

For Macintosh Computers

Requires System 7



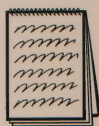
Simply Intuitive Telecommunications

Get more mileage out of your modem with SITcomm.

Equipped with a modem and SITcomm, you can communicate across town or around the globe. Unlike other modem software, SITcomm doesn't require you to be an expert at communications. SITcomm is the first program smart enough to automatically navigate you around the technical barriers so you'll get more from your modem immediately.



Address Book keeps track of your online services. Connect as quick as a click.



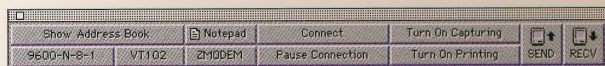
Keep notes while online or compose thoughts offline to save phone charges.



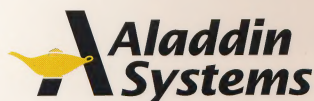
Worldwide connections made simple.



Automatically use your calling card number on the road.



SITcomm's Toolbar puts key features at your fingertips.



System Requirements: System 7 or higher required ♦ Any Macintosh family computer ♦ 2 Megabytes RAM ♦ Modem ♦ GeoPort compatible ♦ Apple Events support ♦ A/UX compatible ♦ 32-bit clean ♦ World ready ♦ Not copy protected

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If you know how to use a Macintosh, you already know how to use SITcomm. SITcomm includes these exclusive timesaving features:

- ♦ **Instant connections with the Address Book** – If you can point and click, you can connect to online services like CompuServe, Dow Jones, MCI Mail, the Internet, and local bulletin boards (BBSS). SITcomm already knows how to connect to most major online services, so you can get started right away. No fuss, no muss, and NO scripting.
- ♦ **Toolbar** – A graphical palette gives you quick and easy access to all of SITcomm's most useful features.
- ♦ **Notepad** – Jot down information during your session or compose your thoughts offline using the Notepad.
- ♦ **On the Road** – SITcomm includes features designed expressly for the traveler. If you're dialing long distance, SITcomm can automatically use your calling card number. On PowerBooks, SITcomm goes out of its way to conserve battery life.

As your communications needs grow, SITcomm grows right along with you. SITcomm includes a number of advanced yet still easy to use features:

- ♦ **Compression** – SITcomm can automatically expand any compressed files you receive, including files compressed with StuffIt (.sit), Compact Pro (.cpt), and BinHex (.hqx). SITcomm can also compress files and folders into a StuffIt archive before sending, saving you considerable connection time and telephone charges.
- ♦ **Foreign File Translators** – SITcomm's power extends beyond the Macintosh, expanding compression formats from other computer platforms, such as PC-compatibles (.zip and .arc) and Unix (.tar, .Z, and .uu).
- ♦ **Scripting** – Users of AppleScript and UserLand Frontier can automate communication and compression tasks. One way to script is just like a tape recorder; you can easily record and playback all of your SITcomm actions.
- ♦ **Automatic Virus Checking** – If you have anti-viral software, SITcomm can automatically check newly downloaded files for viruses.

And for you technical types...

- ♦ SITcomm is based on the Macintosh Communications Toolbox and handles all major serial and modem connections with TTY, VT52, and VT102 terminal emulations. All major transfer protocols, including XMODEM, YMODEM, ZMODEM, and Kermit are supported. You can expand SITcomm's capabilities by simply adding new Communications Toolbox tools.

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SITCOMM

Disk One





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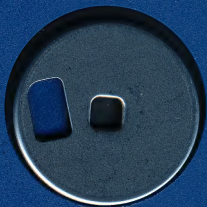
STCOMM

Disk Two





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W E L C O M E T O

SITcomm

All of us at Aladdin Systems thank you for purchasing SITcomm. We think you'll find SITcomm to be the easiest telecommunications program available today. We want you to get started with SITcomm right away, so we've put together important information on these cards. With them, you'll be using SITcomm to travel the online services in no time.



Installation

SITcomm is very easy to install. See the other side of this card for instructions on how to install SITcomm.



"Read Us First!" Folder

After installing SITcomm, see the "Read Us First!" folder (in the SITcomm folder on your hard disk) for important information about SITcomm.



Register Your Software

If you have not already done so, please complete and mail the postage-paid Registration Card located in the Reference Card. Registered users are entitled to free technical support, upgrade notices, and special offers on Aladdin Systems products.



The User's Guide

Even though the software is easy to use, the comprehensive User's Guide covers every feature of the software. Additions to the User's Guide can be found in the "Read Us First!" folder.



Reference Card

See the Quick Start Section to get started immediately. The other sections contain a compendium of handy information and shortcuts.



