

Sends the last downloaded file and any selected text to other computers on the LAN via Microsoft Mail, Lotus cc:Mail, Lotus Notes Mail or other compatible MAPI or VIM system.

Format Colors Command

Enables you to change the colors of the ANSI text by using the Red, Green and Blue controls. This command has a dialog box.

Options Function Keys Command

Enables you to define forty-four function keys.

This command has a dialog box.

See Also

A-Talk Keys

View Timer Command

This selection works as a toggle, either starting or stopping a timer in the status bar.

It displays the date, the time, the amount of memory and the value of the timer (starting at zero when it is turned on).

View Status Bar Command

This selection works as a toggle, either showing or hiding the status bar, which may include the timer and any current keyboard-typing modes.

View Tool Bar Command

This selection works as a toggle, either showing or hiding the toolbar, which allows you to select frequently used menu items.

View Split Window Command

This selection works as a toggle, either providing or removing a separate window for whatever you type. It is useful for electronic conferences or talking to sysops.

Options Communications Command

Sets various parameters necessary for communication. This command has a dialog box.

Tools Speech Command

Sets various parameters and filters for speech. This command has a dialog box.

Phone Auto Answer Command

For Hayes-compatible modems, this command allows your modem to answer calls even when you are not present. This command should be used before setting up A-Talk to be used as a remote host, such as a BBS.

Phone Dial Command

Dials without going into the **Phone Book**. The telephone number will not be saved. If the line is busy or dialing cannot be completed, you will get an error message.

This command has a dialog box.

For a permanent telephone directory, select: **Phone Book**.

Phone Hang Up Command

Use **Hang Up** to disconnect your modem according to your modem type. If using the *Custom Modem* option, it will Drop DTR, if selected, or it will use the Hang Up Command Code.

Options Modem Command

Sets modem and telephone variables, such as redialing, hanging up and line options.

This command has a dialog box.

Phone Phone Book Command

Enables easy access to frequently used hosts.

This command has a dialog box.

Tools Script Command

Activates a login script without going into the **Phone Book**. Before using this option, write a login script.

To end the execution of your script file before it is finished, select **End Script** which will appear in place of **Script**.

This command has a dialog box.

See Also

Creating a Login Script with Script Tutor
Script Commands
Script Language
Using the Script Editor

Phone Send Break Command

This command simulates the break key, which is used to interrupt connection between the terminal and the host. It may have to be repeated to be effective.

Tools BBS Command

This command turns your PC into a small Bulletin Board System. It is useful when you want to access your PC from a remote location or set up your own bulletin board. Since this command invokes an editable script (minibbs.atk), you may modify the BBS to suit your own needs.

Transfer Command Command

This menu appears as **Kermit Get** when the selected protocol is Kermit and it is used when receiving files from a Kermit Server. When receiving for other protocols, including Kermit (non-server mode), use **Receive Protocol**.

This menu appears as **Command** when the selected protocol is ZMODEM, and it is used to send and execute host commands remotely from your PC.

This menu is grayed when any other protocol is selected.

The command has a dialog box.

Transfer Kermit Finish Command

This command is used only to shut down the Kermit Server mode. This command is grayed when any other protocol besides Kermit is selected.

Transfer Set Directory Command

Selects drive/directory with ZMODEM, YMODEM Batch, Kermit Get and CompuServe B+.

There are only a few cases in which, during the receiving process, no file dialog box comes up: receiving with ZMODEM, YMODEM Batch and Kermit Get and Compuserve B+. Since the dialog box allows you to select the directory and/or drive on which the received file is stored, these cases require **Set Directory**, for changing the drive/directory on which the received file is stored.

The command has a dialog box.

Options Protocol Transfer Command

Sets protocols and other transfer options.

The command has a dialog box.

Transfer Receive Protocol Command

Receives files by using communications protocols except with Kermit Server mode and CompuServe B+.

The command has a dialog box when used with protocols that do not include the file name as part of the transfer.

Transfer Send Protocol Command

Sends files using a file transfer protocol.

The command has a dialog box.

VT SET-UP Display Command

For VT100 and similar terminals, displays the data on your screen in selected ways.

The command has a dialog box.

Format Font Command

Selects your terminal font.

The command has a dialog box.

VT SET-UP Keyboard Command

For VT100 and similar terminals, sets keyboard options.

The command has a dialog box.

Options Terminal Command

Enables emulation of various terminals and sets bell.

The command has a dialog box.

Options Text Transfer Command

Refers to how computers store the *end of line* characters in their files and how long you want the line and character delays to be.

This command has a dialog box.

Transfer Send Text Command

Sends an text file. This can be used to send mail and will save connect time. This is for systems that do not support the error-checking protocols Kermit, XMODEM, 1K-XMODEM, YMODEM Batch or ZMODEM. Data transmission with this menu is risky. Make sure that:

1) Your host or remote micro supports the XON/XOFF handshake or you are receiving a small file of less than 4,000 characters (4 Kbytes).
2) You are NOT transmitting a binary file.
3) You do not have a noisy telephone line.

If you select **End Send**, the transmission will be interrupted. If you want to complete the transmission, wait for the **File Sent** message.

This command has a dialog box.

Tektronix Options Controls Command

Sets hardware emulation options that would be available on a real Tektronix terminal.

The command has a dialog box.

Tektronix Edit Copy Command

Copies an image from the Tektronix window to the Clipboard in bitmap format.

Tektronix Edit Copy Picture Command

Copies an image from the Tektronix window to the Clipboard in Metafile format.

Tektronix Options Mode Command

Enables switching between the VT100 terminal window and the Tektronix window.

Tektronix File Print Command

Gives you a hardcopy of your Tektronix Graphics window. Before printing, make your printer selections in the Tektronix File Print Setup and the Windows Printer Control Panel. Your printer output depends on those selections.

The command has a dialog box.

Tektronix File Replay Command

A-Talk enables you to capture in PLOT-10 format using the **Tektronix File Save Plot** command. Use **Replay** to "replay" the plot on the PC in order to save it in one of the other formats. This is useful for saving connect charges.

The command has a dialog box.

Tektronix File Save Picture Command

Creates a file compatible with Windows Metafile format. Make this selection **before** drawing your image.

The command has a dialog box.

Tektronix File Save Bitmap Command

Creates a file compatible with the Windows 3.0 Bitmap format.

The command has a dialog box.

Tektronix File Save Plot Command

Saves in PLOT-10 format. Select **Tektronix File Save Plot** just before starting to display the image that is being captured (**before** pressing the carriage return).

The command has a dialog box.

Transfer Receive Text Stop Command

Closes the text file that is being received. The next time the you start receiving with **Start**, the dialog box will pop up asking for a new file name.

Transfer Receive Text Pause Command

Temporarily ends the receiving process.

After pausing, you may reopen the file at any time. The additional text will be appended to your file.

Pause before using Stop or View.

Transfer Receive Text Start Command

Starts the receiving process. You must Pause the receiving process before using Stop or View.

This command has a dialog box.

Transfer Receive Text View Command

Enables you to preview the contents of the received file. Before previewing, you must Pause. Once the receiving process is Paused, you can preview the file by using the **View** option.

Your session is displayed in a Notepad window. Scroll through the file using the Notepad scroll bars. Notepad has a 64K limit for the size of the file it can display. If the received file exceeds 64K, you will have to use another text editor.

Options Preferences Command

Enables you to set the number of pages in the scroll buffer, create a log and get a bep instead of a dialog box.

This command has a dialog box.

Options Save Workspace on Exit Command

Enables you to save the position and size of the A-Talk window for the next startup.

Options Smooth Scroll Command

Enables you to scroll smoothly within the terminal window history buffer or arrest the scrolling until the release of the mouse button.

Edit Add Share Command

Enables an A-Talk DDE server to share information on the network.

This command has a dialog box.

Edit Link to Share Command

Enables an A-Talk DDE client to obtain information from another computer on the network.

This command has a dialog box.

Edit Unlink from Share Command

Enables an A-Talk DDE client to cancel a hot link established with another computer on the network.

This command has a dialog box.

Edit Remove Share Command

Deletes a Network DDE Share created with the Add Share Command.

This command has a dialog box.

Edit Cut Command

Copies selected text to the Clipboard and deletes it from the window.

Edit Send Command

Sends selected text to other computers on the LAN via Microsoft Mail, Lotus cc:Mail, Lotus Notes Mail or other compatible MAPI or VIM system.

File Append Selection To Command

Appends text selected from the terminal window to an existing file.

This command has a dialog box.

File Save Selection As Command

Saves text selected from the terminal window to a new file.

This command has a dialog box.

Tools Script Editor Command

Activates an interactive program that helps you write correct scripts for login and other automatic tasks.

A-Talk Fonts

Any fixed-spaced font can be used in A-Talk. VT100/VT52/H19-compatible fonts are supplied with the A-Talk package.

Tools Auto Script Command

Creates a login script as you log in to a service.

This command has a dialog box.

Context-Sensitive Help Button

This button shows the arrow-question mark cursor, as when typing SHIFT-F1, if the SCROLL-LOCK key is pressed.

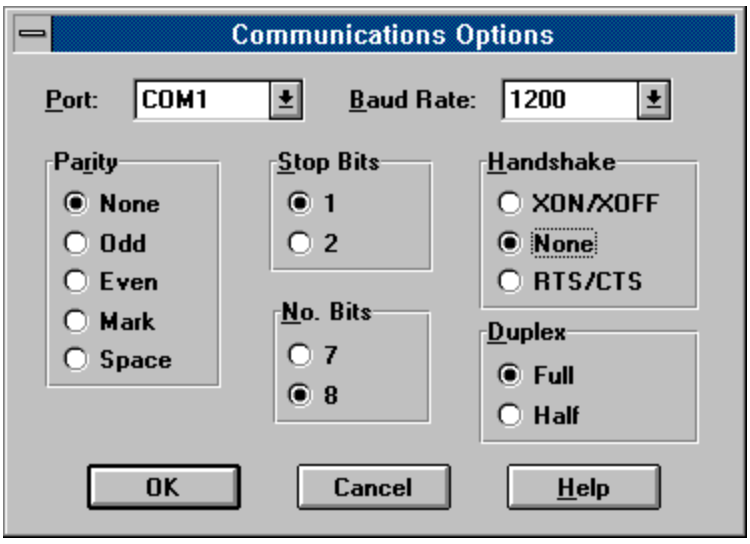
Tektronix Button

This button turns the terminal into Tektronix emulation.

Communications Options Dialog Box

Sets various parameters necessary for communication.

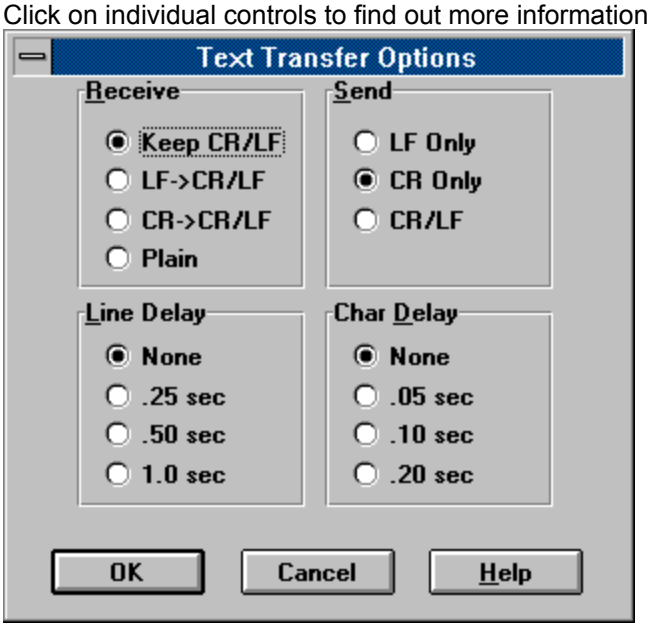
Click on individual controls to find out more information.



Text Transfer Options Dialog Box

Refers to how computers store the "end of line" characters in their files and how long you want the line and character delays to be.

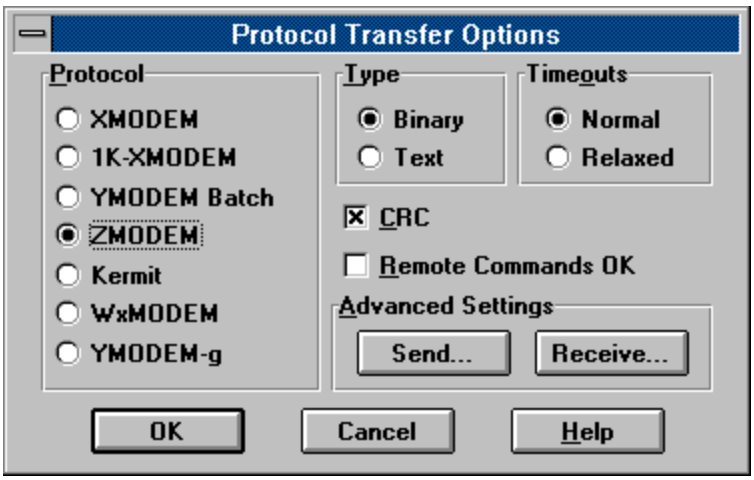
Click on individual controls to find out more information.



Protocol Transfer Options Dialog Box

Sets protocols and other transfer options.

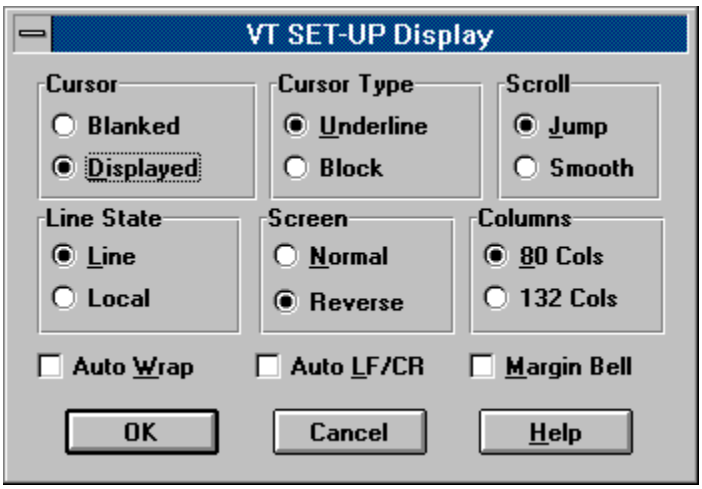
Click on individual controls to find out more information.



VT SET-UP Display Dialog Box

Enables selection of ways to display data on your screen.

Click on individual controls to find out more information.



Kermit Packet Settings Dialog Box

Enables selection of Kermit packet parameters. Inbound and outbound packets have a number of parameters which can be altered for various circumstances. You may set the following for each type. Note that you may have to set the corresponding values on the remote Kermit as well for proper communication to take place.

The Kermit Packet Settings dialog box includes the following areas:

End of Line character
The character which terminates a packet. The default is carriage return (CTRL-M).

Packet size The maximum length of a packet in bytes from the sequence number byte and including the checksum or CRC characters. The default is 80.

Padding character
The character to use for padding. The default is NUL (CTRL-@).

Padding count
The number of padding characters to send before a packet. The default is 0.

Quote character
The character used to signal that the next character is in the range 0-31, 128-159, or is a delete character (127). The default is #.

Start of packet
The character which is used to mark the start of a Kermit Packet. The default is SOH (CTRL-A). You would change this character only if the machine intercepts SOH (Start Of Header).

Timeout
The number of seconds that the remote Kermit should wait before timing out. The default is 5 seconds.

Kermit Protocol Settings Dialog Box

Enables selection of Kermit protocol parameters.

The Kermit Protocol Settings dialog box includes the following areas:

1-Byte Checksum
Selects the standard Kermit 1-byte checksum computation. This has proved to be quite robust in practice.

2-Byte Checksum
Selects the standard Kermit 2-byte checksum computation.

3-Byte CRC
Selects a cyclic redundancy checksum computation. This is most useful when transferring long packets or when operating on noisy lines.

Discard Partial File
If selected, partial files will be deleted if they have been received during a transfer interrupted by the user or an error condition.

Duplicate File Warning
If selected, then an incoming file with the same name as an existing one will be renamed, so as to not overwrite the old one. The new name appends or replaces part of the old name with a unique generation number.

Retry limit
Sets the number of retries in reading a packet before the protocol gives up.

Send Delay before first packet
Sets the number of seconds before the first packet is sent. It is mainly used to give the receiver time to get ready before the initialization packet arrives.

Timer
If selected, the transfer will be retried after no packets have been received within the given number of seconds. After a certain number of unsuccessful retries, Kermit will exit. The elapsed time and the number of retries can be set.

Warning Bell
If selected, the bell sounds when a transaction is complete or canceled.

ZMODEM Receive Settings Dialog Box

Enables selection of ZMODEM Receive management and conversion options.

The ZMODEM Receive Settings dialog box includes the following areas:

Append to existing local file
Forces an interrupted transfer to resume. A-Talk is able to find this out automatically and will pop up a dialog asking whether to overwrite or resume the transfer. This selection turns off the display of the dialog and forces the resumption of the transfer.

Escape Control characters
Receiver expects control characters to be sent as printable characters (escape), and will then translate them back to control characters. This should be used only if the transmission line is sensitive to control characters.

Overwrite existing local file
If there is a local file with the same name and location of the one being received, it is deleted (default).

Protect existing local file
If there is a file with the same name and location of the one being received, it is not overwritten.

ZMODEM Send Settings Dialog Box

Enables selection of ZMODEM Send management, conversion and other options.

The ZMODEM Send Settings dialog box includes the following areas:

Conversion Options
You can select one and only one of the following options for converting files:

Convert EOL to remote convention
Convert the received end of line character (EOL) to the local end of line convention. The supported end of line conventions are CR/LF (used on MS-DOS and Windows) and NL (UNIX). Either of these two end of line conventions meet the permissible ASCII definitions for Carriage return and Line Feed/New Line. Other processing appropriate to ASCII text files and the local operating system may also be applied by the receiver.

Inhibit conversion
Plain Binary transfer. There is no conversion of any kind.

Resume interrupted transfer
Recover/resumes an interrupted file transfer. If the destination file exists and is no longer than the source, append to the destination file and start transfer at the point where the transfer was interrupted. This option does not apply if the source file is shorter. Files that have been converted cannot have their transfer recovered.

Management Options
You can select one and only one of the following options for managing files:

Append to destination file
Appends source file contents to the end of the existing destination file (if any).

None
No management instruction for receiver.

Protect destination file
Protects the destination file by transferring the source file only if the destination file is absent.

Replace existing destination file
Overwrites the destination file with the same name as the file being sent.

Send file if file length differ
Compares the source and destination files. Transfer if the file length or the file polynomials differ.

Send file if source file newer
Transfers the source file if the destination file is absent. Otherwise, overwrites the destination file if the source file is newer.

Send file if source file newer or longer
Transfers the source file if the destination file is absent. Otherwise, overwrites the destination file if the source file is newer or longer.

Send if different length or dates
Transfers the source file if the destination file is absent. Otherwise, overwrites the destination file if the source and the destination files have different length or dates.

Skip file if same not present at destination
If selected, instructs the receiver to bypass transferring the current file if the receiver does not have a file with the same name.

Other Options
You can select one and only one of the following options for sending files:

Delete file after transmission
Deletes the source file after transmitting it.

Escape control characters
Sender (transmitter) expects control characters to be sent as sequences of printable characters (escape). This should be used only if the transmission line is sensitive to control characters.

