**The Custom Connector**
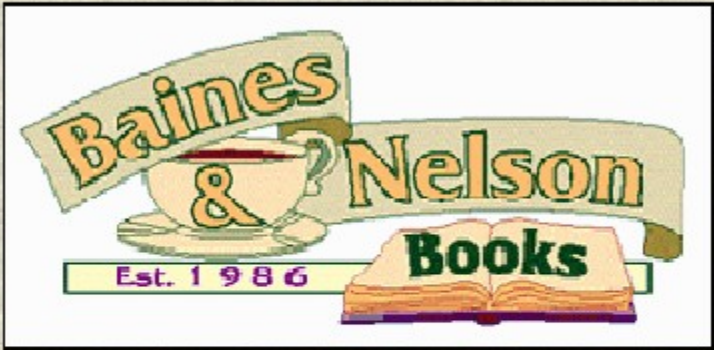


Baines and Nelson Custom Connector

User Name: [ ]          ☐ Remember my password

Password: [ ]           ☐ Check for new mail at login

[Connect]          [Settings]          [Cancel]

**Your company name**

This is the text Custom Connector will display in the **Help/About** menu.

**Your title bar text**

This is the text Custom Connector will display in the title bar area of the window.

**Your program name**

This is the name of the executable file that starts Custom Connector. The file name must be no longer than eight characters, and must contain only valid DOS filename characters.

**Default directory name**

This is the "recommended" location on the user's hard drive for the Custom Connector files. Users will have the option to change this default directory name during installation.

**Display this bitmap during installation**

Users will see this graphic in the top left corner of their screens during the installation of the Custom Connector. It is normally about 200x100 or so, but may not be larger than 640 x 480 pixels in size.

[Creating BMP files](#)

**Display Custom Connector bitmap**

Users will see this graphic as the main logo in the Custom Connector screen. Please select a bitmap file that is no larger than 433 x 210 pixels in size. Click here to see a sample Custom Connector screen.

Creating BMP files

**Display Custom Connector icon**

Users will see this icon in their Custom Connector program group. Please select an icon file that is no larger than 32 x 32 pixels for 16 color icons, or 16 x 16 pixels for multi resolution icons.

Creating icons

**Allow dial-up connections**

Turn this option **ON** if you want your callers to use the Custom Connector to connect with your system using regular telephone lines and modems.

**I have multiple phone numbers**

Turn this option **ON** if you want callers to select from two or more phone numbers to connect with your system.

**Phone numbers**

This is the list of phone numbers callers can select to connect with your system.

Click the **Add** button to add a phone number to the list.

Click **Remove** to delete a phone number from the list.

**Allow TCP/IP connections**

Turn this option **ON** if you want your callers to use the Custom Connector to connect with your system using TCP/IP (Internet).

**I have multiple IP or Host names**

Turn this option **ON** if you want callers to select from two or more IP addresses or Host names to connect with your system.

**TCP/IP Addresses**

This is the list of IP addresses callers can select to connect with your system.

Click the **Add** button to add an IP address to the list.

Click **Remove** to delete an IP address from the list.

**Preview your selections**

This screen shows you how the Custom Connector will appear to your callers, with your bitmap and title bar text.

**Save your selections**

This window saves your bitmap files, icons, and text to a file that will be used by Mustang Software to create your own Custom Connector. Please review the instructions in the window before sending the file, and be sure to read, print and sign the License Agreement

**View license agreement**


**THIS SOFTWARE LICENSE AGREEMENT** (Agreement) is made and entered into in Bakersfield, California, and is effective as of_____, 1996, between Mustang Software, Incorporated ("MSI"), a California corporation with principal offices at 6200 Lake Ming Road, Bakersfield, California 93306,
and_____ ("Licensee"), a__ _____ (state)
_____(corporation, sole proprietorship, partnership, individual) with principal offices at _____ .


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### Consideration

Licensing of the Software will be made according to the following schedule, based upon the number of nodes installed on the Wildcat! 5 System for which the Software is created:

**Initial (first year) License Fee:**

| | |
|---|---|
| Custom Connector (2 Node) | $200 |
| Custom Connector (3-8 Nodes) | $500 |
| Custom Connector (10-16 Nodes) | $750 |
| Custom Connector (18-32 Nodes) | $1000 |

Custom Connector (34+ Nodes)                      $2000
**Yearly Renewal License Fee:**

Renewal of the license is available on each year anniversary of the original license at a cost based on the number of nodes in use at the time of renewal, less 50%.

*Prices listed are for a one-year Custom Connector license. Additional years are 50% of first year licensing fee for current Wildcat! line count.