INSTALLATION

You have a choice of how to install SITcomm. Doing a standard installation automatically installs all of the parts of SITcomm in the appropriate places on your hard disk. A custom installation lets you choose which parts of SITcomm you want to install.

Installing SITCOMM:

- 1) Lock your original SITcomm disks. To lock a disk, slide the square tab in the back upper corner of the disk until it clicks and you can see through the hole. A locked disk cannot be erased, reformatted, or changed in any way.

Make a copy of your original disks and store these copies in a safe place, away from dust and magnets. You should install SITcomm from the original disks.

For the standard installation:

- 2) Insert SITcomm Disk 1 into the floppy drive and double-click on the "SITcomm™ 1.0 Installer" icon.
- 3) A splash appears; click "Continue."
- 4) An informational dialog appears; read it and click "Continue."
- 5) An installation dialog appears; click "Install."
- 6) Choose the desired location of your SITcomm folder, and click "Save."
- 7) Insert Disk 2 when instructed.
- 8) When the installation is finished, a dialog box will tell you the installation is successful. Click "Quit" to exit the Installer.

When you first open the SITcomm application, you will be asked to personalize it with your registration number. (The number is located on your Reference Card.)

For a custom installation:

Steps 1 through 4 remain the same.

- 5) An installation dialog appears; click "Custom."
- 6) A custom installation dialog appears. Command-shift-click on each item you wish to install. Click "Install." Continue with Step 6 of the standard installation.



SITcomm

REFERENCE CARD

QUICK START

To create an entry in the Address Book:

- 1) Choose "Address Book..." from the Session menu.
- 2) Click "New..." to create a new entry.
- 3) Choose the online service from the Service pop-up menu.
- 4) Type in a name, phone number, and access information.
- 5) Click the "Tools" icon.
- 6) Review the connection, terminal, and file transfer settings to ensure they correspond with the recommended settings of your online service.
- 7) To change any of these settings, click on the appropriate button.
- 8) Press Return or click "Save."

To connect to an Address Book entry:

- 1) If you have just created a new entry and are still in the Address Book, click "Connect."

If you are not in the Address Book:

- 1) Choose "Address Book..." from the Session menu.
- 2) Click once on the entry you want to use.
- 3) Click "Connect."

Alternative:

- 1) Scroll through the Address Book pop-up menu on the top left panel of the Toolbar.
- 2) Release the mouse when your online service is highlighted in the pop-up menu.
- 3) Click the "Connect" button in the Toolbar.

To receive (download) a file:

- 1) Ask the system with whom you're connected to start the transfer.
- 2) Click the "RECV" button in the Toolbar (or choose "Receive File" from the File menu).

To send (upload) a file:

- 1) Ask the system with whom you're connected to get ready to receive the transfer.
- 2) Click on the "Send..." button in the Toolbar.
- 3) A dialog will appear. Locate each file you wish to send and click "Add" for each one.
- 4) If you do not want to compress the files before sending them, uncheck the "Stuff files for sending" box.
- 5) Click "Send."

ADDRESS BOOK ENTRY

Address Editor

Logon

Name:

Phone:

Service:

Username:

Password:

Cancel Save

Logon – Enter all user information here.

Address Editor

Tools

Connection...

Terminal...

File Transfer...

Cancel Save

Tools – Click on Connection, Terminal, and File Transfer to change your modem and transfer setups.

Address Editor

Transfers

After Receiving Files:

☒ Expand

☒ Delete after Expanding

☒ Expand Stuffit Archives

☒ Expand Compact Pro Archives

☒ Expand AppleLink Packages

☒ Decode BinHex

☒ Expand result

☐ Detect viruses with

Cancel Save

Transfers – Decide what to do after receiving files.

Address Editor

General

☐ Automatically open connection

☐ Recognize DEC Printer Sequences

Capture Data:

☒ from Terminal

☐ from Connection

☐ Strip control characters

Cancel Save

General – Set other preferences here.