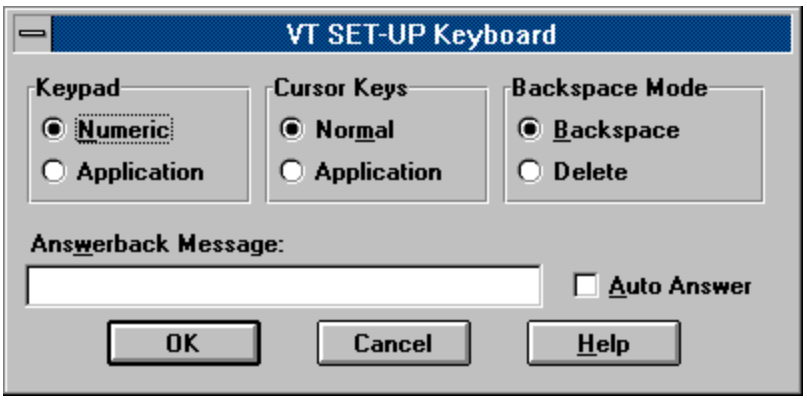
Send full path name
The entire path name, including : and \ is sent to the receiver.

Use CRC-16 (instead of CRC-32)
Use lower overhead CRC-16, which uses fewer characters and therefore is faster than CRC-32. Useful with error-correcting modems and clean lines.

VT SET-UP Keyboard Dialog Box

Sets keyboard options.

Click on individual controls to find out more information.



Font Format Dialog Box

The Font Format dialog box enables you to set the following font options. Once you have made your selection, a sample of the font you have selected will appear in the Sample box.

Font
Enables you to select the font you want in the list box.

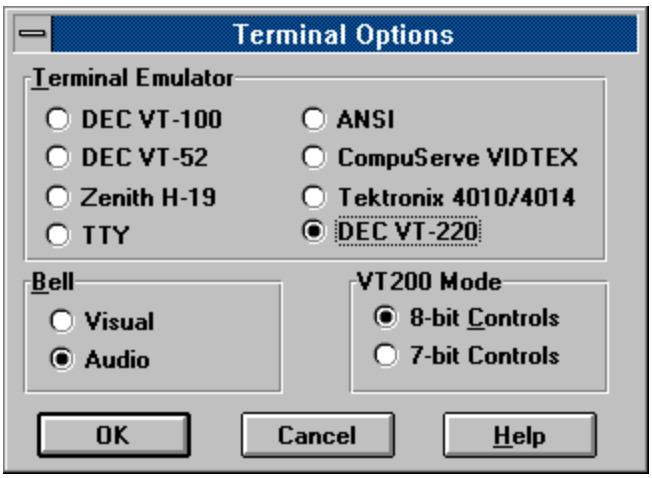
Font Style
Enables you to select the font style you want in the list box.

Size
Enables you to select the font size you want in points. The larger the number, the larger the font.

Terminal Options Dialog Box

Sets terminal variables (emulator, bell and VT200 mode).

Click on individual controls to find out more information.



Tektronix Options Controls Dialog Box

Sets Tektronix hardware emulation options.

Click on individual controls to find out more information.

Tektronix File Replay Dialog Box

Replays files captured in PLOT-10 format.

The Tektronix File Replay dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file is stored.

File Name
Click on the file from which the PLOT-10 data will be retrieved.

List Files of Type
Lists all the extensions of pertinent types of files.

Tektronix File Save Picture Dialog Box

Saves a picture in Metafile format.

The Tektronix File Save Picture dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be stored.

File Name
Type in a name under which your file will be saved.

Save File as Type
Lists all the extensions of pertinent types of files.

Tektronix File Save Bitmap Dialog Box

Saves a picture in Windows Bitmap format.

The Tektronix File Save Bitmap dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be stored.

File Name
Type in a name under which your file will be saved.

Save File as Type
Lists all the extensions of pertinent types of files.

Tektronix File Save Plot Dialog Box

Captures and saves a Tektronix graphics plot in a PLOT-10 format file you designate.

The Tektronix File Save Plot dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be stored.

File Name
Type in a name under which your file will be saved.

Save Files as Type
Lists all the extensions of pertinent types of files.

Function Keys Options Dialog Box

Enables you to define forty-four function keys for all emulators except DEC VT-220, which allows you to define thirty-six function keys (all unshifted keys F1 through F12 send predefined escape sequences in DEC VT-220 emulation).

The Function Keys Options dialog box includes the following areas:

Key
Choose the key you want to define.

Modifier
Choose how you want the defined key to be modified.

String
Use normal ASCII characters (letters, numbers and punctuation) and special, or control characters.

Colors Format Dialog Box

Enables you to change the colors of the ANSI text. Select the color you want to change by clicking on one of the boxes at the bottom of the dialog box.

The Colors Format dialog box includes the following areas:

Blue
Adjusts the amount of blue in the color selected.

Green
Adjusts the amount of green in the color selected.

Red
Adjusts the amount of red in the color selected.

Phone Dial Dialog Box

Allows you to type your telephone number and dials the number. Check your modem instruction manual to see if you have to include extra characters (such as pauses for long distance access codes) in order to dial properly.

Tools Script Dialog Box

Enables you to select the login script you want to execute.

Directories
The directory under which your script file is stored. In the listbox under Directories, you will see the path and all the directories in the path.

Drives
The drive in which your script file is stored.

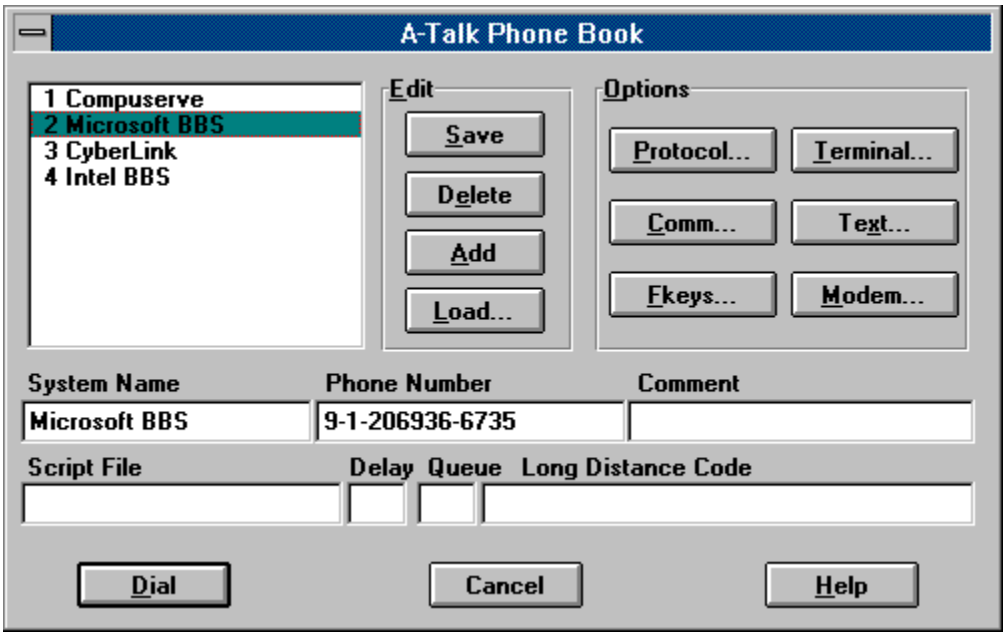
File Name
The name of the login script you want to execute.

List Files of Type
Lists all the extensions of pertinent types of files.

Phone Phone Book Dialog Box

Click on the scroll bar to scroll through the sixty entries for remote computers. The default selection is the first host. Select another host by clicking on it. The selected host appears in the text boxes below the list box.

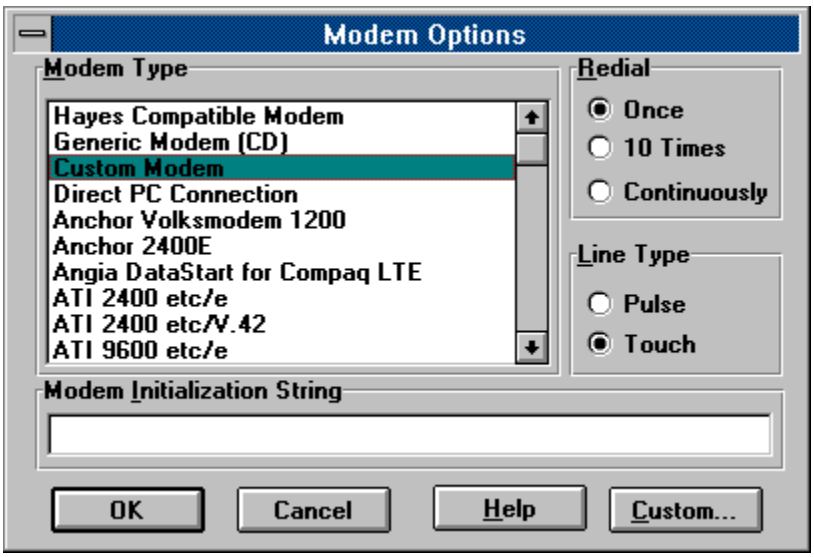
Click on individual controls to find out more information.



Modem Options Dialog Box

Sets modem and telephone variables.

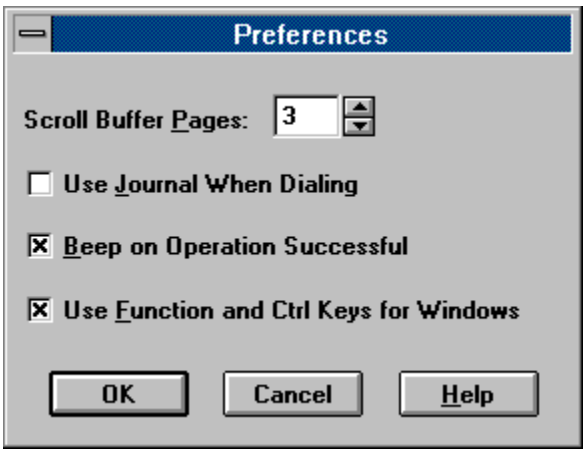
Click on individual controls to find out more information.



Preferences Dialog Box

Sets scroll buffer pages, journal and beep on operation successful.

Click on individual controls to find out more information.



Speech Tools Dialog Box

Sets speech variables and filters.

The Speech Tools dialog box includes the following areas:

Mode
Sets how your received data will be read aloud.

Pitch
Sets the frequency range of the voice.

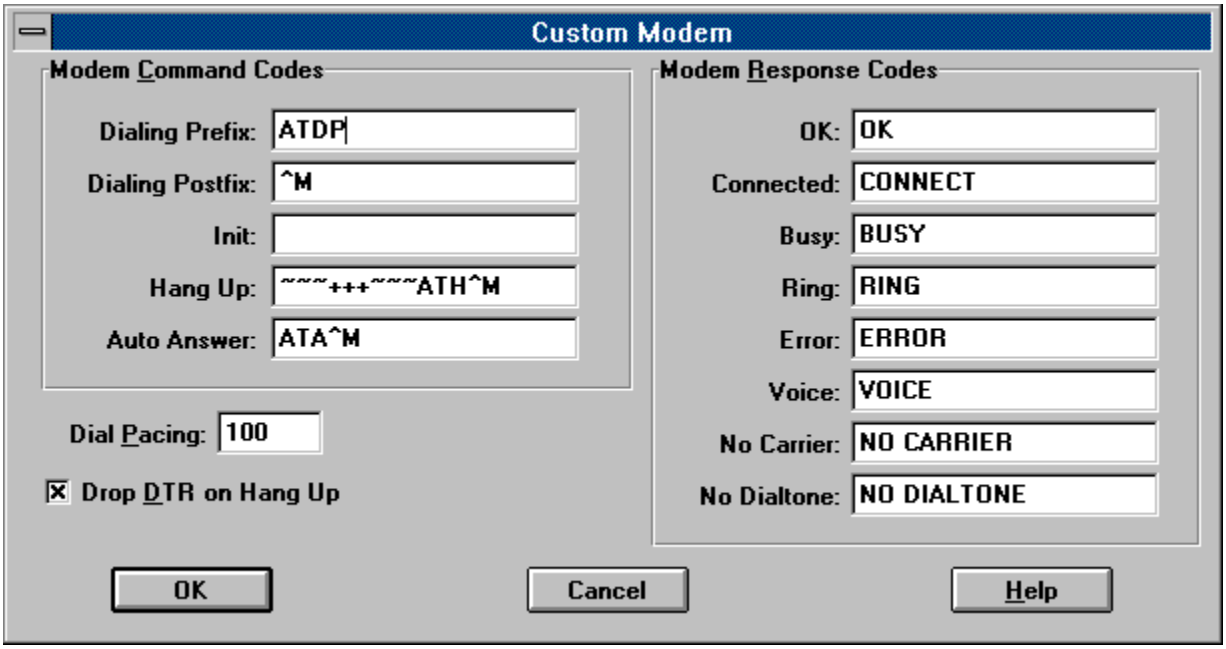
Speed
Sets how fast the words will be spoken.

Volume
Sets how loud the sound is.

Custom Modem Dialog Box

Enables you to set the modem command codes (from your computer to the modem) and the response codes (from the modem to your computer). Check your modem manual to set up these codes.

Click on individual controls to find out more information.



File Open Dialog Box

Opens and installs a previously saved set of communications parameters.

The File Open dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file is stored.

File Name
Click on the file from which the data will be retrieved.

List Files of Type
Lists all the extensions of pertinent types of files.

File Page Setup Dialog Box

Enables the setup of the following printer options, which depend on your printer(s):

Orientation
Selects a normal portrait or landscape (printed lengthwise) paper orientation.

Paper Size
Selects the paper size.

Paper Source
Selects the source, such as manual feed, of the paper.

Printer
Selects of the printer from those you have enabled.

File Save As Dialog Box

Saves communications parameters in a file you designate. You should use the .ATI extension.

The File Save As dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be stored.

File Name
Type in a name under which your file will be saved.

Save File as Type
Lists all the extensions of pertinent types of files.

Transfer Receive Text Dialog Box

Starts the capturing process.

The Transfer Receive Text dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be stored.

File Name
Type a name under which your file will be saved.

Save File as Type
Lists all the extensions of pertinent types of files.

Transfer Send Text Dialog Box

Enables you to select a text file to send.

The Transfer Send Text dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file is stored.

File Name
Click on the name of the file to be sent.

List Files of Type
Lists all the extensions of pertinent types of files.

Transfer Send Protocol Dialog Box

Enables you to send a file (or files) by using a protocol, and initiates the sending process.

The Transfer Send Protocol dialog box includes the following areas.

Directories
Click on the directory you want.

Drives
The drive in which your files are stored.

File Name
Select the file or files to be sent.

List Files of Type
Lists all the extensions of pertinent types of files.

Phone Book Load Dialog Box

Opens and installs a previously saved phone book or opens an empty phone book with a new name.

The Phone Book Load dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file is stored.

File Name
Select the file from which the Phone Book entries will be retrieved.

List Files of Type
Lists all the extensions of pertinent types of files.

File Print Dialog Box

Enables you to start printing incoming data or the contents of the terminal window and enables you to set print options.

The File Print dialog box includes the following areas:

Capture to Printer
If checked, enables printing data from the window or, if not checked, enables printing continuous data from the serial port.

Copies
Enables the selection of the number of copies to print.

Print Quality
Depending on your printer, you can get high, low or medium quality printouts.

Page Range
Selects for printing all buffer pages, just the text selected, or the current buffer page.

Print to File
Stores files for subsequent spooling with an MS-DOS command.

Printer
Names the printer selected in the File Print Setup dialog box.

Printer (button)
Enables access to the File Print Setup dialog box.

Tektronix File Print Dialog Box

Enables the user to configure a printer for a particular print job.

The Tektronix File Print dialog box includes the following areas:

Collate Copies
Enables or disables the sorting of copies.

Copies
Enables the selection of the number of copies to print.

Print Options
Selects stretching or scaling options.

Print Quality
Depending on your printer, you can get high, low or medium quality printouts.

Print to File
Stores files for subsequent spooling with an MS-DOS command.

Printer
Names the printer selected in the File Print Setup dialog box.

Setup
Enables access to the File Print Setup dialog box.

Transfer Set Directory Dialog Box

Enables the selection of a directory/drive in which you will receive files.

The Transfer Set Directory dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be saved.

Transfer Receive Protocol Dialog Box

Enables the selection of the name of the file to be received, and initiates receiving with a protocol.

The Transfer Receive Protocol dialog box includes the following areas.

Directories
Click on the directory you want.

Drives
The drive in which your file will be saved.

File Name
Select file name under which your file will be saved.

Save File as Type
Lists all the extensions of pertinent types of files.

Phone Book Save Dialog Box

Saves a phone book in a file with the extension .ATP.

The Phone Book Save dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be stored.

File Name
Type in a name under which your phone book will be saved.

Save File as Type
Lists all the extensions of pertinent types of files.

Transfer Command Dialog Box

Enables the selection of the ZMODEM command to be sent to the host.

Transfer Kermit Get Dialog Box

Enables the selection of the file to receive from a Kermit Server.

File Append Selection To Dialog Box

Appends selected text to an existing file.

The File Append Selection To dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file is stored.

File Name
Click on the file to which the data will be appended.

List Files of Type
Lists all the extensions of pertinent types of files.

File Save Selections As Dialog Box

Saves selected text to a new file.

The File Save Selection As dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be stored.

File Name
Type in a name under which your file will be saved.

Save File as Type
Lists all the extensions of pertinent types of files.

Tools Auto Script Dialog Box

Creates a login script as you log in, and saves it to a new file.

The Tools Auto Script dialog box includes the following areas:

Directories
Click on the directory you want.

Drives
The drive in which your file will be stored.

File Name
Type in a name under which your file will be saved.

Save File as Type
Lists all the extensions of pertinent types of files.

Edit Add Share Dialog Box

Enables an A-Talk DDE server to share information on a network.

The Edit Add Share dialog box includes the following areas:

Application
This entry is always ATalk and cannot be changed.

Item
References, in R1C1 format, the screen area that you have selected.

Overwrite Current Share
Enables the cancellation of an existing share.

Password
Enables the user to enter one or two passwords.

Permissions
Selects access types that can be associated with each password.

Share Name
The name of the share you want to create. You should use names that end with a dollar sign ($).

Topic
This entry is always Screen and cannot be changed.

Edit Link To Share Dialog Box

Enables an A-Talk DDE client to obtain information from another computer on a network.

The Edit Link To Share dialog box includes the following areas:

Computer
Brings up the Select Computer Dialog Box, which will enable you to select an available computer on your network.

Computer Name
The name of the computer that contains the share to which you want to link.

Item Name
References the item from the computer that contains the share to which you want to link.

Local Item Name
References, in R1C1 format, the initial row and column of the screen area that you have selected and want to link to the remote share item.

Share Name
The name of the share to which you want to link.

Edit Unlink from Share Dialog Box

Enables an A-Talk DDE client to cancel hot links to shares on other computers on a network.

The Edit Unlink To Share dialog box includes the following areas:

Item Name
References the item from the computer that contains the share from which you want to unlink.

Show Linked Share Items On
Enables selection of the item to be unlinked. The computer name and share name appear above the item name in outline format.

Edit Remove Share Dialog Box

Stops an A-Talk Network DDE server from sharing information on a network.

The Edit Remove Share dialog box includes the following areas:

Shares
This list box enumerates all the currently active A-Talk shares on the system.

A-Talk Keys

Choose from the following list to review the keys used in Windows and A-Talk:

A-Talk Commands

To get help with a command, choose the appropriate menu.