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The parties have read, understand and agree to the terms of this Agreement and the undersigned are duly authorized to sign this Agreement.

**This agreement relates to Software System Registration Number: _____**

Mustang Software, Incorporated                          Licensee: _____

By: _____          By: _____

Name: _____          Name: _____

Title: _____          Title: _____

**Creating icons**

Windows 95 and Windows NT do not contain built-in tools for creating and editing icons.

There are several ways to get icon files to use with your Custom Connector:

- "Freeware" or "Shareware" icons are available on CD-ROMs, or from BBSs, online services and FTP sites.
- Most commercial Windows programming languages and toolkits have "resource editors" you can use to edit and create icons. Check the documentation that came with your package for help on using the resource editor.
- Several good shareware icon editors are available for download from *Mustang Online! BBS,* in the **Wildcat! 5 Utilities - HTML** file area. Note that shareware programs may require payment of a registration fee to the program author for use beyond a minimum evaluation period.

**Creating BMP files**

Windows 95 and Windows NT contain rudimentary tools for creating and editing Windows Bitmap (BMP) files.

- The "Paint" program distributed with Windows 95 can open files in BMP and PCX format, and save files as 16 color, 256 color or 24 bit BMP format. It has a small selection of drawing tools.
- The "Paintbrush" program distributed with Windows NT has similar capabilities. It is useful for simple illustrations, but may not have the capability to edit complex drawings or photos satisfactorily.

Many commercial bitmap editing programs are available. Some of the best-known are Adobe Photoshop and Corel Draw. Both have the capability to create, edit and save complex, detailed pictures in a variety of formats. You can also apply special effects to your pictures, and create a variety of typographic effects.

**Paintshop Pro** (distributed as PSP32BIT.ZIP) is a capable shareware alternative to the commercial bitmap editors. You can download this and other shareware bitmap editors from *Mustang Online! BBS,* in the **Wildcat! 5 Utilities - HTML** file area. Note that shareware programs may require payment of a registration fee to the program author for use beyond a minimum evaluation period.

Converting other file formats to Windows Bitmap (BMP) format

**Converting other file formats to Windows Bitmap (BMP) format**

Most commercial and shareware bitmap editors are able to save files in a variety of formats. For instance, to convert a GIF, TIF or PCX file to BMP format:

- Start your bitmap editor.
- Open the image file.
- From the **File** menu, select **Save as**
- Select BMP or Windows BMP from the list of file types.
- Click **OK.**

**Tips:**

If the program gives you a choice of 16 color and 256 color BMP, save a copy of each, with unique file names.

If the program gives you Palatte options, select "System palette" or "Windows palette". This option saves your image with a selection of colors that are used by the standard Windows display, and result in a better looking image on most screens.

**LViewPro** (distributed as LVIEWPRO.ZIP) is a good shareware image management program. It converts files to and from many graphics formats. It can capture screen images, crop, resize and recolor pictures. You can download this and other image utilities from *Mustang Online! BBS,* in the **Wildcat! 5 Utilities - HTML** file area. Note that shareware programs may require payment of a registration fee to the program author for use beyond a minimum evaluation period.

**About Custom Connector**

**Pricing**

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**Updating your Custom Connector**

Mustang Software regularly issues updates to the Wildcat! Navigator, that you can use to update your Custom Connector distribution files.

The Navigator Custom Connector is designed to be distributed in two ways:

- On three 1.44MB floppy disks, that you can give to your callers
- As a single 3MB archive, that your callers can download from your Wildcat! system.

Updating your Custom Connector is a simple procedure — just connect to Mustang Online. download the latest version of the Navigator, and apply the update.

Updating your 3 disk set
Updating your downloadable file

**Updating your 3 disk set**

To update your Custom Connector 3 disk set:

- Download *NAVDISK1.ZIP, NAVDISK2.ZIP,* and *NAVDISK3.ZIP* from Mustang Online.
- Unzip each file onto a 1.44MB floppy disk.
- Copy your custom installation files from your Custom Connector CD to disk 1, overwritting the WCCUSTOM.Z and ~INS0762.LIB files. These custom installation files are located in a directory that matches the name of your Custom Connector.

Your update is now complete!

**Updating your downloadable file**

To update your Custom Connector single archive:

- Download WCNAV.EXE from Mustang Online.
- Execute the self-extracting file in a temporary directory.
- From your Custom Connector CD, copy your custom installation files, overwriting the WCCUSTOM.Z and ~INS0762.LIB files. These custom installation files are located in a directory that matches the name of your Custom Connector.
- Re-archive the contents of your temporary directory. Optionally, as a service to your callers, you can provide a self-extracting version by purchasing a copy of something similar to WinZip.

Your update is now complete!