TOOLBAR

Show Address Book/Pop-Up Menu

Open Notepad

Connect/Disconnect

Turn On/Off Capturing

Connection Settings

Terminal Settings

File Transfer Settings

Pause/Resume Connection

Turn On/Off Printing

Send File

Receive File

Buttons: Cindy Briggs, 9600-N-8-1, TTY, ZMODEM, Connect, Pause Connection, Turn On Capturing, Turn On Printing, SEND, RECV

COMMAND KEY EQUIVALENTS

Command-T	– Send File...	(File menu)
Command-R	– Receive File	(File menu)
Command-S	– Stuff...	(File menu)
Command-E	– Expand...	(File menu)
Command-L	– View File...	(File menu)
Command-P	– Print...	(File menu)
Command-Q	– Quit	(File menu)
Command-Z	– Undo	(Edit menu)
Command-X	– Cut	(Edit menu)
Command-C	– Copy	(Edit menu)
Command-V	– Paste	(Edit menu)
Command-A	– Select All	(Edit menu)
Command-=	– Append to Notepad	(Edit menu)
Command-F	– Find...	(Edit menu)
Command-G	– Find Again	(Edit menu)
Command-K	– Connect	(Session menu/Toolbar)
Command-D	– Quick Dial...	(Session menu/Toolbar)
Command-B	– Address Book...	(Session menu/Toolbar)
Command-W	– Close Window	(Windows menu)
Command-N	– Notepad	(Windows menu)

AA 22480

Registration Number
(Registration Number begins with AA.)

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Registration Card

By registering you are entitled to free technical support and upgrade notices. Please take a few moments to complete and mail this postage-paid card.

Technical Support

If you have any problems using this product, we recommend the following:

Review the manual – it answers most questions and problems. If you still have a question, you may contact us by any of the methods below. If you choose to call, please have your manual and original program disk(s) on hand. Also, being seated at your computer with the program running will help us serve you better.

Mailing Address

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165 Westridge Drive
Watsonville, CA 95076

Technical

Support Hotline

(408) 761-6200
(408) 761-6206 fax
Monday – Friday
9 am – 5 pm Pacific

Online

AppleLink, America Online: ALADDIN
GENie: ALADDINSYS
CompuServe: 75300,1666
Internet: aladdin@well.sf.ca.us

Your Comments

If you have any comments or suggestions, please feel free to contact us by any of the above methods. We welcome your input. Also, please take a moment to let us know what you think about SITcomm. By completing the attached questionnaire and returning it to us, you will be providing us with valuable information we can use to produce even better products in the future. We value your comments just as we value your business.

SITCOMM REGISTRATION CARD

AA 22480

Registration Number
(Registration Number begins with AA.)

Please write legibly and complete entire card.

Name _____

Company (if applicable) _____

Address _____

City _____ State _____ Zip/Postal Code _____ Country _____

Daytime telephone _____ Fax _____

Where can we reach you online? _____

Please send me information on: ☐ Site licenses ☐ Volume purchases ☐ Aladdin Systems products

Place purchased _____ Date purchased ____/____/____

Which other Aladdin products do you own? _____

Where did you hear ☐ Friend ☐ Dealer/Mail Order ☐ Ad in _____
about SITcomm? ☐ User group ☐ Trade show ☐ Other _____

Macintosh owned _____ Hard disk size _____ Networked? ☐ Yes ☐ No

RAM memory _____ Modem speed _____ Use E-Mail? ☐ Yes ☐ No

Printer _____

Occupation _____ People in company: ☐ 1-9 ☐ 10-49 ☐ 50-99 ☐ 100+

SITcomm 12/93

WE WELCOME YOUR INPUT

If you have any comments or suggestions, please contact us by sending in this postage-paid card.

What do you like about SITcomm? _____

What don't you like about SITcomm? _____

What are the most important features of this software? _____

What are the least important features of this software? _____

What would you like to see in the future? _____

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- ▶ Be among the first to have access to product fixes, patches and upgrades
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- ▶ Give us your comments and suggestions about current or future Aladdin products
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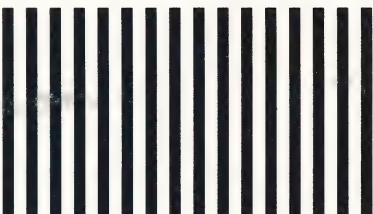
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SITcomm User's Guide

October 1993

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Chapter 1. Introduction

Welcome

Welcome to SITcomm™, Simply Intuitive Telecommunications, the complete, easy-to-use communications software for your Apple® Macintosh®. If you are new to the world of communications, you'll be delighted by how easy SITcomm is to learn and use. If you have some *telecommunications* experience, you'll appreciate SITcomm's more advanced features, including its built-in Aladdin Technology and AppleScriptability.

With SITcomm, your Macintosh computer can communicate with a variety of other computers. The computers may be linked by cables or by telephone lines. With SITcomm and the required equipment, you can exchange information with:

- a colleague who is using another computer (Macintosh or non-Macintosh) with the appropriate communications software.
- a client by way of an electronic mail service, such as CompuServe or GEnie.
- your company's or school's remote minicomputer or mainframe.