File Menu Commands
- New
- Open
- Save
- Save As
- Save Selection As
- Append Selection To
- Print
- Print Setup
- Exit

Edit Menu Commands
- Cut
- Copy
- Paste
- Send
- Send To
- Select All
- Clear
- Add Share
- Link to Share
- Unlink from Share
- Remove Share

View Menu Commands
- Timer
- Status Bar
- Toolbar
- Split Window

Options Menu Commands
- Communications
- Modem
- Text Transfer
- Protocol Transfer
- Terminal
- Function Keys
- VT SET-UP Keyboard
- VT SET-UP Display
- Font
- Color
- Speech
- Preferences
- Save Workspace on Exit
- Smooth Scroll

Phone Menu Commands
- Auto Script
- Dial
- Phone Book
- Hangup
- Send Break

AutoAnswer
Script
Script Editor
BBS

Transfer Menu Commands

Receive Protocol
Send Protocol
Receive Text
Send Text
Kermit Get/Command
Kermit Finish
Set Directory

Tektronix Menu Commands

Save Bitmap
Save Picture
Save Plot
Print
Replay

A-Talk Procedures

Settings Control

- Changing the Colors of the Window
- Loading Settings from ATALK.INI
- Loading Settings from Existing .INI Files
- Saving Control Codes in Incoming Text Files
- Saving Settings to ATALK.INI
- Saving Settings to Files
- Selecting Flow Control for Text File Transfers
- Setting Line and Character Delays
- Setting Parameters for Communication
- Setting Terminal Emulation
- Setting Tektronix Emulation
- Specifying Modem Commands

File Transfers

- Dragging and Dropping Files
- Receiving Binary Files
- Receiving Mail as Text
- Receiving Text Files
- Sending Binary Files
- Sending Mail as Text
- Sending Text Files
- Viewing Captured Text Files

Selected Text Control

- Copying Text to the Clipboard
- Selecting Everything in the Terminal Window
- Selecting Text on Your Window
- Sending Selected Text to a Host

Printing

- Getting a Cheap Printout
- Printing Incoming Text

Phonebook/Communication with Host

- Adding a Host to the phonebook
- Connecting to a Remote Computer
- Creating a Login Script with Script Tutor
- Creating a New Phone Book
- Dialing a BBS
- Dialing a Phone Number
- Disconnecting from a Remote Computer
- Loading an Alternate Phonebook
- Using the Phonebook for Dialing

Tektronix

- Replaying a Tektronix Plot
- Saving a Tektronix Bitmap
- Saving a Tektronix Picture
- Saving in Tektronix PLOT-10 Format

Mail and Network DDE

- Adding a Network DDE Share

Miscellaneous

Help About Command

Use this command to display the version number of your copy of A-Talk for Windows, the copyright notice, installed math coprocessors, and the available disk space and memory.

Help Index Command

Use this command to display an index of all major A-Talk topics: menu commands, reference information, dialog boxes, keyboard usage and procedures.

Help Contents Command

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using A-Talk and various types of reference information.

Once you open Help, you can click the first button on the left in the Help window whenever you want to return to the opening screen.

Help Search Command

Use this command to search for keywords in the A-Talk help file.

Help Using Help Command

Use this command to ask for more information on how to use the Windows help system.

Help Technical Support Command

Use this command to search for available technical support on A-Talk.

Help Keyboard Command

Use this command to display the use of various keys in Windows and A-Talk.

Help Procedures Command

Use this command to display a list of activities that may be performed while using A-Talk.

Help Commands Command

Use this command to display an index of all menu commands.

Cursor Movement Keys

Key(s)	Function
DIRECTION key	Moves the cursor left, right, up, or down in a field.
End or Ctrl+Right Arrow	Moves to the end of a field.
Home or CTRL+Left Arrow	Moves to the beginning of a field.
PAGE UP or PAGE DOWN	Moves up or down in a field, one screen at a time.

Dialog Box Keys

Key(s)	Function
TAB	Moves from field to field (left to right and top to bottom).
SHIFT+TAB	Moves from field to field in reverse order.
ALT+letter	Moves to the option or group whose underlined letter matches the one you type.
DIRECTION key	Moves from option to option within a group of options.
ENTER	Executes a command button. Or, chooses the selected item in a list box and executes the command.
ESC	Closes a dialog box without completing the command. (Same as Cancel)
ALT+DOWN ARROW	Opens a drop-down list box.
ALT+UP or DOWN ARROW	Selects item in a drop-down list box.
SPACEBAR	Cancels a selection in a list box. Selects or clears a check box.
CTRL+SLASH	Selects all the items in a list box.
CTRL+BACKSLASH	Cancels all selections except the current selection.
SHIFT+ DIRECTION key	Extends selection in a text box.
SHIFT+ HOME	Extends selection to first character in a text box.
SHIFT+ END	Extends selection to last character in a text box

Editing Keys

Key(s)	Function
Backspace	Deletes the character to the left of the cursor. Or, deletes selected text.
Delete	Deletes the character to the right of the cursor. Or, deletes selected text.

Help Keys

Key(s)	Function
F1	Gets Help and displays the Help Index for A-Talk. If the Help window is already open, pressing F1 displays the "Using Windows Help" topics. In A-Talk, pressing F1 displays a Help topic on the selected command, dialog box option, or system message.
SHIFT+F1	Changes the pointer to  so you can get Help on a specific command. You can then choose a command you want to know more about.

Menu Keys

Key(s)	Function
Alt	Selects the first menu on the menu bar.
Letter key	Chooses the menu, or menu item, whose underlined letter matches the one you type.
Alt+letter key	Pulls down the menu whose underlined letter matches the one you type.
LEFT or RIGHT ARROW	Moves among menus.
UP or DOWN ARROW	Moves among menu items.
Enter	Chooses the selected menu item.

System Keys

The following keys can be used from any window, regardless of the application you are using.

Key(s)	Function
Ctrl+Esc	Switches to the Task List.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+TAB	Switches to the next application window, restoring applications that are running as icons.
Alt+PrtSc	Copies the entire screen to Clipboard.
Ctrl+F4	Closes the active window.
F1	Gets Help and displays the Help Index for the application. (See Help Keys)

Text Selection Keys

Key(s)	Function
SHIFT+LEFT or RIGHT ARROW	Selects text one character at a time to the left or right.
SHIFT+DOWN or UP	Selects one line of text up or down.
SHIFT+END	Selects text to the end of the line.
SHIFT+HOME	Selects text to the beginning of the line.
SHIFT+PAGE DOWN	Selects text down one window. Or, cancels the selection if the next window is already selected.
SHIFT+PAGE UP	Selects text up one window. Or, cancels the selection if the previous window is already selected.
CTRL+SHIFT+LEFT or RIGHT ARROW	Selects text to the next or previous word.
CTRL+SHIFT+UP or DOWN ARROW	Selects text to the beginning (UP ARROW) or end (DOWN ARROW) of the paragraph.
CTRL+SHIFT+END	Selects text to the end of the document.
CTRL+SHIFT+HOME	Selects text to the beginning of the document.

Window Keys

Key(s)	Function
ALT+SPACEBAR	Opens the Control menu for an application window.
ALT+Hyphen	Opens the Control menu for a document window.
Alt+F4	Closes a window.
Alt+Esc	Switches to the next application window or minimized icon, including full-screen programs.
Alt+TAB	Switches to the next application window, restoring applications that are running as icons.
Alt+ENTER	Switches a non-Windows application between running in a window and running full screen.
DIRECTION key	Moves a window when you have chosen Move from the Control menu. Or, changes the size of a window when you have chosen Size from the Control menu.

Glossary

ack
alt key
ansi
application
ascii
asynchronous transmission
backspace
baud
bcc (block check character)
bel
bell 212
binary
bit
bitmap
bps
boot
box
buffer
byte
can (cancel)
carrier detect
channel
character
client
clipboard
command
communications protocol
console
conversation
carriage return
cyclic redundancy check
crt
cts (clear to send)
cursor
dde
default
del (delete key)
delete
desktop
dialog box
dibit
display
dos
downloading
drive
dsr (data set ready)
dte (data terminal equipment)
dtr (data terminal ready)
dumb terminal
emulation
enq (enquiry)
eot (end of transmission)
error detection

esc (escape)
etb (end of transmission block)
etx (end of text)
even parity
fdx (full duplex)
file
file name
flow control
function keys
glossary
handshaking
help
hdx (half duplex)
icon
item
kermit
load
mainframe
mark
menu
modem
multi-tasking
nak (negative acknowledgement)
null modem
operating system
packet
parity bit
parity check
password
pointer
port
protocol
public switched network
pulse dialing
ram (random access memory)
redundancy check
response time
rom (read-only memory)
rs-232
rts (request to send)
scroll bar
scroll
server
service/application
soh (start of header)
space
start bit
stop bit
tiff
topic
wildcard character
window
window border/corner
wxmodem
xmodem1k-xmodem

xon/xoff
ymodem-batch
ymodem-g
zmodem
zoom

Glossary

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ACK

A control character sent to acknowledge that a transmission block has been received.

ALT keys (Alternative Keys)

Two keys at the bottom of the keyboard that work, like shift keys, when pressed with other keys.

ANSI (American National Standards Institute)

The principal standard development body in the U.S.A. ANSI is a nonprofit, nongovernmental body supported by over 1000 trade organizations, professional societies and companies. U.S.A.'s member body to ISO (International Standards Organization).

Application

A program running on the Desktop. An application lets you create and change information.

ASCII (American Standard Code for Information Interchange)

Pronounced "as'kee". A seven-bit-plus-parity code established by ANSI to achieve compatibility between data services.

Asynchronous Transmission

Transmission in which time intervals between transmitted characters may be of unequal length. Transmission is controlled by start and stop bits at the beginning and end of each character.

Backspace

The key with the left pointing arrow at the top right of the keyboard. This key moves the cursor back, erasing data.

Baud

Unit of signaling speed. The speed in baud is the number of discrete conditions or events per second. If each event represents only one bit condition, baud rate equals bps. When each event represents more than one bit (e.g. dibit), baud rate does not equal bps.

BCC (Block Check Character)

A character transmitted by the sender after each message block and compared with a block check character computed by the receiver, used to check transmission accuracy (e.g. CRC).

BEL

A control character that is used when there is a need to call for attention; it may control alarm or attention devices.

Bell 212

An AT&T modem-providing, full-duplex, asynchronous or synchronous, 1200 bps data transmission for use on the public telephone network.

Binary

Digital system with two states, one and zero; contrast with octal, decimal and hexadecimal. A binary file contains only ones and zeros, and is usually an executable program.

Bit (Binary Digit)

Contraction of *binary digit*, the smallest unit of information in a binary system; a one or zero condition.

Bitmap

A Windows software standard for interchanging graphics files among various programs. An image stored as a pattern of dots (or pels). BMP is a file extension for bitmap files.

BMP

A Windows software standard for interchanging graphic files among various programs. A file extension for bitmap files.

BPS (Bits Per Second)

Unit of data transmission rate.

Boot - To start a computer with a master program that will enable it to use other programs.

Box

A device, represented graphically on the window, which communicates with the program. You may type into a text box, click on a selection in a list box, or use the various buttons and devices in a dialog box.

Buffer

A temporary-storage device used to compensate for a difference in data rate and flow between two devices (typically a computer and a printer); also called a spooler.

Byte

A binary element string functioning as a unit, usually shorter than a computer *word*. Eight-bit bytes are most common. Also called a *character*.

CAN (Cancel)

A character indicating that the data preceding it is in error and should be ignored.

Carrier Detect

Same as Received Line Signal Detector. An RS-232 modem signal that indicates to an attached terminal that the modem is receiving a signal from a remote modem.

Channel

All DDE communication between applications occurs on a private channel. The DDE Initiate function is used to open a channel and the DDE Terminate function is used to close a channel.

Character

Letter, numeral, punctuation, control figure or any other symbol contained in a message.

Client

The application that initiates a DDE channel conversation.

Clipboard

The special holding area for text or other information. You may transfer the contents of the holding area from one application to another by cutting and pasting.

Command

Any instruction given to the computer, whether typed or selected from a menu.

Communications Protocol

The rules governing the exchange of information between devices on a data link.

Console

The device used by an operator, system manager or maintenance engineer to monitor or control computer, system or network performance.

Conversation

Two Windows applications using DDE to exchange data are in a "conversation". The conversation is conducted though a channel. The DDE client is the application that initiated the conversation; the DDE server is the application that responds to the DDE client.

CR (Carriage Return)

An ASCII or EBCDIC control character that moves the cursor or print mechanism to the left margin.

CRC (Cyclic Redundancy Check)

An error-detection scheme in which the block check character is the remainder after dividing all the serialized bits in a transmission block by a predetermined binary number.

CRT (Cathode Ray Tube)

A television-like picture tube used in a terminal; commonly used as a synonym for CA1 terminal.

CTS (Clear to Send)
An RS-232 modem interface control signal which indicates that the attached DTE may begin transmitting.

Cursor Keys

Arrow keys (on the keypad) which move the cursor around on the screen.

DDE (Dynamic Data Exchange)

A Windows protocol that allows two Windows applications to communicate with each other, allowing for the continuous and automatic exchange of data without user intervention.

Default

The option that will be executed unless the user specifies another option.

DEL (Delete Key)

A key at the top of the keyboard which moves the cursor backwards, deleting data.

Delete

The removal of data by the Delete or Backspace keys.

Desktop

A facility which allows you to perform various operations such as copying disks and opening, closing and moving projects, applications and directories.

Dialog box

A graphic box which appears on the screen when extra information is needed by the program. The user will type in the information or click to make selections. Then the user will have to select a box or button (usually *OK* or *CANCEL*) to close the dialog box before proceeding.

Dibit

A group of two bits. The four possible states for a dibit code are 00, 01, 10, and 11.

Display

To show an image on the monitor screen, or the monitor itself.

DOS

The disk operating system for the IBM PC.

Downloading

The process of sending configuration parameters, operating software or related data from a central source to remote stations.

Drive

A hardware device (Floppy Disk Drive or Hard Disk Drive) for storing and retrieving data.

DSR (Data Set Ready)

An RS-232 modem interface control signal which indicates that the terminal is ready for transmission.

DTE (Data Terminal Equipment)

Devices acting as data source, data sink, or both.

DTR (Data Terminal Ready)

Modem interface signal which alerts the modem that the DTE device is ready for transmission.

Dumb Terminal

Both hard-copy and VDT type ASCII asynchronous terminals that do not use a data transmission protocol and usually send data one character at a time.

Emulation

The imitation of a computer system, performed by a combination of hardware and software, that allows programs to run between incompatible systems.

ENQ (Enquiry)

A transmission control character used as a request for a response from a remote station.

EOT (End of Transmission)

A transmission control character used to indicate the conclusion of the transmission of one or more texts.

Error Detection

An arrangement that senses flaws in received data by examining parity bits, verifying block check characters or using other techniques.

ESC (Escape)

1) A control character which is used to provide additional control functions. It alters the meaning of a limited number of continuously following bit combinations.

2) The Escape Key, which interrupts certain procedures (such as Dial and Login).

ETB (End of Transmission Block)

A transmission control character used to indicate the end of a transmission block of data.

ETX (End of Text)

A transmission control character that terminates a text.

Even Parity

A *dumb* terminal data verification method in which each character must have an even number of *on* bits.

FDX (Full Duplex)

Simultaneous, two-way, independent transmission in both directions (4-wire).

File

A collection of related data on a disk or other mass storage.

File Name

The name used by the computer to call up or refer to a particular file.

Flow Control

The procedure for regulating the flow of data between two devices; prevents the loss of data once a device's buffer has reached its capacity.

Function Keys

The user definable keys at the top of the keyboard.

Handshaking

Exchange of predetermined signals between two devices establishing a connection. Usually part of a communications protocol.

Help

The support accessed by the *Help Menu*. Technical support is also available from New Horizons Software, Inc. at (512)328-6650 from 9AM to 5PM Central Time, Monday through Friday.

HDX (Half Duplex)

Transmission in either direction, but not simultaneous (2-wire).

Icon

An image on the Windows Manager that represents a Disk Drive, Program, File, etc.

Item

A reference to a piece of data (such as an integer, a string, a range of cells in a worksheet, a chart, or a bitmap) that can be passed between two applications engaged in a DDE conversation.

Kermit

Transfers information in packets of no particular size. Lost or garbled packets are detected and retransmission is requested.

Enables the transfer of multiple files.

By default, Kermit strips the disk and directory names and converts the file name to capital letters (if you are sending a file from your PC to a host) or small letters (if you are receiving a file from a host).

Load

To put a disk program into the computer.

Mainframe

A large-scale computer system that can house comprehensive software and several peripherals.

Mark

Presence of signal. In telegraph communication, a mark represents the closed condition or current flowing. A mark impulse is equivalent to a binary 1.

Menu

The list of available software functions for selection by mouse or Shortcut Keys. A menu is displayed when you move the Pointer to the name of the Menu on the Menu bar and click the mouse button.

Modem (Modulator-Demodulator)

A device used to convert serial digital data from a transmitting terminal to a signal suitable for transmission over a telephone channel, or to reconvert the transmitted signal to serial digital data for acceptance by a receiving terminal.

Multi-tasking

The ability of a computer to run more than one program at a time.

NAK (Negative Acknowledgement)

A control character used to indicate that the previous transmission block was in error and the receiver is ready to accept retransmission.

Null Modem

A device that connects two DTE devices directly by emulating the physical connections of a modem.

Operating System

The software which runs the hardware devices (monitor, disk drives, etc.) and application programs.

Packet

A group of bits (including data and call control signals) transmitted as a whole on a packet-switched network. Usually smaller than a transmission block.

Parity Bit

A bit that is set at "0" or "1" in a character to ensure that the total number of 1 bits in the byte is even or odd.

Parity Check

The addition of noninformation bits that make up a transmission block to ensure that the total number of 1s is always either even (even parity) or odd (odd parity); used to detect transmission errors.

Password

A code word to ensure that a user's account (on a mainframe or network) remains private.

Pointer

The arrow, or object, which moves on the screen as you move the mouse. The Pointer is used for selecting icons and gadgets and for choosing menu items.

Port

A computer interface capable of attaching to a modem for communication with a remote terminal.

Protocol

A formal set of conventions governing the formatting and relative timing of message exchange between two communicating systems.

Public Switched Network

Any switching communications system such as Telex, TWX or public telephone networks that provides circuit switching to many customers.

Pulse Dialing

Older form of phone dialing, utilized in rotary dial phones.

RAM (Random Access Memory)

Semiconductor read-write volatile memory. Data stored is lost if power is turned off.

Redundancy Check

A technique of error detection involving the transmission of additional data related to the basic data in such a way that the receiving terminal, by comparing the two sets of data, can determine the probability that an error has occurred in transmission.

Response Time

The elapsed time between the generation of the last character of a message at a terminal and the receipt of the first character of the reply. It includes terminal delay and network delay.

ROM (Read-Only Memory)

Nonvolatile semiconductor memory manufactured with predefined data content, permanently stored.

RS-232

Interface between data terminal equipment (computer) and data communication equipment (modem) employing serial binary data interchange.

RTS (Request to Send)

An RS-232 modem interface (sent from the DTE to the modem on pin 4) which indicates that the DTE has data to transmit.

Scroll Bar

A gadget which you move to display previously hidden areas of a project.

Server

The application that responds to the DDE client.

Service/Application

The name of a Windows application that can accept a DDE conversation.

Scroll

To move through the contents of a project, displaying previously hidden areas.

