What is a terminal emulator ?

The INTRAnet Jazz terminal emulators allow you to launch remote UNIX applications from your Windows PC. You can start several terminal emulators and simultaneously switch freely between local and remote applications. The most popular terminal types can be emulated enabling transfer of information between several types of remote system and your local PC applications.

The terminal emulators are completely configurable to suit your requirements with facilities for changing terminal types, connectivity options, fonts, text attributes and keyboard mappings.

When to use a terminal emulator

You can configure and use terminal emulators when you want to run remote system applications from your PC. You can also exchange information between remote system applications and local Windows applications.

Terminal Emulator Features

The INTRAnet Jazz terminal emulator offers the following functionality.

- Complete and accurate emulation of the most popular terminals.
- Full configuration of terminal emulator properties.
- A variety of connectivity options.
- Intelligent graphical representation used for keyboard mapping.
- Transfer of information between local and remote systems using OLE automation or DDE.
- Scripting

Supported terminal emulators

The following terminal types are fully supported:

- DEC VT100 and VT220
- SCO UNIX/XENIX Console

Configuring terminal emulator properties

The properties of each terminal emulator are fully configurable. These include changing the default font, text attributes, use of colour, number of lines and columns in the window, the number of lines in the scrollback buffer, tasking options and cursor settings.

Once these properties have been set, they can be saved in a configuration file for future terminal emulator sessions.

Connectivity options

A choice of connectivity options can be used including:

- IPX/SPX with multi-session NVT1 and NVT2 (NetWare Virtual Terminal) DLLs.
- All major PC-based TCP/IP network implementations.

Keyboard mapping

An easy-to-use graphical utility is available for mapping terminal-style keys to PC-style keys, enabling consistent keyboard input to terminal applications regardless of the keyboard in use.

There is a graphical keyboard for each supported terminal type with default mappings already assigned. The mappings can be altered and extended as required and saved for future use.

Transfer of information

Information exchange between applications can be accomplished through OLE automation or Dynamic Data Exchange (DDE). See Technical Reference for further details.

Scripting

Scripting allows you to record the steps necessary to login to a remote system and launch a remote application if required. Once these steps have been saved, they can be replayed providing an automatic login to a specified remote system.

Terminal Emulator

Click on the image below to identify the different parts of a terminal emulator.
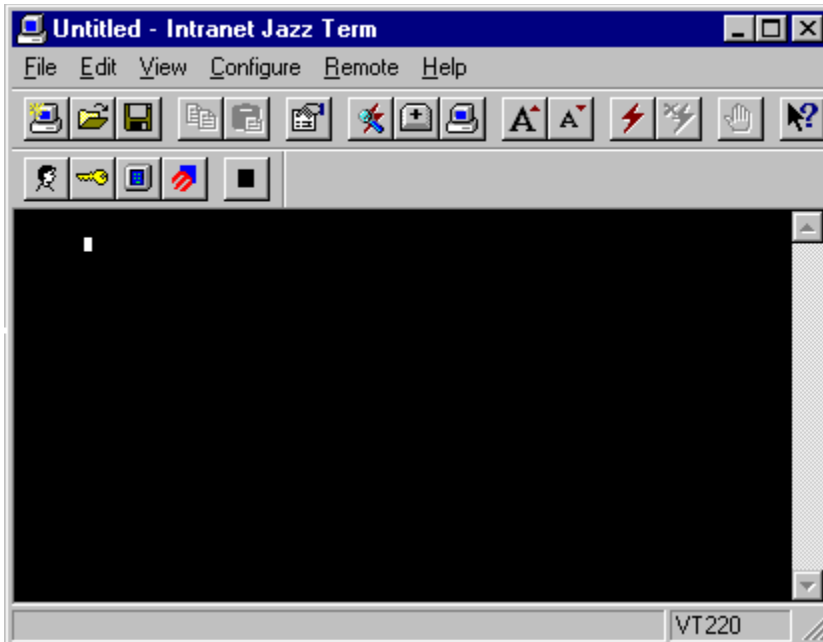
Title Bar contains the window title, minimise , maximise and close window buttons.

Toolbar contains buttons that give you quick mouse access to commonly used commands in the terminal emulator menus.

Menu Bar contains terminal emulator menu commands.