The other computer that you communicate with can be located across the room, across town, or on the other side of the world. You can get stock quotes and up-to-date news from an information service like Dow Jones News/Retrieval. Access whole libraries of information through various commercial databases, like CompuServe. You can even communicate directly with other computer users in a special interest group (SIG) and tap into all kinds of databases on low-cost local *bulletin board systems* (BBSs).

Note: Terms in italics are defined in the Glossary at the back of this manual.

What is SITcomm?

SITcomm is an easy-to-use, yet powerful communications software package for the Macintosh. Here are just a few of the many things you can do with SITcomm:

- Automatically dial and connect your computer to another Macintosh, other personal computer, minicomputer, or mainframe computer.
- Automatically dial and connect to a commercial *online service*, or a BBS.
- Establish connections either directly or remotely.
- Carry on real-time conversations with other computer users online.
- Send and receive files to and from other computers.
- Compress files before sending them, or expand files after receiving them.
- Read non-Macintosh files.

SITcomm uses the tools in the *Macintosh Communications Toolbox*, which is a set of extensions to Macintosh system software that provides a consistent interface across communications applications.

Unlike many other communications packages on the market, SITcomm features an intuitive graphical interface that is extremely easy to learn and use. A **Toolbar** gives you quick access to all of SITcomm's features with just a click of the mouse.

You can accomplish more in less time with SITcomm. The SITcomm **Address Book** stores dialing and connection instructions for up to 200 addresses. An address might be your CompuServe account or your favorite BBS. Each address includes a phone number, your user name or ID, and password settings. All you do is select an Address Book entry, and SITcomm dials and connects for you.

Another time-saving feature is **Quick Dial**. With one simple click of the mouse, the Quick Dial feature lets you dial and connect to another computer, online service, or BBS.

Besides ease of use and time efficiency, SITcomm gives you flexibility. With the **Buffered Keyboard**, you can type and edit the text to send without sending it right away. The text stays in the *buffer* until you tell SITcomm to send it. Or, you can use the **Notepad** to keep notes while you are online.

SITcomm is sophisticated and easy to use; you get advanced Aladdin Systems technologies built right into SITcomm, including:

- **Compression.** Aladdin's industry-standard StuffIt file *compression* is included with SITcomm. That means you can reduce the size of a file before transferring it to another computer, thereby saving transfer time and expense.
- **Auto-expansion.** SITcomm is set to automatically expand any compressed file you download.
- **Translators.** SITcomm Translators let you translate and read just about any file format, including files created on an IBM PC (or compatible) or on UNIX machines.

- **Viewers.** You don't need to leave SITcomm and run a separate application to view your downloaded documents. Text and PICT Viewers come with SITcomm.

SITcomm also makes use of Apple events to communicate with other Macintosh applications. For example, Apple events make it possible for SITcomm to automate routine tasks. You can also run anti-viral applications from SITcomm. You can take advantage of Apple events by writing scripts using AppleScript or Userland's Frontier.

SITComm has extensive balloon help, so that help is always available immediately and easily.

Note: If you are new to the world of telecommunications, you can get an overview of communications terms and concepts. See "Section One: Introduction to Communications" on page 15.

The SITcomm Package

The SITcomm package consists of the following items:

- Two 3.5" disks containing the SITcomm application and associated files
- SITcomm User's Guide (this manual)
- Registration Card
- Quick Reference Card

The SITcomm software is comprised of much more than the application itself. Here is a list of all of the SITcomm elements:

- SITcomm, the application
- Apple Communications Tools (Apple Modem Tool, Serial Tool, TTY Tool, VT102 Tool, and Text Tool)
- Aladdin Communications Tools (Aladdin X/YMODEM Tool, Aladdin ZMODEM Tool, and Aladdin Kermit Tool)
- StuffIt Engine
- Viewer Engine
- Viewers
- Translators
- Sample runtime scripts for AppleScript and Frontier

About this Manual

This is your guide to learning and using SITcomm. To use this manual, you need to know basic Macintosh techniques and operations, including:

- Pointing, clicking, and dragging with the mouse
- Using the Clipboard through Cut, Copy, and Paste

- Working in the Finder
- Choosing commands from menus
- Using dialog boxes
- Selecting and editing text
- Working with disks

If you aren't familiar with these, refer to the user guides that came with your Macintosh.

How to Use this Manual

This manual is intended to help you get the most out of SITcomm as quickly as possible. Throughout the manual, you'll find many step-by-step procedures (called **Examples**) you can follow to accomplish specific tasks. These procedures follow a specific structure.

Feature Explained: Identifies the SITcomm feature(s) explained in the procedure.