SOH (Start of Header)

A transmission control character used as the first character of a heading of an information message.

Space

Absence of signal. In telegraph communications, a space represents the open condition or no current flowing. A space impulse is equivalent to a binary 0.

Start Bit

In asynchronous transmission, the first bit or element in each character, normally a space, which prepares the receiving equipment for the reception and registration of the character.

Stop Bit

In asynchronous transmission, the last bit, used to indicate the end of a character; normally a mark condition, which serves to return the line to its idle or rest state.

TIFF

A PC software standard for interchanging graphic and files among various programs.

Topic

Information that defines the "subject" of a DDE conversation and represents some unit of data that is meaningful to the DDE server application. For most applications that operate on files, this is a file name. For A-Talk, meaningful topics are system, screen and buffer.

Wildcard Character

Characters such as "*" and "?" which are sometime used to designate groups of files that you would like to transfer all at once. The "*" stands for any sequence of characters. The "?" stands for any one character.

Window

A box, or area on the screen. Applications and independently running programs use windows to accept and present information.

Window Border/Corner

By dragging the border or corner of the window with the mouse pointer, the user is able to change the size of a window.

WXMODEM

WXMODEM (Windowed XMODEM) is a modified version of the XMODEM protocol that provides greater speed in uploads and downloads.

XMODEM

Transfers information in blocks of 128 bytes. The last block is padded with zeroes to make 128 bytes. Multiple files cannot be transferred. When sending or receiving a ZIP, ARC or ZOO file, select the **Send** or **Receive** option with **Type Binary**.

XON/XOFF (Transmitter On/Transmitter Off)

Control characters used for flow control, instructing a terminal to start transmission (XON) and end transmission (XOFF).

1K-XMODEM

Transfers information in blocks of 1,024 bytes. This allows for faster transmission, unless your phone line has a lot of static. Multiple files cannot be transferred.

1K-XMODEM is sometimes called YMODEM.

YMODEM Batch

Sometimes called True YMODEM. Transfers in blocks of 1,024 bytes. Allows use of CRC-16.

Information about each file is sent before each file transfer. When sending a file from your PC to a host, do not include the file name with the receive command that you give to your host. Enables the transfer of multiple files.

CompuServe runs YMODEM Batch but calls it YMODEM. If you select YMODEM on CompuServe, you should select YMODEM Batch on A-Talk.

YMODEM-g

A high-speed modification of the YMODEM Batch Protocol; acknowledgements for data blocks are not used. Because it does not use error-recovery, YMODEM-g must be used with hard-wired connection or with a hardware error-correcting modem. When an error is detected, the transfer is aborted.

Requires unidirectional flow-control to work at high speeds. Works by sending an XOFF when the receiving input buffer is full; when an XON is received, transfer is resumed. If your host BBS supports the RTS/CTS handshake, it should be used in place of XON/XOFF for fast baud rates.

Enables the transfer of multiple files.

ZMODEM

Like YMODEM Batch (transfers in blocks of 1,024 bytes), but faster. By acknowledging only the bad packets, transmission is speeded up. At 9600 baud you can transfer files at over 1000 characters per second; at 19,200 baud you can receive to the RAM: disk at over 1500 characters per second when using ZMODEM and the RTS/CTS handshake.

Enables the use of a more powerful CRC-32 as a transfer check. Enables resumption of interrupted binary file transfers (when no text conversion option has been requested by the host ZMODEM). Supports remote commands from a host computer. The ZMODEM remote host commands must provide their own windows if they need to do input/output on the PC. By default, this feature is turned off to protect your computer.

Enables the transfer of multiple files.

Zoom
This allows you to narrow in on a portion of the screen for a more detailed view.

Application Control Close Command

Closes an application window.

Same as File Exit

To choose this command, do one of the following:

- Double click the application System menu icon.
- Click the application System-menu icon, then click Close.
- Press Alt, Spacebar, C.
- Press Alt, F4.

Application Control Maximize Command

Expands an application to the full size of the screen.

Same as Application Control Restore when the window is fully enlarged.

To choose this command, do one of the following:

- Click the Maximize icon
- Click the application Control-menu icon, then click Maximize.
- Press Alt, Spacebar, X.

Application Control Minimize Command

Shrinks an application window to an icon.

To choose this command, do one of the following:

- Click the Minimize icon
- Click the application Control-menu icon, then click Minimize.
- Press Alt, Spacebar, N.

Application Control Move Command

Displays a four-headed arrow that you can use with the direction keys to reposition an application window. This command is unavailable if the window is enlarged to maximum size.

To choose this command, do one of the following:

- Click the application Control-menu icon, then click Move.
- Press Alt, Spacebar, M.

Application Control Restore Command

Returns a fully enlarged application window to its previous size.

Same as Application Control Maximize when the window is fully enlarged.

To choose this command, do one of the following:

- Click the Restore icon
- Click the application Control-menu icon, then click Restore.
- Press Alt, Spacebar, R.

Application Control Size Command

Displays a four-headed arrow that you can use with the direction keys to change the size of an application window. This command is unavailable if the window is enlarged to maximum size.

To choose this command, do one of the following:

- Click the application Control-menu icon, then click Size.
- Press Alt, Spacebar, S.

Application Control Switch To Command

Displays the Task List dialog box allowing you to:

- Select another application to which you want to switch the control (Switch To)
- End the current application (End Task)
- Select Cascade or Tile for windows (Cascade or Tile)
- Arrange Icons

To choose this command, do one of the following:

- Click the application Control-menu icon, then click Switch To.
- Press Ctrl, Escape.

Terminal Window

The A-Talk terminal window displays the data received from host computers.

Maximize Icon

Located at the right end of title bars in application windows that are not fully enlarged.

Clicking the maximize icon is the same as choosing Application Control Maximize: the application window enlarges to fill the screen. Maximized windows have no borders.

Related topics

Minimize icon

Minimize Icon

Located at the right end of the title bar in an application window.
Clicking the minimize icon is the same as choosing Application Control Minimize: the application window shrinks to an icon.

Related topics

Maximize icon

Sizing Border

Borders appear on windows that are not enlarged to maximum size.

You can drag a window's border to make the window larger or smaller.
- Drag top, bottom or side border to size in one direction only.
- Drag a corner of the border to size both vertically and horizontally.

Related topics

Application Control Size command

System Menu Commands

Affect application windows.
To display the application System menu, do one of the following:

- Click the application Control-menu icon
- Press Alt, Spacebar

Close	Closes an application window
Maximize	Expands an application window to the full size of the screen
Minimize	Shrinks an application window to an icon
Move	Displays a four-headed arrow you can use with the direction keys to reposition an application window
Restore	Returns the active window to its previous size
Size	Displays a four-headed arrow you can use with the direction keys to change the size of an application window
Switch To	Switches control to another application

Title Bar

Located along the top of a window.

Drag the title bar to move the window. Dialog boxes with title bars can also be moved this way.

A title bar may contain:

- Application System-menu
- Maximize icon
- Minimize icon
- Name of connected host
- Clock
- Restore icon

Restore Icon

Located at the right end of the title bar in a maximized application window.
Clicking the restore icon is the same as choosing Application Control Restore: the application window returns to its previous size.

Related topics

Maximize icon Minimize icon

Baud Rate

The speed at which data is transmitted. The rate you choose depends on your modem and the remote host or micro.

When two computers are connected directly with a null modem cable, you should be able to use 9600 baud or more.

Duplex

Refers to whether or not the remote computer will echo commands typed on your PC.

Select the Duplex option for more information.

Full The host will echo commands on your PC.
Half The host will not echo commands on your PC.

Handshake

Delays the transmission of data to prevent loss.

Choose the XON/XOFF handshake with Kermit and with Transfer Receive/Send Text and in terminal emulation. Do NOT choose the XON/XOFF handshake with XMODEM, 1K-XMODEM, YMODEM-g or YMODEM Batch protocols. If your host supports it, choose the RTS/CTS handshake for ZMODEM transfers. Otherwise, use XON/XOFF.

No. Bits

The number of bits per byte. Most hosts accept either 8 bits no parity or 7 bits even parity. Most BBS's require eight bits. For a binary file, you **must** use 8 bits, no parity, unless you are using Kermit.

Parity

Refers to whether the sum of the zeroes and ones in a byte will be odd or even.

Most BBS's require **None**. For transmission of binary files, use 8 bits, no parity, unless you are using Kermit.

Select the Parity option for more information.

Even	The sum of the bits in the byte will be even.
Mark	A "1" is added as the eight bit.
None	No extra bit.
Odd	The sum of the bits in the byte will be odd.
Space	A "0" is added as the eight bit.

Port

Select a port from COM1: to COM4: if you have multiple serial ports.

Stop Bits

The number of bits between bytes. At 300 baud, choose two bits. Most BBS's require one stop bit.

Line Type

Choose Pulse (for rotary dial lines) or Touch (touch tone) depending on what type of telephone line you have.

Modem Type

Select your modem type from the list box.

If your modem is not listed and is a Hayes compatible, select **Hayes Compatible Modem** or **Custom Modem**. If you have selected **Custom Modem**, you may click on the Custom modem button.

If your modem is not listed and not Hayes compatible, you may select Generic modem.

Modem Initialization String

This is a sequence or string of commands that selects a particular modem configuration before dialing. The parameters set are those such as modem register values, flow control and modem selection.

Redial

Choose **10 Times** or **Continuously** if your host is difficult to reach.

After a number of seconds, depending on the type of modem and the length of the dialing string, there will be a timeout, then a delay of 5 seconds, after which the next redial will be triggered. The length of the redial timeout (delay) can be programmed in the Phone Book.

Phone Book Options Buttons

Enable access to other dialog boxes.

For more information, select an option button.

Comm Button	Enables access to the Communications options dialog box.
Fkeys Button	Enables access to the Function Keys options dialog box.
Modem Button	Enables accesss the Custom modem dialog box.
Protocol Button	Enables access the Protocol Transfer options dialog box.
Terminal Button	Enables access to the Terminal options dialog box.
Text Button	Enables access to the Text Transfer options dialog box.

Text Button

Enables access to the Text Transfer Options dialog box.

Set all the Text Transfer options for a particular host by first clicking on that host and then on the Text button. You can set receive, send, line delay and character delay.

See Also

Text Transfer Options Dialog Box

Custom Button

Accesses the Custom Modem dialog box.

Enables you to set the modem command codes (from your computer to the modem) and the response codes (from the modem to your computer). Check your modem manual to set up these codes.

See Also

Custom Modem Dialog Box

FKeys Button

Enables access to the Function Keys options dialog box,which lets you define forty-four function keys: F5 through F12; the *shifted* keys F1 through F12; F1 through F12 with the *control* key; and F1 through F12 with the *shift* as well as the *control* key.

See Also

A-Talk Keys
Options Function Keys Dialog Box

Comm Button

Enables access to the Communications Options dialog box.

To set options for a particular host, click on that host and then on the **Comm** button. This dialog box is a fast way to set baud rate, stop bits, number of bits, handshake, duplex, parity and port.

See Also

Options Communications Dialog Box

Terminal Button

Accesses the Terminal Options dialog box.

First click on the host and then on the **Terminal** button. This dialog box is a fast way to set terminal emulator and bell.

See Also

Options Terminal Dialog Box

Protocol Button

Accesses the Protocol Transfer Options dialog box.

First click on the host and then on the **Protocol** button. This dialog box is a fast way to set protocol, binary or text, timeouts, CRC, and remote commands OK.

See Also

Options Protocol Transfer Dialog Box

Phone Book Text Boxes

The text boxes under the list box provide pertinent information about the host: system name, phone number, a comment, etc.

For more information, select a subject.

Delay Seconds of delay between each redial.
Format General formatting information for all text boxes.
Long Distance Code For telephone access codes.
Queue How to link one host to another.
Script File The name of the script login file.

Phone Book Dial Button

After selection of the host, the Dial button dials the phone number of the selected host. Double-clicking on the host is equivalent to selection and dialing.

Phone Book Edit Buttons

These buttons allow you to modify phone book entries, install and save phone books.

For more information, select a subject.

Add	Enables addition of new phone book entries.
Delete	Removes phone book entries.
Load	Installs alternate phone books.
Save	Saves the current phone book.

Add Button

Enables the additions of new entries to the first empty line in the host list box.

After entering new host information in the various text boxes, remember to click on the **Save** button.

See Also

Adding a Host to the Phone Book

Delete Button

Enables the deletion of an entry from the selected line in the list box.

After deleting the entry, remember to click on the **Save** button.

See Also

Deleting a Host from the Phone Book

Load Button

Enables the installation of alternate phone books. Each loaded phone book is limited to 60 entries, but there is no limit to the number of alternate phone books.

See Also

Loading an Alternate Phone Book
Creating a New Phone Book

Save Button

Enables you to save edited host data in phone books. Each loaded phone book is limited to 60 entries, but there is no limit to the number of alternate phone books.

Advanced Settings

When the Kermit protocol is selected, the Advanced Settings group box will show two buttons, Protocol and Packets, that bring up separate dialog boxes.

When the ZMODEM protocol is selected, the Advanced Settings group box will show two buttons, Send and Receive, that bring up separate dialog boxes.

See Also

Receiving Binary Files with Protocols
Receiving Text Files with Protocols
Sending Binary Files with Protocols
Sending Text Files with Protocols

CRC

A more accurate check of the transfer than checksum, CRC (cyclic redundancy check) can be used for 1K-XMODEM, YMODEM Batch, YMODEM-g and ZMODEM.

XMODEM is checked in groups of eight bits (checksum). 1K-XMODEM,YMODEM Batch and YMODEM-g are checked in groups of sixteen bits (CRC-16). ZMODEM is checked in groups of thirty-two bits (CRC-32). The larger the number of bits used for the cyclic redundancy check, the faster and more accurate the protocol.

See Also

Receiving Binary Files with Protocols
Receiving Text Files with Protocols
Sending Binary Files with Protocols
Sending Text Files with Protocols

Protocol

Various error-checking methods of transfer.

Even a small amount of static on the telephone line may garble the transfer unless a protocol is used to ensure reliable transmission.

Select the Protocol option for more information.

Kermit
Transfers information in packets of no particular size.

WxMODEM
Like XMODEM (transfers in blocks of 128 bytes), but faster.

XMODEM
Transfers information in blocks of 128 bytes.

1K-XMODEM
Transfers information in blocks of 1,024 bytes.

YMODEM Batch
Allows multiple file transfers in blocks of 1,024 bytes.

YMODEM-g
For hard-wired connection or a hardware error-correcting modem.

ZMODEM
Like YMODEM Batch (multiple file transfers in blocks of 1,024 bytes), but faster.

See Also

Receiving Binary Files with Protocols
Receiving Text Files with Protocols
Sending Binary Files with Protocols
Sending Text Files with Protocols

Remote Commands OK

Used with ZMODEM, enables support of remote commands from a host computer, generally a UNIX based system or another PC running A-Talk. ZMODEM commands can be sent and received by A-Talk.

The ZMODEM remote host commands must provide their own windows if they need to do input/output on the PC. By default, this feature is turned off so someone cannot send destructive commands that do damage to your computer.

Timeouts

Use **Standard** timeouts with Bulletin Boards (timeouts about every 10 seconds), and **Relaxed** with public networks (timeouts about every 23 seconds). If you notice that a transfer aborts with no indication of the type of error, it is probably a timeout error. In this case choose the **Relaxed** option and retry the transmission.

Type

Select the type of transfer: binary or text. Use *binary* for the transfer of executable programs or for the transfer of text files that require no translation (for example, between two PCs). Use *text* for the transfer of text files that require the LF-->CR/LF translation (for example, receiving UNIX files).

When using ZMODEM and all YMODEMs, the type should be set to binary when receiving both text and binary files from MS-DOS or CPM-based bulletin boards. When transferring text files with Kermit between a PC and UNIX, the transfer type should be set to text since the PC and UNIX use different end-of-line characters. CompuServe B+ automatically recognizes the file type.

Scroll Buffer Pages

The scroll buffer is temporary storage for incoming data after it scrolls off the top of the screen. You can move back and forth within the number of pages designated for the scroll buffer by using the vertical scroll bar.

See Also

Smooth Scroll

Beep on Operation Successful

This selection enables you to get a beep instead of a dialog box when an operation has been successful.

Use Journal When Dialing

This selection enables you to create a log with the dates, times, system names and telephone numbers of your connections and disconnections from host computers.

Receive

Refers to how computers store the *end of line* characters in their files (line feed, carriage return or line feed + carriage return). For no translation, select **Plain**.

This chart will help you choose your options.

These are the Text Transfer Receive options if you are receiving from:

MS DOS	Keep CR/LF
Windows	Keep CR/LF
Macintosh	CR->CR/LF
Apple II	CR->CR/LF
Networks	Keep CR/LF
Amiga	LF->CR/LF
UNIX	LF->CR/LF

Char Delay

Use this to slow transmission character by character. Choose delays from .05 to .2 of a second.

Line Delay

Use this to put a delay at the end of each line. Useful for hosts that pause to scroll at the end of the line. Choose a delay of .25 (one quarter of a second) to one second.

Send

Refers to how computers store the *end of line* characters in their files (line feed, carriage return or line feed + carriage return). This chart will help you select your options.

These are the Text Transfer Send options if you are sending to:

MS DOS	CR/LF
Windows	CR/LF
Macintosh	CR only
Apple II	CR only
Networks	CR only
Amiga	LF only
UNIX	LF only

Auto LF/CR

Makes the "Return" key function like that of a typewriter: both a carriage return and a line feed will be generated. When a line feed code is received, both a carriage return and a line feed will be generated. When turned off, the "Return" key will generate only a carriage return; when a line feed code is received, only a line feed will be generated.

If you are getting double line feeds, turn this feature off.

Auto Wrap

By default, Auto Wrap is off. That means there will be no carriage return after the last (80th or 132nd) character on the line is typed; the last character will be constantly overwritten. When Auto Wrap is on, the 81st or 133rd character will go to the following line.

Columns

Choose 80 or 132 characters per line for the VT100 terminal mode. When changing from one column mode to the other, the current contents of the screen are lost.

Cursor

Choose whether the cursor will be displayed or not. The cursor will not be visible with the **Blanked** position.

Cursor Type

Gives a choice of two cursor representations, either a blinking **Underline** (_) or a **Block**.

Line State

Enables an on-line or off-line (local) condition. When in **Line**, all typed characters are sent to the host and all messages from the host are displayed. With **Local**, messages are not sent or received from the host computer.

Margin Bell

Gives you a bell as in a typewriter. You hear the bell when the cursor is eight characters from the end of the line.

Screen

Gives you two choices for the look of the screen. **Normal** means there are light characters on a dark background. **Reverse** gives you dark characters on a light background.

Scroll

Gives you two choices for the vertical movement of lines on the screen. **Jump** means that new lines appear as fast as they are sent even if the movement makes the lines difficult to read. **Smooth** slows the appearance of new data, making it easy to read.

Answerback Message

Used in conjunction with the **Auto Answer** option, it refers to a question/answer sequence which identifies your terminal to the host. Type the Answerback Message into the text box.

Auto Answer

If you select this option, your Answerback Message will automatically be sent to the host, when requested.

Backspace Mode

Useful for VMS EDT users, choose **Backspace** if you want the backspace key to send a backspace and the Del key to send a delete. Choose **Delete** if you want the Del key to send a backspace and the backspace key to send a delete.

Cursor Keys

When using VT100, you can have the cursor (arrow) keys send **Normal** escape sequences or **Application** escape sequences.