Scripting toolbar contains buttons that give you quick mouse access to commonly used script commands in Remote menu.

Main terminal emulator window.

Status Bar displays helpful information and messages while you are using the terminal emulator.

Displays the current terminal type being used.

Scrollback bar used for scrolling back the terminal window.

To show or hide the status bar

▶   Click the View menu and click Status Bar.
           When the command has a check mark next to it, the status bar is on.

To show or hide the toolbar

▶ Click the View menu and click Toolbar.
When the command has a check mark next to it, the toolbar is on.

To start a terminal emulator

▶ Click here

🔲 to start a terminal emulator.

▨   Related Topics

To start a terminal   emulator from the Start menu

1 Click the Start button, and then point to Programs.

2 Point to the INTRAnet Jazz Suite folder and click Terminal Emulator.

Tip

Repeat these steps to start additional instances of terminal emulators.

Related Topics

To start a terminal emulator from the command line

1 Click the Start button, and then click Run.

2 Use the Browse button to find the location of the terminal emulator program (`jsbterm.exe`) and click OK.

Tip

▢　　　Add the name of a configuration file (`.zzt`) to the end of the command in the Open box to open the configuration file on startup of a terminal emulator. You will need to include the full path of the configuration file if it is not located in the same directory as the terminal emulator program.

▢　Related Topics

To start a terminal emulator using command line options

The following command line options may be used to run a terminal emulator from the Windows Run command.

Specify the remote system to login to

To start a terminal emulator which remains invisible until a DDE
connection is made

To override the remote system name specified in
a configuration file (`.zzt`)

Specify a TELNET URL. See URL syntax for more details.

The terminal emulator executable `jsbterm.exe` must be the first parameter, you may then include the above options.

jsbterm remotesystemname

jsbterm -name=remotesystemname configurationfile**.zzt**

Uses the specified remote system name rather than the name specified in the configuration file.

jsbterm -name= configurationfile**.zzt**

Prompts for a remote system name rather than using the name specified in the configuration file.

jsbterm -s

Optionally, you may include a configuration file.

Allows you to specify a remote system and optionally, a username and password.

Eg. **jsbterm telnet://**remotesystemname

jsbterm telnet://username**@**remotesystemname

jsbterm telnet://username**:**password**@**remotesystemname

To exit from a terminal emulator

Click the File Menu and click Exit.

Tip

Click the close

button in the top right corner of the terminal emulator window for an alternative way to close the terminal emulator.

To add a terminal emulator

1 Click here ⬜ to open the Properties dialog box.

2   In the Connection tab, type the name of a known remote system in Remote System Name.
3   Type your User Name.
4   Click the protocol to use to connect to the remote system from the Protocol list.
5   Click the Terminal tab and click on a Terminal Type from the list.

Tip

⬜   This dialog box can be opened from the Properties command on the Configure menu.
⬜   Related Topics

To connect to a remote system

1 After configuring a terminal emulator, click here ⬛ to connect to the remote system.

2   While logging into the remote system, enter the appropriate commands to the login prompts.

Tip

⬛   You can connect to a remote system using the Connect command on the Remote menu.

⬛   Related Topics

To disconnect from a remote system

Click here

to disconnect from a remote system.

Tip

You can disconnect from a remote system using the Disconnect command on the Remote menu.

Related Topics

To save a terminal emulator's properties

Click the File Menu and click Save.

Tip

To save the current terminal emulator's information in a different file, click Save As from the File menu. Select the folder and type the file name with a `.zzt` extension.

To load a terminal emulator's saved properties

1 Click the File menu and click Open.

2 In the Open dialog, select the appropriate folder and click a configuration file.

Note

The configuration files used by a terminal emulator must have the `.zzt` extension.

Tip

You can select a recently used configuration file from the Recently Used File List in the File menu.

Related Topics

To save a terminal emulator's connection details

1 Click here ⬜ to open the Properties dialog box.

2 In the Connection tab, click Save As in the File Name for Connection Details box.

3 If you have not saved your file before, type a name for the file in the File Name box and click Save As.

The connection details will be saved in a file with the extension `.zzc`.

Tip

⬜ This dialog box can be opened from the Properties command on the Configure menu.