Keypad

The keypad, or small group of keys usually on the right of the keyboard, can be used either as numbers or application keys when using the VT220, VT100, VT52, or H19. With the **Numeric** selection, numbers typed from the keypad are indistinguishable from numbers typed from the top number row. With the **Application** selection, the keys will transmit escape sequences.

VT200 Mode

Sets terminal for either 8-bit controls (used in VT220 emulation only) or 7-bit controls (used in VT220 or VT100 emulation). To use 8-bit controls, you must set your communication options to 8-bit, no parity.

Bell

Audio or visual bell.

Select the Bell option for more information.

Audio	The PC speaker provides the beep.
Visual	The menu bar flashes.

Terminal Emulator

Several possible emulators.

The emulator you choose depends on what your host supports. You should use **TTY**, or **ANSI** for bulletin board systems; use **CompuServe VIDTEX**, **VT`100** with CompuServe; use **DEC VT220**, **VT100**, **DEC VT52** or **Zenith H19** with minis or mainframes. Use **Tektronix 4014** (Tektronix 4010/14) for connecting to mini or mainframe hosts that support Plot-10 graphics programs.

Select the Terminal Emulator option for more information.

ANSI	IBM ANSI.SYS color compatible terminal.
CompuServe	Similar to VT52.
DEC VT52	An old full-screen Digital Equipment Corp. terminal.
DEC VT100	A popular full-screen Digital Equipment Corp. terminal.
DEC VT220	A newer full-screen Digital Equipment Corp. terminal.
Tektronix 4014	Tektronix terminal for Plot-10 graphics programs.
TTY	Works like a regular teletypewriter.
Zenith H19	A Heath terminal.

Use Function and Ctrl Keys for Windows

This selection allows you to decide whether the F1 key, the delete and the control keys perform as the Windows Help key and menu accelerators or as the terminal emulator PF1 key and Ctrl keys.

When the checkbox is selected, the Ctrl+X, Ctrl+C, Ctrl+V, Ctrl+A and Del keys are used as accelerators for the Edit menu; the Ctrl+N, Ctrl+O, Ctrl+S, and Ctrl+P keys are used as accelerators for the File menu; the F1 key is used for Windows Help. Context-sensitive help is available.

When the checkbox is not selected (default behavior), the CTRL+SHIFT+X, CTRL+SHIFT+C, CTRL+SHIFT+V, CTRL+SHIFT+A and CTRL+SHIFT+Del keys are used as accelerators for the Edit menu; the CTRL+SHIFT+N, CTRL+SHIFT+O, CTRL+SHIFT+S, and CTRL+SHIFT+P keys are used as accelerators for the File menu; the F1 key is used to emulate PF1. All unshifted control keys function as emulator keys. Context-sensitive help is not available.

Courier HST Modem

Optimum performance is obtained with RTS/CTS handshake, and 9,600 baud or more.

With a baud rate of 9,600 or 19,200 baud, the modem is initialized for optimum performance when the remote modem is an identical Courier HST modem.

Higher rates than 19,200 might be sustainable without errors only on newer PCs which support buffered serial chips, such as the 16550 UART.

With high speed modems, the DSR interface signal must be active at all times for the serial device to properly set RTS/CTS handshaking. With a Hayes-compatible modem, DSR can be made active with the command:

AT&S0&W

Generic Modem

The Generic option works if your modem asserts the carrier detect signal on pin 8 of the serial cable. If not, dial manually.

Telebit T1000 Modem

With a baud rate of less than 9,600 baud, the modem is initialized to connect to V.22bis (2400 baud) or 212A (1200 baud) standard modems, without using data compression, MNP or PEP mode.

At speeds of 9600 or higher, the Telebit modems will try to use PEP mode; if the host modem does not support PEP mode, the transmission will be downgraded to 2400 baud or lower.

The Telebit T1000 should be set up in *Conventional Command Mode* for speeds of less than 9,600 baud, and in *Enhanced Command Mode* for 9,600 and 19,200 baud. Higher rates than 19,200 might be sustainable without errors only on newer PCs which support buffered serial chips, such as the 16550 UART.

With high speed modems, the DSR interface signal must be active at all times for the serial device to properly set RTS/CTS handshaking. With a Hayes-compatible modem, DSR can be made active with the command:

AT&S0&W

The host will retransmit each command back to your PC. Also called "local echo off".

The host receives but does not echo your command; your PC makes it appear on your monitor. Also called "local echo on".

As the eighth bit, either a "0" or a "1" will be added to the sum of the first seven bits to make an even number.

As the eighth bit, a "1" is always added no matter what the sum of the first seven bits is.

No extra bit is added to the byte. Most BBS's require None.

As the eighth bit, either a "0" or a "1" will be added to the sum of the first seven bits to make an odd number.

As the eighth bit, a "0" is always added no matter what the sum of the first seven bits is.

Seconds of delay between each redial.

This is a 35-character text box for telephone access codes such as those used by MCI, PC PURSUIT or SPRINT. For example:

1-800-347-6578W-12345-617-920-2050

The first part is the access code. The "W" is the Hayes command that waits for a dial tone. Then comes the phone company card secret access code and home phone number. The phone number of the host you are calling goes in the Phone Number text box.

The number that precedes each entry in the Phone Book is used to link one host to another. If a host is busy, the next host in the Queue box will be tried. Circular lists are allowed (1>2>3>1).

Contains the name of the script login file. Before using the **Phone Book** dialog box for automatic login, you have to write a login script.

The built-in PC speaker or optional audio equipment will provide the audio bell.

If you do NOT have a PC with a speaker or don't like a beep, you should use the visual bell, which appears as a flash on the menu bar.

ANSI

Your terminal can support escape sequences such as clear screen, erase line and cursor movement as defined by the American National Standard Code for Information Interchange.

ANSI can use up to 8 colors and supports bold face and italics. It can be used with IBM PC based bulletin boards such as OPUS. It provides FULL support of all IBM PC ANSI escape codes when selecting ANSI Terminal and WinANSI Font.

For complete emulation of the IBM CGA, the following colors should be used:

	R	G	B	
Color 1: Black	0	0	0	
Color 2: Red	255	0	0	
Color 3: Green		0	255	0
Color 4: Yellow		255	255	0
Color 5: Blue	0	0	255	
Color 6: Magenta	255	0	255	
Color 7: Cyan	0	255	255	
Color 8: White	255	255	255	

Note: If you use the WinANSI font and the above 8 colors, A-Talk will completely emulate the IBM ANSI.SYS screen device driver, including IBM-PC graphics characters.

DEC VT52

The VT52 terminals is fully supported, including alternate keypads and graphics fonts. Set **Auto-Wrap On** when using vi or emacs on UNIX.

DEC VT100

The DEC VT100 is a very popular full-screen editor. Select this also for VT102.

The A-Talk VT100 emulator will support these fonts: USA (sometimes called ASCII), UK, special graphics in both 80 and 132 characters per line. **Double height and double width characters are not supported.**

The Select Character Set (SCS) command can be invoked as follows:

G0 Sets Sequence	G1 Sets Sequence	Selects Set
ESC (A	ESC) A	National
ESC (B	ESC) B	National/UK
ESC (0	ESC) 0	National Special Graphics

The default character set is the National character set.

Supports the numeric and application mode escape sequences for the keypad keys. The VT100 four function keys (PF1 through PF4) are emulated by the F1 through F4 PC keyboard keys.

DEC VT220

The DEC VT220 is a very popular and more recent full-screen editor. It includes all features of a VT100 plus additional support for function keys and 8-bit data.

The DEC VT220 function in 7 or 8-bit mode. The default is 8-bit mode. The DEC VT220 PF1 through PF4 keys are supported. The VT220 four function keys (PF1 through PF4) are emulated by the F1 through F4 PC keyboard keys. The DEC VT220 F6 though F 20 keys are also supported, depending on your keyboard. Standard IBM-type 101-key enhanced keyboards only support function keys up to F12.

The A-Talk VT220 emulator will support these fonts: USA (sometimes called ASCII), UK, special graphics in both 80 and 132 characters per line. **Double height and double width characters are not supported.**

Tektronix 4014

Select this option if you want to emulate the Tektronix 4010/4014. Once you have made the selection, the **Tektronix** windows will be displayed.

TTY

Works like a regular teletypewriter. It provides support for backspace, delete, carriage return and line feed.

Zenith H19

The H19 terminal is fully supported, including alternate keypads and graphics fonts.

CR Effect

Enables selection of the function of the carriage return.

CR sends a carriage return in response to a carriage return. **CR->LF**, like a typewriter, sends a carriage return and a line feed in response to a carriage return.

DEL

Enables selection of the function of the delete character.

DEL gives you a normal delete character. **DEL->LOY** lets the logic interpret the delete character or the escape ? sequence as a code to position the graphics cursor.

GIN Terminator

Enables selection of what follows the crosshair cursor position.

GIN mode is when the host puts up a large crosshair cursor. The crosshair position is transmitted to the host in GIN mode and is followed by a GIN terminator.

None means no GIN terminator. **CR** means a carriage return. **CR + EOT** means a carriage return followed by an end of transmission.

LF Effect

Enables selection of the function of the line feed.

LF sends a line feed in response to a line feed. **LF->CR**, sends a carriage return and a line feed in response to a line feed.

Margin Control

Selects what happens when the cursor is at the last line on the screen and you receive a line feed.

1 means you will get a beep. **2** means you will get a beep and the cursor will go into the second column on the screen. After finishing the second column, the cursor will go back to the first column on the screen. **Off** means you will not get a beep or a scroll.

Auto Answer

This string enables your modem to automatically answer incoming calls on your phone line. Most modems default to not answering calls automatically.

Busy

This means the modem has detected a busy signal on the telephone line.

Connected

This means that the modem has connected at a given **BPS** (bits per second). Modems that support multiple baud rates may connect to a host at a baud rate different from the rate between the modem and the computer.

Dial Pacing

Use this string to set the delay between characters in the dialing sequence. The delay is expressed in milliseconds (100 = 1/10 second).

Dialing Prefix

This string precedes the telephone number and it represents the modem command for placing a telephone call. For example, "ATDT" is the Hayes command for dialing with touch-tone lines.

Dialing Postfix

This string follows the telephone number in a dialing sequence. An example of a postfix is **^M**, which stands for a carriage return.

Drop DTR

Use this string to indicate your modem accepts **Drop DTR** instead of the **+++ATH** Hayes command to hang up. When using any modem other than a Hayes-compatible, pin 20 (DTR) must be connected for the **Drop DTR** hang up to work,

Error

This string means the modem has detected an invalid command or the command line buffer has been exceeded.

Hang Up

This string is the command for hanging up the modem. A delay is expressed by a tilde (~). One tilde is equal to 3/10 of a second. Use three tildes for a delay of about a second.

Init

This is a sequence or string of commands that selects a particular modem configuration before dialing. The parameters set are those such as modem register values, flow control and modem selection.

No Carrier

This means the modem has detected a failure to connect or a loss or carrier. Most modems have a command that sets the maximum number of seconds they will wait for a carrier signal before giving this **No Carrier** message.

No Dialtone

The modem has not detected a dialtone. In order to get this message, most modems require extra commands.

OK

This means the modem has acknowledged the successful execution of a command.

Ring

This means the modem has detected a ring signal (somebody is telephoning you).

Voice

This means the modem has detected a voice call instead of a modem call.

Speech Mode

Selection of the speech mode will determine how data and characters are read aloud. **Everything** will read every received printable character; **Filtered** will read words with only the letters A-Z and the numbers 1-9; **Messages** will read only information, warning and critical messages; **Off** means there will be no reading aloud.

CompuServe VIDTEX

This is the standard terminal type on CompuServe and is similar to VT52. CompuServe B+ transfers are available only when using this terminal.

Loading Settings from ATALK.INI

To load settings from ATALK.INI:

* Select New from the File menu.

Loading Settings from Existing Initialization Files

To load settings from existing .ATI or .INI files:

1 Select Open from the File menu.
2 Choose the directory in the Directories list box of the File Open dialog box.
3 Choose the file in the Files list box or type a name in the File Name text box.
4 Choose OK.

Saving Settings to ATALK.INI

To save settings to ATALK.INI:

* Select Save from the File menu.

Saving Settings to Files

To save a settings file under a name for future use:

1 Select Save As from the File menu.
2 Choose the directory in the Directories list box of the File Save As dialog box.
3 Type a name in the File Name text box.
4 Choose OK.

Getting a Cheap Printout

To get a cheap printout:

1 Select Receive Text Start from the Transfer menu.
2 Type a file name under which you want to store your session.
3 After receiving, select Receive Text Pause or Stop.
4 You may now disconnect from your host.
5 For files that are 64K or smaller, use may use Receive Text View if you selected Pause. To Print, select File Print from the Notepad menu.
6 For files that are larger than 64K, open the received file with any Windows text editor and select File Print from the editor.

Selecting Text on Your Window

To select text:

1 Press the left mouse button.
2 Use the text cursor to move over the text you want to select. Selected text shows up in reverse video.
3 Release the left mouse button.

Copying Text to the Clipboard

To copy text to the clipboard:

1 Select text on your window the left mouse button.
2 Select Copy from the Edit menu.

See Also

Selecting Text on Your Window

Sending Selected Text to a Host

To send selected text to a host:

1 Select text on your windows with the left mouse button.
2 Select Send To Host from the Edit menu.

See Also

Selecting Text on Your Window

Selecting Everything in the Terminal Window

To select all text in the terminal window:

* Select Select All from the Edit menu.

Changing the Colors of the Window

To change the colors used for ANSI emulation:

1 Select Colors from the Format menu.
2 Choose one of the eight color boxes in the Format Colors dialog box.
3 Adjust the amount of Red, Green or Blue by using the controls.
4 If you do not like your changes, choose Reset to go back to the previous color adjustments.
5 Choose OK to save the new colors.

Defining the Function Keys

To define function keys:

1 Select Function Keys from the Options menu.
2 Choose the Modifier you want (none, shift, control, control/shift) from the Options Function Keys dialog box.
3 Choose the Key you want to define.
4 Type the definition you want in the String text box. Use normal ASCII characters and the following control characters.

Type	To
^M	send a carriage return
^J	send a line feed
^I	send a horizonal tab
^H	send a backspace
^[	send an escape
^Q	send an X-on
^S	send an X-off
^?	send a delete

5 Choose OK.

Setting Parameters for Communication

To set parameters for communication:

1 Choose Communications from the Options menu.
2 Select the options appropriate for your system and the remote computer from the Options Communications dialog box. For binary transfers (except with Kermit) and communication with BBS's, use 8 bits, no parity.
3 Choose OK.

Dialing a Phone Number

To dial a phone number:

1 Select Dial from the Phone menu.
2 Type a phone number in the Phone Dial dialog box. Check your modem instruction manual to see if you have to include extra characters (such as pauses for long distance access codes).
3 Choose OK. You will get an error message if the line is busy or an error occurred.

Loading an Alternate Phone Book

To load an alternate phone book:

1 Make sure your alternate phone book extension is .ATP.
2 Select Phone Book from the Phone menu.
3 Choose Load in the Phone Book dialog box.
4 Select an existing phone book from the Phone Book Load dialog box.
5 Choose OK.

Creating a New Phone Book

To create a new phone book:

1 Select Phone Book from the Phone menu.
2 Choose Load in the Phone Book dialog box.
3 Type a new name in the Phone Book Load dialog box. Make sure you give the new name a .ATP extension.
5 Choose OK.

Adding a Host to the Phone Book

To add a host to the phone book:

1 Select Phone Book from the Phone Menu.
2 Choose the Add button in the Phone Book dialog box.
3 Type in the name, phone number, and any other information into the text boxes below the list box.
4 Choose the Save button to the right of the list box.
5 Click on OK.

See Also

Deleting a Host from the Phone Book
Saving a Phone Book

Using the Phone Book for Dialing

To use the phone book for dialing:

1 Select Phone Book from the Phone menu.
2 Set up the Phone Book dialog box**.**
3 Choose the host you want to dial.
4 Choose the Dial button.
5 To interrupt dialing, choose Cancel.

See Also

Adding a Host to the Phone Book
Deleting a Host from the Phone Book

Creating a Login Script with Auto Script

To create a login script:

1 Select the Auto Script command in the Tools menu.
2 Enter a name for your login script in the Auto Script dialog box.
3 Make sure the name you give for your login script has the extension .ATK.
4 Use Phone Dial to dial your host.
5 Login as usual.
6 Select End Auto Script.
7 Select Phone Book from the Phone menu.
8 Enter the script name in the Script text box in the Phone Book dialog box.

Sending Mail as Text

To send mail:

1 Use a text editor such as Notepad to write your mail message.
2 Insert an end of transmission string. How you do this depends on your host.
3 Save the mail message under a file name.
4 If you would like to change the default Text Transfer options, select Text Transfer from the Options menu.
5 The Options Text Transfer dialog box will appear. If appropriate, set the send options and the character and line delays.
6 Choose OK.
7 Login to your host.
8 Select the "Mail" command from the host's command set.
9 When asked by host to type a message, select Send Text from the Transfer menu.
10 Type in the name of the message file in the Send Text dialog box.
11 Choose OK.
12 Wait for the File Sent message box.
13 Log off from your host.

See Also

Setting Line and Character Delays

Receiving Mail as Text

To receive mail:

1 If you would like to change the default Text Transfer options, select Text Transfer from the Options menu.
2 The Options Text Transfer dialog box will appear. If appropriate, change the Receive options and the character and line delays.
3 Choose OK.
4 Select Text Transfer Receive Start from the Transfer menu.
5 Enter a file name in the Text Transfer dialog box.
6 Capture your session, including mail.
7 Select Receive Pause or Receive Stop from the Text Transfer menu.
8 Log off from the host.
9 If you have selected Pause, you may read your mail using View. Otherwise, you may read mail from the received file using an editor such as Notepad.

See Also

Setting Line and Character Delays
Viewing Received Text Files

Installing A-Talk

To install A-Talk:

1 Use your modem manual to connect your modem to a serial cable and to connect the serial cable to your computer - OR - connect two PCs with a null modem cable.
2 If you are using a modem, use your modem manual to set the switches inside the modem.
3 Start Windows.
4 After Windows comes up, insert the A-Talk Setup disk.
5 Choose the File Run command from the Program Manager.
6 Type A:\SETUP in the command line string box. Click on OK.
7 The A-Talk Setup dialog box will ask you where to install A-Talk.
8 After you have made your selections, choose Continue.
9 Check to see if there is an "A-Talk Readme" icon in A-Talk group. In this file you will find news and updates. View this information by double-clicking on it.
10 To run A-Talk, double-click on the A-Talk icon.

Dialing a BBS

To dial a BBS:

1 Select Communications from the Options menu.
2 The default parameters are already set up for communication with electronic bulletin boards.
3 Choose the baud rate, which depends on your modem.
4 Choose OK.
5 Select Modem from the Options menu.
6 Select your Line Type, Pulse or Touch from the Options Modem dialog box. It is also assumed you are using a Hayes compatible modem. If not, choose your modem from those shown.
7 Choose OK.
8 Select Dial from the Phone menu.
9 Type the telephone number of the electronic bulletin board in the dialog box (if necessary, include extra characters for pauses for long distance access codes).
10 Choose OK.
11 If the line is busy, you will get a timeout or error message.
12 Many electronic bulletin boards are often busy. To set up A-Talk to redial continuously, select Redial Continuously in the Options Modem dialog box.
13 Repeat steps 8-10.
14 When you have connected to the bulletin board, you will get a prompt asking for your name and possibly your password. Type these in.