⬜ Related Topics

To load a terminal emulator's saved connection details

1 Click here ⬜ to open the Properties dialog box.

2   In the Connection tab, click Open in the File Name for Connection Details box.

3   Click the file you want to open. You may need to find the drive or folder that contains the configuration file.

Tips

⬜   The connection details will be saved in a file with the extension `.zzc`.

⬜   This dialog box can be opened from the Properties command on the Configure menu.

⬜ Related Topics

To change the cursor style

1 Click here ⬜ to open the Properties dialog box.

2   in the Terminal tab, click Configure and click the Display tab.

3   Click the cursor style you want from the Cursor Settings box and adjust the blink speed using the slider bar.

Tip

⬜   This dialog box can be opened from the Properties command on the Configure menu.

To assign a colour to text used in a terminal emulator

1 Click here ⬛ to open the Properties dialog box.

2   In the Terminal tab, click Configure and click the Colours tab.
3   Click a text attribute from the Attribute list and check Colour Mapped.
4   Use the Foreground and Background buttons to select a colour for the attribute.

Tips

⬛   To view an example of a colour mapped attribute see the sample box after applying a colour.
⬛   Make sure that any combined attributes available in the list are also mapped appropriately.
⬛   This dialog box can be opened from the Properties command on the Configure menu.
⬛ Related Topics

To assign default colours to a terminal emulator

1 Click here   to open the Properties dialog box.

2   In the Terminal tab, click Configure and click the Colours tab.
3   Click Default Text from the Attribute list.
4   Use the Foreground and Background buttons to select a colour for the text and background of the terminal window.

Tips

            To view an example of a colour mapped attribute see the sample box after applying a colour.
            This dialog box can be opened from the Properties command on the Configure menu.
   Related Topics

To change the number of scrollback lines used by a terminal window

1 Click here ☐ to open the Properties dialog box.

2   In the Terminal tab, click Configure and click the Display tab.

3   In the Dimensions box, use the up-down buttons to set the number of in the scrollback buffer.

Tip

☐   This dialog box can be opened from the Properties command on the Configure menu.

To specify when to update a terminal emulator window

1 Click here ⬛ to open the Properties dialog box and click the Session tab.

2　　　　Check Immediate Update to display data in the terminal emulator window as it is received.

Tips

⬛　　　Click to clear this option to update the window at regular unspecified intervals.

⬛　　　This dialog box can be opened from the Properties command on the Configure menu.

To suspend updating of an inactive terminal window.

1 Click here ⬜ to open the Properties dialog box and click the Session tab.

2   Check Suspend Updating when an Inactive Window.

Tip

⬜   This dialog box can be opened from the Properties command on the Configure menu.

To map keyboard input and output CR and LF sequences

1 Click here [ ] to open the Properties dialog box.

2   In the Terminal tab, click Configure and click the CR/LF Mapping tab.

3   Click the required Keyboard Input and Output map options.

Tip

[ ]   This dialog box can be opened from the Properties command on the Configure menu.

To specify a sequence to send to obtain a remote application's help

1 Click here [ ] to open the Properties dialog box and click the Remote Application tab.

2 Type the help sequence in the Sequence box, adding Special Characters as required.

Tip

[ ] This dialog box can be opened from the Properties command on the Configure menu.

To specify a sequence to send on closure of a terminal emulator

1 Click here ⬜ to open the Properties dialog box and click the Closure Options tab.

2   In Action when Closed, click Send Closure Sequence to Remote Application.

3   Type the closure sequence in the Sequence box, adding Special Characters as required.

Tip

⬜   This dialog box can be opened from the Properties command on the Configure menu.

To record a login procedure in a script file

1 Click here ▢ to open the Properties dialog box.

2　　　In the Connection tab, select the appropriate connection options and check Password Required. Click OK.

3　　　From the Remote menu, click Learn Script and from the same menu, click Connect.

4　　　Enter your password and use the Remote menu Send commands to send the appropriate responses to the terminal emulator prompts. To send each menu command, you must press ENTER after clicking the menu command or use the Return menu item.

5 To stop learning, click End Learn from the Remote menu and save the file.

Note

The configuration files used for scripting must have the `.zzs` extension.

Tips

▢　　　The Remote menu scripting commands are also available from the scripting toolbar.

▢　　　For details on script commands, see the Technical Reference.