Saving a Tektronix Picture

To save a Tektronix Picture:

1 Give a command to your host which will send the image, but don't press the carriage return.
2 Choose the Save Picture command from the Tektronix File menu.
3 Make your choices in the Tektronix File Save Picture dialog box.
4 Click on OK.
5 Press the carriage return to execute the command to your host.
6 When all of the image has been displayed, choose End Save from the Tektronix File menu. The image will be saved under the file name you selected.

Saving a Tektronix Bitmap

To save a Tektronix Bitmap:

1 Give a command to your host which will send the image, and press the carriage return.
2 Once the image is completely displayed, choose the Save Bitmap command from the Tektronix File menu.
3 Make your choices in the Tektronix File Save Bitmap dialog box.
4 Click on OK.
5 The image will be saved under the file name you selected.

Setting Line and Character Delays

To set line and character delays:

1 Some hosts expect data transmission to approximate normal typing speed. Data will be transmitted too fast for these hosts unless you modify one or both of these two options: Line_Delay and Char Delay. Select Text Transfer from the Options menu.
2 The Options Text Transfer dialog box will appear. Select the amount of Line Delay and Character Delay you want.
3 Choose OK.

Connecting to a Remote Computer

To connect to a remote computer:

1 Select Communications from the Options menu.
2 The Options Communications dialog box will appear.
3 Choose the Baud rate, which depends on your modem.
4 If you have multiple serial ports, you can select which Port, COM1: to COM4: that you want to use.
5 Check with your host's documentation to see how to set the Parity and No. Bits. Most BBS's require 8 bits, no parity. Many hosts will accept either 8 bits no parity or 7 bits even parity. Both setups will work for transmitting text files; but if you are transmitting a binary file, you **must** use 8 bits no parity.
6 Select one or two stop bits, depending on what your host accepts.
7 Choose the X-on/X-off, the CTS/RTS or no Handshake.
8 Check with your host's documentation before selecting half duplex or full duplex.
9 Choose OK.
10 Select Modem from the Options menu.
11 The Options Modem dialog box will appear. Select your line type, Pulse or Touch.
12 Select your Modem Type.
13 Choose OK.
14 Select Dial from the Phone menu.
15 Type the telephone number of the host in the Phone Dial dialog box.
16 Choose OK.
17 If the line is busy, you will get a timeout or error message. Many hosts are often busy. To set up A-Talk to redial continuously, select Redial Continuously from the Options Modem dialog box.
18 Repeat steps 14-16.
19 When you have connected to the bulletin board, you will get a prompt asking for your name and possibly your password. Type these in.

Disconnecting from a Remote Computer

To disconnect from a remote computer:

1 Log off from your host computer.
2 If you have a Custom modem, choose Modem from the Options menu. Otherwise, skip to number 5.
3 The Options Modem dialog box will appear. Select Custom.
4 Choose the Hang Up command code or the Drop DTR option.
5 Choose OK for both dialog boxes.
5 Choose Hang Up from the Phone menu.

Receiving Binary Files with Protocols

To receive binary files:

1 Choose Communications from the Options Menu.
2 Select 8 for the No. Bits and None for Parity in the Options Communications dialog box.
3 Choose XON/XOFF, RTS/CTS or no Handshake.
4 Choose OK.
5 Connect to your remote computer.
6 Login to your host.
7 Choose Protocol Transfer from the Options menu.
8 The Options Protocol Transfer dialog box will appear.
9 For 1K-XMODEM, YMODEM Batch, YMODEM-g and ZMODEM, you may select CRC instead of the default checksum.
10 Choose the Protocol you would like to use.
11 Choose Binary under Type.
12 Choose OK.
13 Ask your host to send a file using a particular protocol.
14 Select Receive Protocol under the Transfer Menu.
15 For XMODEM and 1K-XMODEM, a Transfer Receive Protocol dialog box will appear. Select the drive and directory and type in the name under which you want the received file to be stored.
16 After the transfer has been completed, logoff from your host and hang up.

Receiving Text Files with Protocols

To receive text files:

1 Choose Communications from the Options Menu.
2 Check with your host's documentation before selecting the No. Bits and Parity from the Options Communications dialog box: usually 8 bits, no parity or 7 bits, even parity.
3 Choose XON/XOFF, RTS/CTS or no Handshake.
4 Choose OK.
5 Connect to your remote computer.
6 Login to your host.
7 Choose Protocol Transfer from the Options menu.
8 The Options Protocol Transfer dialog box will appear.
9 For 1K-XMODEM, YMODEM Batch, YMODEM-g and ZMODEM, you may select CRC instead of the default checksum.
10 Choose the Protocol you would like to use.
11 Choose Text under Type.
12 Choose OK.
13 Ask your host to send a file using a particular protocol.
14 Select Receive Protocol under the Transfer Menu.
15 For XMODEM and 1K-XMODEM, a Transfer Receive Protocol dialog box will appear. Select the drive and directory and type in the name under which you want the received file to be stored.
16 After the transfer has been completed, logoff from your host and hang up.

Sending Binary Files with Protocols

To send binary files:

1 Choose Communications from the Options Menu.
2 Select 8 for the No. Bits and None for Parity in the Options Communications dialog box.
3 Choose XON/XOFF, RTS/CTS or no Handshake.
4 Choose OK.
5 Connect to your remote computer.
6 Login to your host.
7 Choose Protocol Transfer from the Options menu.
8 The Options Protocol Transfer dialog box will appear.
9 For 1K-XMODEM, YMODEM Batch, YMODEM-g and ZMODEM, you may select CRC instead of the default checksum.
10 Choose the Protocol you would like to use.
11 Choose Binary under Type.
12 Choose OK.
13 Ask your host to receive a file using a particular protocol.
14 Select Send Protocol under the Transfer Menu.
15 The Transfer Send Protocol dialog box will appear. Choose the drive and directory in which the file you want to send is stored.
16 Choose the file you want to send from the list box, or type in the file you want to send in the text box.
17 Choose OK.
18 After the transfer has been completed, logoff from your host and hang up.

Sending Text Files with Protocols

To send text files:

1 Choose Communications from the Options Menu.
2 Check with your host's documentation before selecting the No. Bits and Parity from the Options Communications dialog box: usually 8 bits no parity or 7 bits even parity.
3 Choose XON/XOFF, RTS/CTS or no Handshake.
4 Choose OK.
5 Connect to your remote computer.
6 Login to your host.
7 Choose Protocol Transfer from the Options menu.
8 The Options Protocol Transfer dialog box will appear.
9 For 1K-XMODEM, YMODEM Batch, YMODEM-g and ZMODEM, you may select CRC instead of the default checksum.
10 Choose the Protocol you would like to use.
11 Choose Text under Type.
12 Choose OK.
13 Ask your host to receive a file using a particular Protocol.
14 Select Send Protocol under the Transfer Menu.
15 The Transfer Send Protocol dialog box will appear. Choose the drive and directory in which the file you want to send is stored.
16 Choose the file you want to send from the list box, or type in the file you want to send in the text box.
17 Choose OK.
18 After the transfer has been completed, logoff from your host and hang up.

Saving Control Codes in Incoming Text Files

To save control codes in incoming text files:

1 Select Text Transfer from the Options menu.
2 The Options Text Transfer dialog box will appear.
3 Select Plain under Receive.
4 Choose OK.

Printing Incoming Text

To print incoming text:

1 Select Print from the File menu.
2 The File Print dialog box.
3 Select the Capture to Printer check box.
4 Unselect the same check box,when you no longer want a printout.

See Also
Getting a Cheap Printout

Selecting Flow Control for Text File Transfers

To select flow control:

1 Choose Communications from the Options Menu.
2 Choose XON/OFF, RTS/CTS or no Handshake from the Options Communications dialog box.
3 Choose OK.
4 Connect to your remote computer.

Saving in Tektronix PLOT-10 Format

To save in Tektronix PLOT-10 format:

1 Give a command to your host which will send the image, but don't press the carriage return.
2 Choose the Save Plot command from the Tektronix File menu.
3 Make your choices in the Tektronix File Save Plot dialog box.
4 Click on OK.
5 Press the carriage return to execute the command from your host.
6 When all of the image has been displayed, choose End Plot.

Replaying a Tektronix Plot

To replay a Tektronix plot:

1 Use the Save Plot command from the Tektronix File menu to capture a plot in standard Plot-10 format.
2 Select the Replay command from the Tektronix File menu.
3 Give the file name of the previously saved image in the Tektronix File Replay dialog box.

See Also

Saving in Tektronix PLOT-10 Format

Setting Terminal Emulation

To set terminal emulation:

1 Select Terminal from the Options menu.
2 The Options Terminal dialog box will appear.
3 Choose the Emulator and Bell you want.
4 Choose OK.
5 Select VT SET-UP Display from the Options menu.
6 The Format VT SET-UP Display dialog box will appear.
7 Make your display selections under Auto/LF/CR, Auto Wrap, Columns, Cursor, Cursor Type, Line State, Margin Bell, Screen and Scroll.
8 Choose OK.
9 Select VT SET-UP Keyboard from the Options menu.
10 The Format VT SET-UP Keyboard dialog box will appear.
11 Make your keyboard selections under Answerback Message, Auto Answer, Backspace Mode, Cursor Keys, and Keypad.
12 Choose OK.
13 Select Fonts from the Options menu.
14 The Format Font dialog box will appear.
15 Make your font selections under Font, Font Style and Size.
16 Choose OK.

Timing Terminal Sessions

To time terminal sessions:

1 Select the Timer command from the View menu. A checkmark will appear and timer/time will appear in the status bar.
2 Select the Timer command again from the View menu when you want to stop timing your terminal session. The checkmark will disappear.

Viewing Received Text Files

To view a received text file:

1 Make sure you have selected Receive Text Pause from the Transfer Receive Text menu.
2 Select View from the Transfer Receive Text menu.
3 Scroll through the file using Notepad.

See Also

Receiving Mail as Text

Specifying Modem Commands

To specify modem commands:

1 Select Phone Book from the Phone menu.
2 The Phone Book dialog box will appear.
3 Select the Modem button under the Phone Book Options buttons.
4 The Custom Modem dialog box will appear.
5 Check your modem manual to set up the modem command codes, the modem response codes, pacing and Drop DTR on Hang Up.
6 Choose OK.
7 You are now back in the Phone Book dialog box. Choose OK.

Setting Up Tektronix Emulation

To set up Tektronix emulation:

1 Select Terminal under the Options menu.
2 The Options Terminal dialog box will appear.
3 Select Tektronix 4014 under Terminal Emulation.
4 Choose OK. The Tektronix window will appear.
5 Select Controls nder the Tektronix Options menu.
6 The Tektronix Options Controls dialog box will appear.
7 Make your selections.
8 Click on OK.

Exiting A-Talk

To exit A-Talk, do the following:

1 Select Exit from the File menu.

Signing In to MAPI or Microsoft Mail

To sign in to Mail:

1 From your A-Talk window, select the message that you want to forward.
2 Select Send from the Edit menu. The Mail Sign In dialog box will appear.
3 Type your mailbox name in the Name box, and then press TAB.
4 Type your password in the Password box, and then press ENTER or click on OK.
5 In any one Mail session, the sign in dialog box will appear only once unless you have cancelled the session.

See Also

Sending a Message with MAPI or Microsoft Mail

Sending a Message with MAPI or Microsoft Mail

To send a message with MAPI or Microsoft Mail:

1 Sign in to Mail. The Send Note dialog box will appear.
2 Address a message by choosing the Address button.
3 Mail displays the Address dialog box. Select a user and press ENTER or choose the To button. Press ENTER or choose the OK button.
4 In the Subject text box, type a short description of the message.
5 The message you have previously selected from the A-Talk window will appear in the text editor. Click anywhere in the message body to start editing the message.
6 To attach a downloaded file, choose the Attach button and select the file from the Attach dialog box. Click on OK.
7 If desired, choose the Options button and make your selections.
8 Choose the Send button. The message disappears. This means your message has been sent.

See Also

Signing In to MAPI or Microsoft Mail

Adding a Network DDE Share

To add a Network DDE share:

1 With the mouse, select the area of the A-Talk window that you want to share.
2 Select Add Share from the Edit menu. The Add Share dialog box will appear.
3 Type a name into the Share Name text box. It is usual to end the name with a $ sign.
4 The share name will refer to the Application (always ATalk), the Topic (always Screen), and the Item, which is the cell range you selected from the screen before invoking the dialog box. The Item is in R1C1 format and should not be changed unless you made a mistake when selecting the area of the screen.
5 Define password number 1 by selecting 1 under password. Type the password into the text box.
6 Click on the permissions you would like associated with this password. These are the five possible permissions:

Permission	Access Type	Means that
Request	Read	Client asks for information from the A-Talk screen
Poke	Write	Client updates A-Talk screen
Advise	Read	Client establishes hot link with the A-Talk screen
Execute	Execute	Client invokes A-Talk command
Start App.	Execute	Client starts A-Talk if not already running

7 To define password number 2, select 2 under password. Type the password into the text box.
8 Click on the permissions you would like associated with the second password.
9 Click on OK.

See Also

Deleting a Network DDE Share
Linking to a Network DDE Share
Unlinking from a Network DDE Share
Inserting DDE Hot and Warm Links

Linking to a Network DDE Share

To Link to a Network DDE share:

1 Make sure that a server has created one or more Network DDE shares. Then you can link to the share(s).
2 With the mouse, select the area of the A-Talk window that you want to link.
3 Select Link to Share from the Edit menu. The Link to Share dialog box will appear.
4 The Local Item Name string box should contain the initial row and column (in R1C1 format) of the selection you made before invoking the Link to Share dialog box. If no selection has been made, you will have to enter the row and column manually.
5 Choose the computer that defined the share to which you want to link by typing the name in the Computer Name string box or by selecting the Computer button which will display the Select a Computer dialog box. Make your selection.
6 Enter the share name to which you want to link in the Share Name string box.
7 Enter the item that you want to link in the Item name string box. If you are linking to a share created by an A-Talk server, enter it in R1C1 format.

See Also

Adding a Network DDE Share
Deleting a Network DDE Share
Unlinking from a Network DDE Share
Inserting DDE Hot and Warm Links

Unlinking from a Network DDE Share

To Unlink from a Network DDE Share:

1 Select Unlink from Share from the Edit menu. The Unlink from Share dialog box will appear.
2 In the Show Linked Items On list box, you will see, in outline form, the computers, the shares and the items you may unlink from. To unlink an item, you may do one of two things:
3 Click on the item you want to unlink from. The item will appear in the Item Name text box.
4 Alternatively, you can click on the Share, and select the item from the drop-down list box.
5 Click on OK.

See Also

Adding a Network DDE Share
Deleting a Network DDE Share
Linking to a Network DDE Share
Inserting DDE Hot and Warm Links

Deleting a Network DDE Share

To Delete a Network DDE Share:

1 Select Remove Share from the Edit menu. The Remove Share dialog box will appear.
2 In the list box, you will see the shares you may remove. To delete a share, you may do one of the following:
3 Select the share to delete from the drop-down list box, by clicking on it. Click on OK.
4 Or double-click on the share.

See Also

Adding a Network DDE Share
Linking to a Network DDE Share
Inserting DDE Hot and Warm Links
Unlinking from a Network DDE Share

Inserting DDE Hot and Warm Links

To insert DDE hot and warm links to A-Talk ranges:

1 Select, with the mouse, the range in A-Talk.
2 Choose Edit Copy from the A-Talk menu.
3 Switch to the other application.
4 Position the cursor where you want the copied information to be displayed.
5 Select Paste Link or Paste Special, depending on your application.
6 Select either a warm or hot link from your application. Different names may be used. For example, a hot link might be called Auto Update or Automatic; a warm link might be called either No Auto Update or Manual.

See Also

Adding a Network DDE Share
Deleting a Network DDE Share
Linking to a Network DDE Share
Unlinking from a Network DDE Share

Copying a Tektronix Bitmap to the Clipboard

To copy a Tektronix Bitmap to the clipboard:

1 Display or Replay an image on the Tektronix window.
2 After the image is completely displayed, choose the Copy command from the Tektronix Edit menu.

See Also

Saving in Tektronix PLOT-10 Format
Replaying a Tektronix Plot
Copying a Tektronix Metafile to the Clipboard

Copying a Tektronix Metafile to the Clipboard

To copy a Tektronix Metafile to the Clipboard:

1 Give a command to your host which will send the image, but do not press the carriage return.
2 Choose the Copy Picture command from the Tektronix Edit menu.
3 Press the carriage return to execute the host's command.
4 When all of the image has been displayed, choose End Copy from the Tektronix Edit menu.

See Also

Saving in Tektronix PLOT-10 Format
Replaying a Tektronix Plot
Copying a Tektronix Bitmap to the Clipboard

Saving a Phone Book

To save a phone book:

1 Select Phone Book from the Phone menu.
2 Make changes or add to the phone book.
3 Click on the Save button. The Phone Book Save dialog box will come up.
4 To save with the current phone book name, directory and drive, click on OK.
5 Or make changes in the Phone Book Save dialog box and then click on OK.

See Also

Adding a Host to the Phone Book
Deleting a Host from the Phone Book

Deleting a Host from the Phone Book

To delete a host from the phone book:

1 Select Phone Book from the Phone menu.
2 Click on a host name in the list box.
3 Click on the Delete button.
4 If you want to delete the host permanently, select Save.
5 Click on OK.

See Also

Adding a Host to the Phone Book
Saving a Phone Book

Dragging and Dropping Files

You can send files, set A-Talk communications parameters and execute scripts by dragging files from File Manager and dropping them into A-Talk.

To drag and drop a file into A-Talk:

1 Start File Manager by double-clicking on the icon in the Main group.
2 Start A-Talk by double-clicking on the icon.
3 Make sure that both the File Manager and A-Talk windows are visible on your screen.
4 Using File Manager, open the directory of the file you want to drag. Click with the left mouse button on the file you want.
5 Hold down the left mouse button and drag the file onto the A-Talk window. Release the mouse button.

To:	**Drag and Drop:**
Change settings	A settings file with the extension .ATI
Send a text file	A text file with the extension .TXT
Execute a script	A script file with the extension .ATK
Send a file	A file with any other extension.

The Script Language

A script is a program that simulates the same commands that you would be typing as responses to prompts from your host when you login or transfer files manually. You will have to write a program that will wait for those prompts and then send the proper reply, such as a carriage return, your user ID or your password.

Some sample hosts with login scripts have already been set up for you and are included on the disk. You will have to edit all of the sample scripts in order to plug in your own ID and password. All of the sample login scripts are stored in a drawer called "Scripts". You may edit them with your favorite text editor.

Writing Your Own Script

To write your own script, do the following:

1 Select Script Editor from the Phone menu. The Script Editor window wil appear.
2 Place the cursor where you want the command to be added
3 Select Add from the Edit menu.
4 Select the desired command from the Command list box. Below the command box, look at the syntax of the particular command you want to add.
5 If the command has parameters, select (one at a time) the parameters from the Parameter drop-down list box.
6 After selecting a parameter, enter a value in the Value list box.
7 Click on Add.
8 Repeat steps 3 to 6 for as many commands as you want to add.
9 Select to Close to take you back to the Script Editor window.
10 Select Save from the File menu and enter a file name.

To edit a script, do the the following:

1 Select Script Editor from the Phone menu. The Script Editor window wil appear.
2 Select Open from the File menu and enter an existing file name.
3 Place the cursor on the command you want to change.
4 Select Change from the Edit menu.
5 Select the desired command from the Command list box. Below the command box, look at the syntax of the particular command you want to change.
6 If the command has parameters, select (one a time) the parameters from the Parameter drop-down list box.
7 After selecting a parameter, enter a value in the Value list box.
8 Click on Change. The command at the cursor will be replaced with the new command.
9 Select Save from the File menu and click on OK.