▢ Related Topics

To invoke a remote application using a script file

1 Click here ⬜ to open the Properties dialog box and click the Remote Application tab.

2   In the Remote Command box, type the command to run the remote application.
3   From the Remote menu, click Learn Script and from the same menu, click Connect.
4   Enter your password and use the Remote menu Send commands to send the appropriate responses to the terminal emulator prompts including the Remote Command. To send each menu command, you must press ENTER after clicking the menu command or use the Return menu item.

5 To stop learning, click End Learn from the Remote menu and save the file.

Note

The configuration files used for scripting must have the `.zzs` extension.

Tips

⬜   The Remote menu scripting commands are also available from the scripting toolbar.
⬜   For details on script commands, see the Technical Reference.
⬜   Related Topics

To replay a script file

1 From the Send menu on the Remote menu, click Replay Script File.

2 Locate and click the `.zzs` script file to be replayed.

3 Click Open to run the script file.

4 The Connection tab of the Properties dialog box will be displayed just before connecting to a remote system to allow you to select the remote system and protocol. You must also check the Password Required box. Click OK.

5 Enter your password when required.

■ Related Topics

To replay a script file on startup

1 Click here ⬜ to open the Properties dialog box and click the Startup tab.

2   Click Auto Replay Script File: and type the full path of the `.zzs` script file. Alternatively, click the Browse button to locate the script file.

3   Connect to the remote system.

⬜   Related Topics

To copy text within a terminal emulator

Click and hold the mouse button to highlight the text to copy and click Copy from the Edit Menu.

Tip

You can right click in the terminal emulator after highlighting the text to be copied, and use the shortcut menu to select the Copy command.

Related Topics

To paste text at a terminal emulator's current cursor position

After copying some text, click Paste from the Edit Menu.

Tips

You can right click in the terminal emulator after copying some text, and use the <u>shortcut menu</u> to select the Paste command.

You can also paste text which has been copied from another application.

<u>Related Topics</u>

To copy and paste text at a terminal emulator's current cursor position in one action

Click and hold the mouse button to highlight the text to copy and click Quick Copy & Paste from the Edit Menu. The highlighted text will be copied and pasted at the current cursor position in the terminal emulator.

Tip

You can right click in the terminal emulator after highlighting some text, and use the shortcut menu to select the Quick Copy & Paste command.

Related Topics

To place copied text into a newly created mail message

Click and hold the mouse button to highlight the text to be used to form the basis of the new message and click Send from the Edit Menu. The default mailer will be create a new message and the highlighted text will be placed in the body of the message.

Tip

You can right in the terminal emulator after highlighting some text, and use the <u>shortcut menu</u> to select the Send command.

Related Topics

Performing actions on selected text

You can select text in a terminal emulator and use the Action As right click menu option to carry out one of the following actions:

URL   Uses the selected text as a URL and runs the relevant INTRAnet Jazz application to load the URL address.

Local File   Uses the selected text as a file name to run an application or load the file into an associated application.

Remote File   Uses the selected text as the name of a remote file and runs INTRAnet File Transfer to download the file to a local system.

Ping   Uses the selected text as the name or IP address of a remote system and runs INTRAnet Jazz Multi Ping to test the availability of the remote system.

Using the Remote Command Server

The Remote Command Server (RCS) allows PC applications to be launched from the remote system via the command line or from a remote application. This can be very useful, for example, when you need a PC file transferred to the remote host without a user's intervention.

The following example could be entered at the remote system's command line to start the Windows clock:

```
/usr/bin/echo "\033[xnotepad.exe\033\\"
```

VT100

Monochrome monitors do not support bold and blink character attributes.

All the VT100 features listed in the *DECVT100 User Guide* are supported EXCEPT for the following:

Feature	Sequence
Single width line	DECFWL

Hardware related items

Feature	Sequence
Screen alignment display	DECALN
VT52 mode	DECANM
Auto-repeat mode	DECARM
Identify terminal	DECID
Interface mode	DECINLM
Load LEDs	DECLL
Request terminal parameters	DECREQTPARM
Scrolling mode	DECSCLM
Invoke confidence test	DESCTST

VT220

Monochrome monitors do not support bold and blink character attributes.