Notes:

All commands (except two-word commands such as IF TIMEOUT, IF ERROR and ECHO BUFFER) can be abbreviated to three letters and can be in capital or lower case letters.

Set off *strings* with quotes. A string is a group of one or more characters enclosed in quotes. When writing the strings that follow your commands, you will have to pay attention to whether your host uses small or capital letters. Also pay attention to spaces which may be required when waiting for prompts from your host or when replying to your host. Beginning and ending double quotes are required when waiting for a string of characters.

Use the caret (^) to indicate control characters, as in ^C for a control C. Two carets (^^) indicate a caret character (^). When waiting for the double quote symbol ("), indicate it by a ^". The square brackets ([...]) enclose optional parameters. The brackets themselves must not be typed in.

Insert comments or notes to yourself, which will not be executed by the computer. Comments may be put into your script file preceded by the # sign. For example:

```
WAIT "SEND TO:"
REPLY "BOB HACKER^M"
# Enter the subject of your letter.
WAIT "->"
```

Once you have written your script, you can start it in one of two ways:

1) from the **Script** command in the **Phone Menu**; or

2) from the Phone Book.

Script Commands

The A-Talk script language commands are, in alphabetical order:

ADVISE
ASK
AT
BAUD
BELL
BREAK
CD
CHAIN
CLEAR
CRC
DELAY
DIAL
ECHO
ECHO BUFFER
EDITLINE
EMULATOR
EXIT
FINISH
FONT
GETLINE
GOTO
HALT
HANGUP
HELP
IF
IF ERROR
IF TIMEOUT
INITIATE
INPUT
KGET
LOAD
MODE
MSGBOX
ON
PAUSE
POKE
PRINTER
PROTOCOL
PUTLINE
RECEIVE
REDIAL
REPLY
REQUEST
REWIND
SAY
SEND
SET
SPEECH
START
STOP
STRINGBOX
TERMINATE

TIMEOUT
TXRECEIVE
TXSEND
UNADVISE
WAIT
WRAP
XON

TXSEND

TXSEND will start a Send Text transfer from your PC to the host.

Format: **TXSEND** [*filename*]

Notice that the file name is not quoted!

Example:

```
WAIT "!"
REPLY "GO MAIL^M"
WAIT "CHOICE !"
REPLY "2^M"
WAIT "1: "
TXSEND cis.txt
WAIT "!"
REPLY "1^M"
WAIT "user ID): "
REPLY "12345,6789^M"
WAIT "Subject: "
# Enter the subject of your letter.
REPLY "Can we talk?^M"
WAIT "(Y or N)! "
REPLY "Y^M"
```

The example given is part of a script file for sending mail to CompuServe. These commands will send your mail from an text file called **cis.txt** in the current disk drive to the host. The "WAIT" command tells your PC to wait for the prompts from the host. If you have ended your letter with the proper CompuServe conventions (with a /EXIT^M), CompuServe will display a Send Menu prompt.

If the file name is omitted, the content of the communication buffer is used as the file name.

ASK

The ASK command allows you to set up a question or a series of questions. The ASK command is used in conjunction with the IF command. This feature will allow you to set up script files with menus which will appear asking you to type your selection from the keyboard. The keyboard character you type will not be sent to the host. It will serve to execute your command.

Format: **ASK** "*string*"

Example:

```
ASK "K)ermit, X)MODEM, or Y)MODEM?"
IF "K" PROTOCOL K
IF "X" PROTOCOL X
IF "Y" PROTOCOL Y
```

With this example, you set up a little menu that will appear while your script is executing. It will ask you which protocol you want to use for a transfer: Kermit, XMODEM or YMODEM Batch.

The character returned by the ASK command is stored in the communication buffer.

AT

The AT command will stop the execution of your script until a given time. It is very useful if you want to go to bed and have your computer make transfers at night when telephone rates are cheaper. Use the twenty-four hour format when putting in the time (for example, 8:00 PM would be 20:00).

Format: **AT** *hour:min*

Example:

```
AT 23:30
ON "NO CARRIER" GOTO login
login:
HANGUP
REPLY "ATDP213-555-1212^M"
TIMEOUT 30
WAIT "system?"
IF TIMEOUT GOTO login
```

This example of the AT command will stop the execution of your script until 11:30 PM. The script will start executing at eleven thirty PM and will dial and redial if a connection is not made within thirty seconds (the REPLY command is used with ON to dialjust add "ATDP" at the beginning for pulse dialing and "^M" at the end of your phone number).

This command cannot be executed by another application acting as the DDE client.

BAUD

To set the baud rate from your script, use this command.

Format: **BAUD** *baud rate*

Example:

```
BAUD 2400
SET F8N1
WRAP OFF
EMULATOR Ansi
FONT WinANSI
```

This example sets all parameters for connection to an IBM PC-based color Bulletin Board System.

BELL

You can have the bell go off at any point in your script by using this command.

Format: **BELL**

Example:

```
DELAY 1
REPLY "^M"
WAIT "login:"
REPLY "yourname^M"
WAIT "password:"
REPLY "yourpassword^M"
WAIT "(vt100)"
REPLY "^M"
WAIT "%"
REPLY "source setpc^M"
WAIT "%"
REPLY "mail^M"
BEL
```

This is an example of a login script for UNIX that you would use at home if you had a VT100 terminal at work. The bell will ring when the host begins transmitting your mail. Notice that in the example only the first three letters of the BELL command have been used. All commands (except two-word commands) may be abbreviated to three letters.

BREAK

This command will send a break to your host, cutting off your connection. Any character that is about to be sent will be aborted by this command.

Format: **BREAK** [*value*]

Example:

BREAK 750000

The optional value for the break is given in microseconds. In this case the break is 750,000 microseconds or .75 seconds. If no value is given, the default break is .5 seconds (or 500,000 microseconds).

CD

Use CD to change the local directory for file transfers.

Format: **CD** *newdir*

Example:

```
WAIT "!"
REPLY "GO MAIL^M"
WAIT "CHOICE !"
REPLY "2^M"
WAIT "1: "
CD C:\MAIL
TXSEND cis.txt
WAIT "!"
REPLY "1^M"
WAIT "user ID): "
REPLY "12345,5678^M"
WAIT "Subject: "
# Enter the subject of your letter.
REPLY "Can we talk?^M"
WAIT "(Y or N)! "
REPLY "Y^M"
```

This is the same example given under TXSEND for sending mail to CompuServe, but this time your script file will change the directory to MAIL on C:. It will send from a file called C:\MAIL\CIS.TXT.

CHAIN

Use the CHAIN command to link other script files to your login script. By linking one file at a time, you can link as many files as you want to your original login script. For example, script A can be linked to script B, which is in turn linked to script C and so on. If the CHAIN command is executed, the computer will read and execute the linked script(s) without returning to the original script.

Format: **CHAIN** *filename*

Example:

```
ASK "Select C)ompuserve or B)IX"
IF "C" CHAIN c:compuser.atk
IF "B" CHAIN c:bix.atk
```

This example will link to and execute a script for logging onto CompuServe or BIX, depending on whether "C" or "B" is selected from the keyboard.

This command cannot be executed by another application acting as the DDE client.

CLEAR

This command will clear the terminal screen, putting the cursor at the upper left-hand corner.

Format: **CLEAR**

Example:

```
DELAY 1
REPLY "^M"
WAIT "login:"
REPLY "yourname^M"
WAIT "password:"
REPLY "yourpassword^M"
WAIT "(vt100)"
REPLY "^M"
WAIT "%"
CLEAR
```

This is a sample of a login script that you might use to access a UNIX system and emulate a VT100 terminal. Once the login is complete, and you have received the prompt (%) you might want to clear the screen of the login procedure. Do this with the command CLEAR.

STOP

This will stop a Receive Text transfer and close the file.

Format: **STOP**

Example:

```
WAIT "!"
REPLY "GO MAIL^M"
WAIT "choice !"
REPLY "1"
TXRECEIVE c:capture.cis
REPLY "^M"
WAIT "continue !"
STOP
```

This example is from a script file for capturing mail from CompuServe. When CompuServe sends the MAIL prompt, your mail has finished scrolling. You can then stop the receiving process.

CRC

This command will set or reset the CRC option.

Format: **CRC** *ON/OFF* or *YES/NO*

Example:

```
CRC ON
PROTOCOL Z
WAIT ">"
REPLY "sz hostfile^M"
RECEIVE
```

This example shows a file download with ZMODEM and CRC-32, if supported by the host ZMODEM program (the UNIX program "sz" in this case).

DELAY

A DELAY will suspend the script file for a specified number of seconds. You may need a DELAY to slow down the execution of the script file in crucial points.

Format: **DELAY** *number*

Example:

```
DELAY 1
REPLY "^M"
WAIT "login:"
REPLY "yourname^M"
WAIT "password:"
REPLY "yourpassword^M"
```

This example will suspend the execution of the script for one second. A DELAY is needed to make sure the host is ready to receive the following REPLY, a carriage return.

DIAL

By using this command, you can dial the telephone number with your modem. The DIAL command is used in conjunction with the IF command. If you want to dial the telephone in conjunction with the ON command, you must use REPLY. See the REPLY command for an explanation of this.

Format: **DIAL** "*string*"

Example:

```
AT 23:30
retry:
DIAL "7435000"
IF "NO CARRIER" GOTO retry
IF "CONNECT 1200" GOTO conn1200
IF "CONNECT 2400" GOTO conn2400
IF TIMEOUT GOTO retry
conn1200:
ECHO "got connected at 1200"
GOTO done
conn2400
ECHO "got connected at 2400"
done:
```

This example is for an automatic dial and redial in case the phone is busy or connection, either at 1200 or 2400 baud, is not made within the timeout period. This script is set up to start at 11:30 PM.

ECHO

This command will make a string appear on the terminal window during the login script.

Format: **ECHO** "*string*"

Example:

```
WAIT "login:"
REPLY "yourname^M"
WAIT "password:"
REPLY "yourpassword^M"
WAIT "(vt100)"
REPLY "^M"
WAIT "%"
ECHO "Login successful"
```

By using the ECHO command in this example, the phrase "Login successful" will appear on the terminal window when the login has been completed.

ECHO BUFFER

This command will display the contents of the communication buffer on the terminal window. It can be useful to inform you of the reason for a returned error.

Format: **ECHO BUFFER**

Example:

```
#Comment: Getting Formats from Excel LOAD "excel"
INITIATE ch1 "Excel" "System"
REQUEST ch1 "formats" 6
TERMINATE ch1
IF "Text" GOTO tlabel
ECHO "THE 6TH FORMAT IS "
ECHO BUFFER
GOTO end
tlabel:
ECHO "THE 6TH FORMAT IS TEXT"
end:
```

This example will ECHO the name of the sixth format for Excel.

EDITLINE

This command will get, from the host, a line of up to the carriage return or a maximum of 128 characters and will echo the characters back to the caller. The line can be edited by using the backspace and delete characters. This command is used to provide a "remote" 1-line editor. This is useful if you want to turn your computer into a BBS.

Format: **EDITLINE**

Example:

```
REPLY "Username: "
EDITLINE
IF "Myname" GOTO PASS
REPLY "BAD USER NAME^M"
HANGUP
PASS:
REPLY "Password:"
EDITLINE
IF "Mypassword" GOTO LOGGEDIN
REPLY "BAD PASSWORD^M"
HANGUP
LOGGEDIN:
REPLY "YOU'RE LOGGED IN^M"
```

This example will request a user name and password from the serial port and the script will continue only with the valid user name and password.

The characters returned by the EDITLINE command are stored in the communications buffer.

EMULATOR

This command will set the terminal emulator type.

Format: **EMULATOR** *name*

Example:

EMULATOR Ansi

To set the emulator type to other terminals, use simply the name of the terminalonly the first three letters are significant: VT220, VT100, VT52, H19, ANSI, TEK, TTY and VIDTEX for CompuServe.

EXECUTE

The EXECUTE function sends commands to a DDE server application. The parameters are the channel number and the execute string. The channel number is the identifier used by the corresponding INITIATE. The execute string contains one or more commands to be executed by the server.
An error is returned if the channel number is not valid, if any errors occur when the server executes the commands in the execute string or if the command cannot be completed in 10 seconds. EXECUTE does not return data to the client.

Format: **EXECUTE** *chan* "*command*"

Chan is the channel used for the connection.
Command is a quoted string representing commands you want to carry out in the program specified by the channel connection. The form of the command depends on the server command language.

Many applications accept multiple commands by placing them between square brackets.

Example:

```
# Comment: DDE Execute makes Excel load AMORTIZE.XLS sheet
LOAD "excel"
INITIATE ch1 "Excel" "Sheet1"
EXECUTE ch1 "[open(\"library\amortize.xls\")]"
TERMINATE ch1
```

The above script makes a copy of Excel load the sheet file AMORTIZE.XLS from the LIBRARY directory. Note the use of the string \" for quotation marks; this is often a useful technique when sending execute strings that contain quotation marks.

Different server applications support different commands. In general, the commands that can be sent to an application are the commands in that application's menus, macro or script language.

EXIT

This will close the script and end the execution of A-Talk.

Format: **EXIT**

Example:

```
WAIT "!"
REPLY "GO MAIL^M"
WAIT "choice !"
REPLY "1"
TXRECEIVE c:capture.cis
REPLY "^M"
WAIT "continue !"
STOP
HANGUP
EXIT
```

This example will exit A-Talk after stopping the text file transfer.

This command cannot be executed by another application acting as the DDE client.

FINISH

This command will shut down a host Kermit server.

Format: **FINISH**

Example:

```
KGET file.c
WAIT "$"
FINISH
```

FONT

This command will set the font type.

Format: **FONT** *name* [*ptsize*]

Name is the name of the font.
Ptsize is an integer denoting the point size of the font. If omitted, the point size of the current font will be used.

Example:

```
WRAP OFF
EMULATOR Ansi
FONT WinANSI
```

GETLINE

This command will get, from the host, the number of characters specified. If the number is not specified, this command will get the entire line up to the carriage return or a maximum of 128 characters.

Format: **GETLINE** [*number*]

Example:

```
GETLINE
LOAD "excel"
INITIATE ch1 "Excel" "Sheet1"
IF ERROR GOTO FAIL
POKE ch1 "R1C1"
TERMINATE ch1
GOTO end
FAIL:
ECHO "ERROR STARTING DDE ON EXCEL WITH SHEET1"
end:
```

In this example, GETLINE is used to transfer data from the host to a server application (Excel) in a DDE conversation.

The characters returned by the GETLINE command are stored in the communication buffer.

GOTO

This command jumps to a label at a different part of the script file. A label can be any word that is not part of the script language and it cannot contain a space. A jump may be forward or backward.

Format: **GOTO** *label*

Example:

```
ON "NO CARRIER" GOTO login
login:
HANGUP
REPLY   "ATDP000-0000^M"
WAIT "login:"
REPLY "yourname^M"
WAIT "password:"
REPLY "yourpassword^M"
WAIT "(vt100)"
REPLY "^M"
WAIT "%"
```

This example sets up "login" as a label by putting it on a separate line with a colon after it. The GOTO command will search for that label, jump to it and begin executing at this point.
The example given could be used if you're logging onto an erratic host that is in the habit of dropping the line and giving you the message "NO CARRIER". If this happens, you would want to start all over, redial and try to login again. The GOTO feature would allow you to do that automatically.

This command cannot be executed by another application acting as the DDE client.

HANGUP

This command will drop the modem connection.

Format: **HANGUP**

Example:

```
REPLY "^M"
WAIT "$"
REPLY "logout^M"
DELAY 1
HANGUP
```

This example is taken from a script exiting a VAX system running UNIX.

HELP

This command will display the A-Talk help index.

Format: **HELP**

Example:

HELP

IF

This command will look for and check characters in the communications buffer, either those typed in from the keyboard, those sent from the host, those returned from the modem, or those transferred through DDE. It is used in conjunction with the ASK, GETLINE, PUTLINE, WAIT, DIAL and the DDE commands REQUEST and POKE.

Format: **IF** "*string*" *command*

Example:

```
ASK "Protocol (K,X,Y,Z)?"
IF "K" PROTOCOL K
IF "X" PROTOCOL X
IF "Y" PROTOCOL Y
IF "Z" PROTOCOL Z
GETLINE 9
IF "C-Kermit" SEND file1
```

To select (from the keyboard) a "K," "X," "Y" or "Z" to designate a protocol. If you select K, the protocol you will be using to transfer files will be Kermit. If the nine characters from the host happen to be the prompt "C-Kermit," your PC will send a file, beginning a Kermit transfer of "file1."

IF ERROR

This command will execute the following parameter command only if the preceding command had an error.

Format: **IF ERROR** *command*

The "IF ERROR" cannot be abbreviated!

Example:

```
GETLINE
LOAD "excel"
INITIATE ch1 "Excel" "Sheet1"
IF ERROR GOTO FAIL
POKE ch1 "R1C1"
TERMINATE ch1
GOTO end
FAIL:
ECHO "ERROR STARTING DDE ON EXCEL WITH SHEET1"
end:
```

In this example, if there is an error because the item "Sheet1" is not valid, the GOTO FAIL command will be executed and the error message will be echoed. If there is no error, the POKE command will be the next one executed.

IF TIMEOUT

This is a variation of the IF command. Use the TIMEOUT command to set up the situation.

Format: **IF TIMEOUT** *command*

The "IF TIMEOUT" cannot be abbreviated!

Example:

```
TIMEOUT 20
login:
HANGUP
DIAL "000-0000"
WAIT "login:"
IF TIMEOUT GOTO login
REPLY "yourname^M"
WAIT "password:"
IF TIMEOUT GOTO login
REPLY "yourpassword^M"
WAIT "(vt100)"
IF TIMEOUT GOTO login
REPLY "^M"
WAIT "%"
IF TIMEOUT GOTO login
```

This example sets up "login:" as a label by putting it on a separate line with a colon after it. The IF TIMEOUT GOTO command will be executed if each of the prompts ("login:", "password:", "(vt100)", %) is not sent by the host after twenty seconds. This login script will start over with the label "login:".

INITIATE

The INITIATE function opens a DDE channel from an A-Talk client to a server application. The INITIATE function has two parameters, the server *application name* (also called Service) and the *topic*. The application name is the server program name without the .EXE extension. If the server application is not running, the INITIATE function automatically starts it. (INITIATE may not automatically start the server from some applications; this is a Microsoft convention.)

The topic identifies something in the server application that you plan to access. The topic is often the name of a window in the server application or the name of a file.

INITIATE also selects a channel number. The channel number is subsequently used as a parameter to all other DDE functions to identify the channel in use. You may have more than one channel open by calling the INITIATE function several times. A-Talk allows the use of 10 channels, named CH0 (channel 0) through CH9 (channel 9).

An error is returned if the server application is not running and cannot be started, or if the topic is not valid.

Format: **INITIATE** *chan* "*app*" "*topic*"

Chan is the channel used for the connection.
App is the DDE name of the application you are accessing.
Topic is the name of the topic in the application you are accessing.

Use "*" to indicate any application or any topic.

Example:

```
INITIATE ch0 "Excel" "system"
INITIATE ch1 "Excel" "Sheet1"
TERMINATE ch0
TERMINATE ch1
```

The sample script above executes a copy of Excel and initiates two DDE channels to that copy of Excel. After this script is executed, no values will have been placed in new locations, but you will have successfully opened and closed two DDE channels.