All the VT220 features listed in the *DECVT220 User Guide* are supported EXCEPT for the following:

Feature	Sequence
Single width line	DECSWL

Hardware related items

Feature	Sequence
Auto-repeat mode	DECARM
Identify terminal	DECID
Interface mode	DECINLM
Load LEDs	DECLL
Request terminal parameters	DECREQTPARM
Scrolling mode	DECSCLM
Invoke confidence test	DESCTST
Send-receive	SRM

VT320

Monochrome monitors do not support bold and blink character attributes.

All the VT320 features listed in the *DECVT320 User Guide* are supported EXCEPT for the following:

Feature	Sequence
Single width line	DECFWL

Hardware related items

Feature	Sequence
Screen alignment display	DECALN
VT52 mode	DECANM
Auto-repeat mode	DECARM
Identify terminal	DECID
Interface mode	DECINLM
Load LEDs	DECLL
Request terminal parameters	DECREQTPARM
Scrolling mode	DECSCLM
Invoke confidence test	DESCTST
Keyboard action	KAM
Send-receive	SRM
Print Form feed	DECPFF
*Character set	DECNRCM
ISO Latin Nr 1 supplementary character set	-
Designating character sets for supporting Portuguese NRC set	SCS
Numeric keypad mode	DECNKM
Typewriter or data processing keys	DECKBUM
Terminal state report	DECTSR
Request terminal state report	DECRQTSR
Restore terminal state report	DECRSTS
Request select or setting	DECRQSS
Report selection or setting	DECRPSS

*Not supported but may be emulated by using the ISO 7-bit replacement characters sets.

SCO UNIX/XENIX Console

The SCO UNIX/XENIX emulation is based on the SCO UNIX 3.2 and SCO XENIX 2.3 console.

All the console features as listed in the *SCO UNIX System Administrator's Reference Manual* and *SCO XENIX System Administrator's Reference Manual* are supported EXCEPT for the following:

Feature	Sequence
Invisible attribute	CSI8m
Lock keyboard	CSI2h
Unlock keyboard	CSI2l
Send bell duration and tone	CSI=p;dB
Set cursor size	CSI=s;eC
Blink / bold set on / off	CSI=xE
Switch screen	CSI=nz

Scan code support for SCO UNIX/XENIX Console

Scan code mode is supported in the SCO UNIX/XENIX emulation. To use scan codes in UNIX applications the following sequences switch between scan code mode and ASCII character mode:

    \E-5 switches into scan code mode.

    \E-4 switches out of scan code mode.

Frequently asked questions about terminal emulators

Q. Why is data being lost or corrupted when it is displayed in a terminal emulator window?

Answer

Q. How can the performance of an active terminal emulator be improved if there are several terminal emulators running?

Answer

. Why have my key mappings changed to escape sequences when I have mapped them to terminal keys?

Answer

Q. How can I maximise the display area of a terminal emulator?

Answer

Data can become lost or corrupted when transferred between the network transport and the terminal emulator. The reason for this is that the unit of data being read at a time is not configured correctly for the transport. Use the Size of Read Buffer in the Session tab of the Properties dialog to set the appropriate number of bytes to be read.

The rate at which an active terminal window is updated can be improved by suspending updates of inactive terminal windows especially those running over slow network connections. This can be done in Session tab of the Properties dialog.

You must have run a remote application which has reprogrammed the mapped keys to escape sequences. On closing your application, the default key mappings for the terminal emulator will be restored.

Turn off the toolbar, status bar and set the number of scrollback lines to 0 to maximise the display area. The terminal emulator will automatically select a suitable font size to be used.

TCP/IP Network Protocol Overview

TCP/IP (Transmission Control Protocol / Internet Protocol) is a network protocol which allows communication between interconnected networks. Consisting of 2 protocols, TCP/IP provides a standard set of rules governing how information is passed between computers on a network.

The following TCP/IP application-specific protocols are supported:

- TELNET
- RLOGIN
- REXEC
- RSH

TELNET

A TCP/IP application-specific protocol which allows connections to and interaction with networked remote systems. TELNET defines the format for the login procedure and the messages sent back to the local system. It also specifies how characters are encoded for transmission and how to send special characters which control a session or abort a remote operation.

RLOGIN

A TCP/IP application-specific protocol which allows connections to and interaction with networked remote UNIX systems. Some implementations can extend to non-UNIX platforms such as VMS. RLOGIN can be used as an alternative to the TELNET protocol.

RLOGIN will support connections which have been set up not to request a login password. On such occasions, security will be compromised.

REXEC

A TCP/IP application-specific protocol that is supported on most UNIX machines. It is of limited use in interacting with remote character-based applications, because most applications will not be supported via this protocol. However, it is of significant benefit for launching remote applications for example, X clients.

RSH

A TCP/IP application-specific protocol that is supported on most UNIX machines. It is of limited use in interacting with remote character-based applications, because most applications will not be supported via this protocol. However, it is of significant benefit for launching remote applications for example, X clients.

RSH requires access to the remote system to be configured in such a way that passwords are not required which will provide an insecure connection.

Serial

Serial provides a standard set of rules for connecting to remote systems using binary interchange through a serial communications line or telephone network.

A serial cable is used between your PC port (usually COM1, COM2, COM3 or COM4) and a remote system serial port to provide an asynchronous serial connection.

IPX/SPX Protocol Overview

IPX and SPX are Novell NetWare native communication protocols. IPX is used by the NetWare workstation software to communicate with NetWare servers. SPX adds connectivity enhancements to IPX to provide reliable network support.

The following IPX/SPX application-specific protocols are supported:

NVT1 and NVT2

NVT1 and NVT2

IPX/SPX application-specific protocols which use a standard to encode information for transmission.

MENUS

Opens a new terminal emulator session with default settings.

Opens a terminal emulator session with settings that have been previously saved in a `.zzt` configuration file.

Saves the settings of the current terminal emulator session in a `.zzt` configuration file.

Saves the settings of the current terminal emulator session in a `.zzt` configuration file with the file name and location you specify.

Sends the currently displayed contents of the terminal emulator to the printer connected to your PC.

Shows how the currently displayed contents of the terminal emulator will look when you use the Print command from the File menu.

Uses the default mailer to create a new message. The highlighted text forms the basis of the new message.

Starts a new terminal emulator session using the settings saved in the listed `.zzt` configuration file.

Closes the terminal emulator. If you have made any changes to the configuration, you will be asked to confirm the saving of these changes.

Copies text that has been highlighted in the terminal emulator to the Clipboard.

Pastes text from the Clipboard to the current cursor position in the terminal emulator.

Copies highlighted text and pastes it at the current cursor position in the terminal emulator in one action.

The toolbar contains buttons that give you quick mouse access to commonly used commands in the terminal emulator menus. When the command has a check mark next to it, the toolbar is on.

The status bar displays helpful information and messages while you are using the terminal emulator. When the command has a check mark next to it, the status bar is on.

Allows you to specify settings for the current terminal emulator and the remote application to be run within the emulator.

MORE DETAILS

MORE DETAILS

Allows you to enter login details and then connect to the selected remote system using the current terminal emulator settings.

Disconnects the selected remote system.

Starts a new scripting procedure. The script commands can be saved in a `.zzs` script file.

Ends the scripting procedure and allows you to save the script commands to a `.zzs` script file.

Click this menu option to send the User Name when requested by the terminal emulator.

Click this menu option to send the Password when requested by the terminal emulator.

Click this menu option to send the Terminal Type when requested by the terminal emulator.

Click this menu option to send the Remote Application Name when requested by the terminal emulator.

Click this menu option to send the Return character if requested by the terminal emulator.

Allows you to select a saved `.zzs` script file and run the script commands within the file.

Immediately quits the current script being executed.

DIALOG BOXES

Terminal TAB

Lists the terminal types that can be emulated. Click a terminal type.

Click this button to configure the colours and display options for the terminal emulator.

When sending the Terminal Type during scripting, this is the string that is sent. The remote system can use this string to set the TERM environment variable.

Click this button to load terminal settings from an existing `.zze` configuration file.

Click this button to save the settings from the Terminal Settings dialog box in an `.zze` configuration file.

Name of the configuration file currently in use.

Displays the Connection tab of the Properties dialog box.

Displays the Keyboard tab of the Properties dialog box.

Displays the Terminal tab of the Properties dialog box.

Increases the font size being used in the terminal emulator by one point size.

Decreases the font size being used in the terminal emulator by one point size.

Terminal Settings

Colours tab

Lists all the attributes of the terminal emulator. Click an attribute to configure its colour.

Check this box to use the mapped foreground and background colours of the selected attribute in the terminal emulator.