If you substitute "*" in place of "Excel" in the example above you will establish communication with any one application that has "system" as the topic.

Please note the following:

1. Each time the INITIATE command is executed, a new DDE channel is opened. Each channel is assigned to a unique channel identifier, starting at CH0 and ending at CH9.

2. In the above example, DDE channels are initiated with the topics of "system" and "Sheet1". Any Excel sheet name is a valid topic for use in an INITIATE command. The topic of "system" allows you to ask Excel for specific system information. The topics are either "system" or the names of current documents.

The A-Talk INITIATE command may also be used to set up Network DDE conversations by using the following format:

Format: **INITIATE** chan "\\MACHINENAME\NDDE$" "SHARENAME$"

MACHINENAME is the name of the networked machine that runs the server.
NDDE$ is a fixed string that must be used to access the Network DDE features.
SHARENAME$ is the name of a share on the server.

INPUT

This command is useful if you want to set up your script files without, for example, the password. You might want to do this if your script files are stored on diskettes that other people have access to. You can leave out the password or other important information from your login script and add an INPUT command that will ask you to type it in at the proper moment. If you use this command, you must be present at the keyboard to type in the required information. This command is not for unattended operation.

Format: **INPUT** "*string*"

Example:

```
WAIT "@"
INPUT "Type in TELENET access code now:"
```

With this example, the message "Type in TELENET access code now:" will appear on your screen, prompting you for the access code.

KGET

The KGET command will get files from the host Kermit.

Format: **KGET** *filename*

Example:

```
PROTOCOL K
KGET *.c
```

This example of the command will transfer all of the files with the suffix "c" to your PC.

LOAD

The Load function starts a server application.

Format: **LOAD** "*app* [*params*]" [*num*]

App is the path name of the server application to be loaded. If no path is listed, the server application must be in the current directory
Params is an optional parameter string to be passed to the application (for example, a file name).
Num is an optional window number (1 = normal size; 2 or omitted = minimized size; 3 = maximized size).

Example:

```
LOAD "c:\excel\excel c:\excel\annual.xls"
INITIATE ch9 "Excel" "annual.xls"
```

In the above example, the script first loads Excel and then initiates a conversation using the sheet "annual.xls" as the topic. Please note that if an application is not loaded, the INITIATE command will automatically load it.

MODE

With this command you choose the type of transfers to perform, binary or text.

Format: **MODE** *binary* or *text*

Example:

```
MODE text
PROTOCOL Y
WAIT "$"
REPLY "upload *.c^M"
RECEIVE
```

This example refers to a YMODEM Batch text transfer.

MSGBOX

This command will display a message box.

Format: **MSGBOX** "*message*" ["*title*"] [*type*]

Message is a string that will appear in the message box.
Title is the optional text in the title bar. If omitted, the text will be "A-Talk".
Type is an integer that defines the type and number of buttons in the message box, as follows:

Type	**Value**	**Meaning**
Button	0 (zero)	OK button (default)
	1	OK and Cancel buttons
	2	Abort, Retry and Ignore buttons
	3	Yes, No and Cancel buttons
	4	Yes and No buttons
	5	Retry and Cancel buttons
Symbol	0 (zero)	No symbol (default)
	16	Stop symbol
	32	Question symbol
	48	Attention symbol
	64	Information symbol
Button action	0 (zero)	First button is the default
	256	Second button is the default
	512	Third button is the default

After the user selects a button, the values returned in the communication buffer are:

Return Value	**Button pressed**
1	Ok, Yes, or Abort
2	No or Retry
3	Cancel or Ignore
0	Not Enough Memory

Example:

```
MSGBOX "Exiting Script?" "BBS Script" 33
IF 1 GOTO bye
IF 2 GOTO continue
bye:
ECHO "Exiting script"
HALT
continue:
```

This example will put up a message box entitled "BBS Script". The message box will ask a question, "Exiting Script?", and will display the OK and Cancel buttons.

ON

The ON command is a watchdog that looks for a string so that other commands can be invoked when such string is found. The behavior of the ON command depends on the command directly following it on the same line.

Format: **ON** "*string*" *command*

Example:

```
ON "NO CARRIER" GOTO login
login:
HANGUP
REPLY "ATDP000-0000^M"
WAIT "login:"
REPLY "yourname^M"
WAIT "password:"
REPLY "yourpassword^M"
WAIT "(vt100)"
REPLY "^M"
WAIT "%"
```

If a "NO CARRIER" is received from the host at any point in this script, the WAIT commands will be aborted and the GOTO command will be executed. That means that the login script will be started over whenever the telephone line is dropped, as indicated by the message "NO CARRIER".

Related Topics

Multiple ON Strings

Multiple ON Strings

A maximum of **three** ON strings can be installed at any one time. They will be executed in a circular fashion, returning to the first when the last one has been executed. The START and HALT commands clear all ON strings.

Example:

```
ON "NO CARRIER" GOTO login
ON "-more-" REPLY " "
ON ">" REPLY "^M"
login:
HANGUP
REPLY "ATDP000-0000^M"
WAIT "Name?"
SEND "Bob Hacker^M"
WAIT "Password?"
SEND "cracker^M"
```

In this example, the script will look for and execute a different command depending on what is received from the host. If the line disconnects, giving the message "NO CARRIER", the script will start over again, beginning from the label "login". Every time the string "-more-" is received, the script will reply with a space. Every time the prompt ">" is received, the script will reply with a carriage return.

This command cannot be executed by another application acting as the DDE client.

TXRECEIVE

This command will start to receive a text file or will append to a previously PAUSEd transfer when the file name is omitted.

Format: **TXRECEIVE** [*filename*]

Example:

```
TXRECEIVE c:capture.c
REPLY "cat mail^M"
WAIT "$"
STOP
```

This example will start receiving text, putting it in a file named capture.c on drive c:. Then, the example will wait for the character '$' and STOP the transfer after receiving it.

POKE

The Poke function sends data to the server application. The parameters are the channel number and the item. The data is implicitly taken from the A-Talk communication buffer. The channel number is the same identifier used in the corresponding INITIATE. The item identifies the destination of the data in the server.

An error is returned if the channel number is not valid, the item is not valid, or the server is not able to accept the data.

Format: **POKE** *chan* "*item*"

Chan is the channel used for the connection.
Item is the name of the item in the application you are accessing.

Example:

```
# Comment: DDE Poke to Excel
GETLINE
LOAD "excel"
INITIATE ch1 "Excel" "Sheet1"
POKE ch1 "R1C1"
TERMINATE ch1
```

The sample script above executes a copy of Excel and places a value into a worksheet. The following assumptions are made in this example:

1. A copy of Excel is being used as the second application for the DDE conversation.

2. The text to be sent over the DDE channel is contained in the A-Talk communication buffer and is obtained from the host using GETLINE.

3. The text will be placed into Sheet1 in the copy of Excel.

PRINTER

This command will turn the printer on or off, initiating a printer capture. Remember that when you use this command, your session will be slowed to the speed of the printer.

Format: **PRINTER** *ON/OFF* or: **PRINTER** *YES/NO*

Example:

```
PRINTER ON
WAIT "end"
PRINTER OFF
```

PROTOCOL

This command is used for selecting the protocol for file transfers. It is used in conjunction with the SEND/RECEIVE commands.

Format: **PROTOCOL** *single character* (X, 1, Y, Z, K, W, G or B)

Example:

PROTOCOL X
SEND filename

In this example, the protocol XMODEM will be used to send a file called "filename". An "X" stands for XMODEM, a "1" stands for 1K-XMODEM, "Y" stands for YMODEM Batch, "Z" for ZMODEM, "K" for Kermit, "W" for WXMODEM, "G" for YMODEM-g and "B" for CompuServe B+.

PUTLINE

This command will send to the host the contents of the A-Talk communication buffer.

Format: **PUTLINE**

Example:

```
# Comment: DDE request from Excel
LOAD "excel library\amortize.xls"
INITIATE ch2 "Excel" "amortize.xls"
REQUEST ch2 "R1C1"
TERMINATE ch2
PUTLINE
```

In this example, PUTLINE is used to transfer data from a server application (Excel) in a DDE conversation.

RECEIVE

Use this command to receive files from a host in any case except when using Kermit server mode, in which case the command to use is KGET. The file name is required only with XMODEM and 1K-XMODEM.

Format: **RECEIVE** [*filename*]

Example:

```
MODE text
PROTOCOL Y
WAIT "$"
REPLY "upload *.c^M"
RECEIVE
```

In this example you will be receiving from the host all the text files with the suffix "c". You will be using the YMODEM Batch protocol for this batch transfer.

REDIAL

This command will select the redial type (o = once; t = ten times; c = continuously).

Format: **REDIAL** *type* (o/t/c)

Example:

```
REDIAL t
DIAL "213-1212"
REPLY "^M"
WAIT "login:"
```

The above example will dial the number up to ten times until connection is established.

REPLY

This command will send a string or a character to the host.

Format: **REPLY** "*string*"

Beginning and ending double quotes are required to send a string of characters. Use the caret (^) to send control characters, as in "^C" to send a control C. Two carets will transmit a single caret character. The double quote symbol (") can be sent by ^".

Example:

WAIT "Name?"
REPLY "Bob Hacker^M"

This example will reply with the name, Bob Hacker, followed by a carriage return (^M). Since the DIAL command does not work in conjunction with the ON command, it is sometimes necessary to use the REPLY command for dialing. You can do this by adding an "ATDP" (for pulse dialing) or "ATDT" (for tone dialing) at the beginning of the phone number and a "^M" at the end as follows:

REPLY "ATDP213-1212^M"

REQUEST

The REQUEST function gets data from the server application. The parameters are the channel number and the item. The channel number is the identifier used in the INITIATE. The item identifies the data to be returned.
The server application returns the desired data and A-Talk places it into its communication buffer. An error is returned if the channel number is not valid, the item is not valid, or the server cannot return the data.

Format: **REQUEST** *chan* "*item*" [*index*]

Chan is the channel used for the connection.
Item is the name of the item in the application you are accessing.
Index is an optional numeric argument that selects the item from a list.

Example:

```
# Comment: DDE request from Excel
LOAD "excel library\amortize.xls"
INITIATE ch2 "Excel" "amortize.xls"
REQUEST ch2 "R1C1"
TERMINATE ch2
PUTLINE
```

The sample script above executes another copy of Excel and requests a value from a worksheet. The value is stored in the A-Talk communication buffer. The following assumptions are made in this example:

1. A copy of Excel is being used as the second application for the DDE conversation.

2. The value being requested is contained in cell A1 of AMORTIZE.XLS.

3. Your EXCEL directory is the current directory. After this macro is executed, the value in cell A1 of AMORTIZE.XLS can be found on the communication buffer, and can be sent to the host with the PUTLINE script command.

When you use the REQUEST command to request data from Excel, any referencing made must be in R1C1-type format. If this format is not used, the REQUEST command returns an error.

REWIND

The REWIND command is very similar to the GOTO command, except that the GOTO will search for a label. The REWIND command will restart the script from the beginning of the script file. It is faster than jumping to a label at the beginning of a file because the computer will not have to search for the label.

Format: **REWIND**

Example:

```
ON "NO CARRIER" REWIND
REPLY "ATDP213-1212^M"
WAIT "login:"
REPLY "yourname^M"
WAIT "password:"
REPLY "yourpassword^M"
WAIT "(vt100)"
REPLY "^M"
WAIT "%"
```

Whenever the line to the host drops, giving you the message "NO CARRIER", this login script will go back to the beginning, starting the login procedure all over again.

This command cannot be executed by another application acting as the DDE client.

SAY

This command, used in conjunction with the SPEECH command, will speak a string. The SPEECH must be ON for the SAY to work.

Format: **SAY** "string"

Example:

```
SPEECH ON
SAY "I am connected"
SPEECH OFF
```

SEND

This command will send files to the host with protocols. Remember to specify a protocol before giving this command.

Format: **SEND** [*filename*]

Example:

PROTOCOL K
SEND file.wp

Notice that no quotes are used around the file name.

If the file name is omitted, the content of the communication buffer is used as the file name.

SET

This command will set the communications parameters by using the following format: the four digit format refers to full or half duplex (F or H), number of bits (7 or 8), parity (E for even, O for odd, N for no parity, M for mark, and S for space), and number of stop bits (1 or 2).

Format: **SET** *value*

Example:

SET F8N1

This example will set the communications parameters to full duplex, 8 bits, no parity and one stop bit.

SPEECH

This command will start or stop the speech synthesizer. If you want the computer to say something during the execution of the login script, you must use SPEECH in conjunction with the SAY command.

Format: **SPEECH** *ON/OFF* or *YES/NO*

Example:

```
SPEECH ON
SAY "I am connected"
SPEECH OFF
```

START

This command will execute a new script file, returning to the first file once the new one has been executed. Only **one** level of nesting is allowed.

Format: **START** *filename*

Example:

START c:cis.atk

In this example, you run your usual login script for CompuServe. The script is named CIS.ATK and is stored in the C: drive. With the START command you can use standard login scripts in larger, customized, special purpose scripts.

This command cannot be executed by another application acting as the DDE client.

HALT

This will stop the execution of the script file.

Format: **HALT**

Example:

ON "NO CARRIER" HALT

This example will stop the script if the line drops and you get the "NO CARRIER" message.

This command cannot be executed by another application acting as the DDE client.

STRINGBOX

This command will display a dialog box where the user is able to enter a text or numeric string.

Format: **STRINGBOX** *"prompt"* ["*title"*] ["*default*"]

Prompt is the text displayed in the dialog box.
Title is the text in the title bar. If omitted, the text will be "A-Talk".
Default is the default text in the stringbox.

If OK is selected, the communication buffer will contain the string typed in at the keyboard. Otherwise, it will contain a null (empty) string.

Example:

```
STRINGBOX "Enter User Name" "Log on" "Bob Hacker"
IF "Bob Hacker" MSGBOX "Hi, Bob" "Log on" 0
IF "John Hacker" MSGBOX "Hi, John" "Log on" 0
```

PAUSE

The PAUSE command will suspend, or temporarily stop, receiving incoming data.

Format: **PAUSE**

Example:

```
TXRECEIVE a:capture.txt
WAIT "$"
REPLY "cat file1^M"
WAIT "$"
PAUSE
REPLY "cat file2^M"
WAIT "$"
TXRECEIVE
REPLY "cat file3^M"
WAIT "$"
STOP
```

This example will start receiving incoming data, storing it all under a file called "capture.txt" on drive A:.

TERMINATE

The TERMINATE function closes a DDE channel. The parameter is the channel number of the DDE channel to close. An error is returned if the channel number is not valid.

Format: **TERMINATE** *chan*

Chan is the channel used for the connection.

Example:

TERMINATE ch0

TIMEOUT

This will set the timeout for WAITs which come after it. Set the timeout value in number of seconds. Remember that if you do not put a number down, the default is *forever!* That means if you are waiting, for example, for a "password:" prompt which never arrives, and you have not set the timeout with a number of seconds, the script will lock up if the prompt is never received. You can get out of this locked situation by selecting the **End Script** option in the **Phone** menu.

Format: **TIMEOUT** *number*

Example:

```
TIMEOUT 30
WAIT "User Name:"
```

In this example, the script file will wait (for the string "User Name:") for a maximum of thirty seconds before timing out.

WAIT

This command suspends the script file until a particular string is received. Beginning and ending double quotes are required when waiting for a string of characters. Use the caret (^) to indicate a WAIT for control characters, as in ^C when waiting for a control C. Two carets (^^) indicate a WAIT for a caret character (^). When waiting for the double quote symbol ("), indicate it by a ^". A WAIT command with no string following it will be an endless wait.

Format: **WAIT** "*string*" or **WAIT**

Example:

```
ON "NO CARRIER" GOTO retry
ON "CONNECT 1200" GOTO conn1200
ON "CONNECT 2400" GOTO conn2400
retry:
REPLY "ATDP7435000^M"
WAIT
conn1200:
ECHO "got connected at 1200"
GOTO done
conn2400:
ECHO "got connected at 2400"
done:
```

The WAIT in the example will go on until one of three ON strings is received, "CONNECT 1200", "CONNECT 2400" or "NO CARRIER". If "CONNECT 1200" is received, the script will jump to the label "conn1200:" and ECHO the string "got connected at 1200". Then the script will jump to the label "done:". If "CONNECT 2400" is received, the script will jump to the label "done:" and ECHO the string "got connected at 2400". If "NO CARRIER" is received, the script will dial again. If none of the three strings is received, the script will be locked. You can get out of this locked situation by selecting the **End Script** option in the **Phone** menu.

WRAP

This command will select the auto-wrap feature.

Format: **WRAP** *ON/OFF* or *YES/NO*

Example:

```
WRAP OFF
EMULATOR Ansi
```

XON

This command will set the XON/XOFF handshake.

Format: **XON** *ON/OFF* or *YES/NO*

Example:

```
XON ON
TXSEND local.txt
WAIT ".^M"
XON OFF
```

This example sends a text file to a "slow" host that supports XON/XOFF.

ADVISE

The ADVISE function sets up a hot link with a DDE server application. The parameters are the channel number, the item and the location in **R1C1** reference style. The channel number is the identifier used in the INITIATE. The item identifies the data to be hot linked. When the data in the server application changes, the server returns the desired data and A-Talk places it into the location referenced in the third parameter. An error is returned if the channel number is not valid, the item is not valid, or the server cannot hot link the data.

Format: **ADVISE** chan "item" "location"

Chan is the channel used for the connection.
Item is the quoted name of the item in the application you are accessing.
Location is a reference to the A-Talk screen location in R1C1 style.

Example:

```
# Comment: DDE advise from Excel
LOAD "excel library\amortize.xls"
INITIATE ch2 "Excel" "amortize.xls"
ADVISE ch2 "R1C1" "R2C10"
```

The sample script above executes another copy of Excel and hot links a value from a worksheet. If the value changes, the A-Talk screen at row 2, column 10 will be updated. The following assumptions are made in this example:

1. A copy of Excel is being used as the second application for the DDE conversation. The value being hot linked is contained in cell A1 of AMORTIZE.XLS.

2. Your EXCEL directory is the current directory. If the value in cell A1 of AMORTIZE.XLS changes, its value can be found at location R2C10 on the A-Talk screen.

When you use the ADVISE command to hot link data from Excel, any referencing made must be in R1C1-type format. If this format is not used, the ADVISE command returns an error.

UNADVISE

The UNADVISE function cancels a hot link with a DDE server application. The parameters are the channel number and the item. The channel number is the identifier used in the INITIATE and ADVISE. The item identifies the data that has been hot linked. An error is returned if the channel number is not valid, the item is not valid, or an ADVISE has not been executed for the data.

Format: **UNADVISE** chan "item"

Chan is the channel used for the connection.
Item is the quoted name of the item in the application you are accessing.

Example:

```
# Comment: DDE unadvise from Excel
LOAD "excel library\amortize.xls"
INITIATE ch2 "Excel" "amortize.xls"
ADVISE ch2 "R1C1" "R2C10"
# other commands
UNADVISE ch2 "R1C1"
```

The sample script above executes another copy of Excel and hot links a value from a worksheet. If the value changes, the A-Talk screen at row 2, column 10 will be updated. It then executes other commands and then terminates the link with UNADVISE. The following assumptions are made in this example:

1. A copy of Excel is being used as the second application for the DDE conversation.

2. The value being hot linked is contained in cell A1 of AMORTIZE.XLS.

3.Your EXCEL directory is the current directory.