Click this button to set a foreground colour for the selected attribute. If the button is disabled, check the Colour Mapped box.

Click this button to set a background colour for the selected attribute. If the button is disabled, check the Colour Mapped box.

Shows how the selected attribute will be displayed in the terminal emulator.

Display tab

Displays the number of columns in the terminal emulator.

Displays the number of lines in the terminal emulator.

Click on the spin buttons to set the number of lines that can be scrolled back in the terminal emulator. The default is 100 lines.

Click this button to set the cursor in the terminal emulator to a block.

Click this button to set the cursor in the terminal emulator to a line.

Sets the blink rate of the cursor. Use the slider to adjust the speed.

Shows cursor setting.

CR./LF Tab

When the terminal emulator is receiving keyboard input, carriage returns are not mapped to an alternative sequence.

When the terminal emulator is receiving keyboard input, carriage returns are mapped to carriage return and linefeed sequences.

When the terminal emulator is receiving keyboard input, carriage returns are mapped to linefeed sequences.

When the terminal emulator is sending output, carriage returns are not mapped to an alternative sequence.

When the terminal emulator is sending output, carriage returns are mapped to carriage return and linefeed sequences.

When the terminal emulator is sending output, carriage returns are mapped to linefeed sequences.

Session Tab

Type the command or application name to be executed on the remote system when a connection is achieved. This is the string used when sending the Remote Command during scripting.

For advanced users, this option allows you to fine-tune the performance of the terminal emulator for your specific network. The default is 2000.

Check this box to immediately update a terminal emulator window   when it receives input.

Check this box to suspend updating a terminal emulator window   when it is inactive or in the background.

Reports DDE changes to the client application when the terminal emulator is idle.

Check this box to suspend the terminal emulator from informing the client application of changes. Check to clear this option to resume DDE updates.

Startup Tab

Runs a terminal emulator without any startup options.

On saving this option in a `.zzt` configuration file, the terminal emulator will automatically start connecting to the specified remote system when the configuration file is loaded.

On saving this option in a `.zzt` configuration file, the terminal emulator will automatically start connecting to the remote system using the specified script file.

Click this button to locate a `.zze` script file to be played.

Closure Options

Check this box to close the terminal emulator window when disconnected from the remote system.

Check this box to allow you to save changes in a `.zzt` configuration file when the terminal emulator closes.

Uncheck the box if you do not want to save any changes. You will not be notified of the changes being lost should you choose this setting.

Closes the connection to the remote system when Exit or Close is selected from the remote application.

Click this button to send a sequence to the remote application when it is closing.

Type the sequence to send to the remote application. Click the Control Character buttons to include these characters in the sequence.

Click this button to place the character for Return in the Sequence box.

Click this button to place the character for Tab in the Sequence box.

Click this button to place the character for Newline in the Sequence box.

Click this button to place the character for Backspace in the Sequence box.

Click this button to place the character for Escape in the Sequence box.

Keyboard

Click this button to set keyboard mappings for the terminal emulator in the Keyboard Mapping dialog box.

Click this button to save the settings from the Keyboard Mapping dialog box in an existing `.zzk` configuration file.

Click this button to save the settings from the Terminal Settings dialog box in an `.zzk` configuration file.

Connectivity Tab

Select a remote system from the list or type the name of a remote system to be connected to.

Select a user name from the list or type the user name to be used to connect to the remote system.

Click the protocol to be used for connecting to the remote system.

Click this button to configure the selected protocol.

Check this box to request the user for a password when connecting to the remote system.

Click this button to locate and open a `.zzc` configuration file containing saved connection details.

Click this button to save connection details in a `.zzc` configuration file.

Configure Port Settings

Click a port for the protocol to use when connecting to the remote system.

Properties
Click this button to configure the settings for the selected port.

Application Help Tab

Type the sequence to send to the remote application to obtain its help. Click the Control Character buttons to include these characters in the sequence.

HELP MENU

Displays online help for this INTRAnet Jazz Suite application.

Displays the Windows online help which provides advice on how to use Help.

Displays the name of the INTRAnet Jazz Suite application, version and copyright.

Closes this dialog and saves any changes you have made.

Closes this dialog without saving any changes.

Login dialog

Enter the login name used to connect to the remote system.

Enter the password associated with the Login Name to connect to the remote system.