Related Topic: Provides a cross-reference where you can turn elsewhere in the manual for more or related information.

Problem: Identifies the practical task that procedure seeks to accomplish.

Solution: Provides the necessary steps to follow to accomplish the task.

In addition to Examples, this manual offers Close-ups, which provide in-depth reference material on a given topic. For example, a Close-up may explain the options available in a particular dialog box.

This manual is organized into the following chapters:

Chapter 1. Introduction (this chapter), gives you a first-look at the SITcomm product, including what SITcomm is and what you can do with it.

Chapter 2. Installation, shows you how to install SITcomm using Standard or Custom Install. This chapter also explains where each of the SITcomm files are installed on your hard disk.

Chapter 3. The Basics, teaches you the basics of SITcomm. Included is an introduction to the SITcomm environment, an introduction to telecommunications, an introduction to file compression and archiving, and a tutorial to get you into SITcomm as quickly as possible.

Chapter 4. Beyond the Basics, covers everything you can do with SITcomm, including how to use the Address Book, specify settings (connection, terminal emulation, and file transfer), connect to another computer, download and upload files, compress data, capture and print text, use the Notepad, use the Buffered Keyboard, and disconnect.

Chapter 5. Mastering SITcomm, covers advanced topics, including setting preferences, automating SITcomm with scripts, and using Translators and Viewers.

Chapter 6. Troubleshooting: Commonly Asked Questions, features questions frequently asked of our technical support specialists and the answers. You can use this information for solving most problems you may encounter as you use SITcomm.

Appendices. Appendix A gives an overview of the different commercial online services available and offers tips for using BBSs. Appendix B provides useful tips for Apple PowerBook users. Appendix C is a reference to the AppleScript language that SITcomm supports.

Glossary defines the terms that appear in italic style throughout this manual.

Note: At a minimum, you should read the Installation and Basics chapters. That way, you will know how to install SITcomm and get up to speed with it as quickly as possible. Although you can use the other chapters in the manual as reference during your work with SITcomm, we strongly recommend that you work through the step-by-step procedures throughout the manual.

Conventions Used in This Manual

For consistency and clarity, this manual uses several conventions.

- Numbered items are steps that you must follow to complete a procedure. For example, procedures appear as numbered lists in the Examples.
- Alternate methods for completing a procedure are marked with a square (like this ■)
- Terms that appear in italics are defined in the Glossary.

Note: Text that appears between lines like this contains additional information.

Where To Go From Here

The next chapter describes how to install SITcomm and where files are installed on your hard disk.

Chapter 2. Installation

You have a choice of how to install SITcomm. Doing a standard installation automatically installs all of the parts of SITcomm in the appropriate places on your hard disk. A custom installation lets you choose which parts of SITcomm you want to install.

Requirements

To install and use SITcomm, you must have the following:

- Macintosh computer, running System 7.0 or later
- Basic Macintosh computer user skills
- 2 megabytes of RAM
- Hard disk drive
- At least 2 megabytes of free disk space
- A modem, or network connection

Standard Installation

Before you install SITcomm, lock your original SITcomm disks. To lock a disk, slide the square tab in the back upper corner of the disk until it clicks and you can see through the hole. A locked disk cannot be erased, re-formatted, or written to.

We suggest that you make copies of your original disks, and install SITcomm from these copies. Store the original SITcomm disks in a safe place, away from dust and magnets.

Take a few moments now to complete the registration card and return it to Aladdin Systems immediately (it's postage paid).

Note: If a problem occurs during installation, try installing without system extensions loaded. To do this, restart your Macintosh while holding down the Shift key. This disables all extensions. Then try installing SITcomm again.

To proceed with the standard installation:

1. Insert the disk labeled “SITcomm Disk 1” into the floppy disk drive of your Macintosh.
2. Double-click the “SITcomm™ Install” icon.
3. An informational dialog box appears; when you are ready, click Continue.

The Installer dialog box appears.



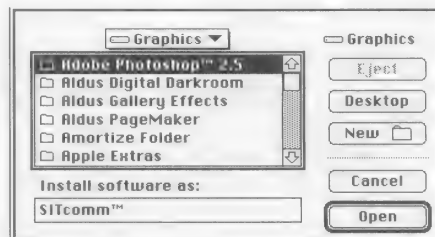
Notice that the size of the files you are installing appears in the lower left corner of the dialog box. Make sure you have enough room on your hard disk before you proceed. If you don't, the Installer cannot install SITcomm.

The Custom install option lets you select only those SITcomm elements you want, thus saving yourself some disk space. See “Custom Installation” on page 10 for details.

Note: If you change your mind and don't want to install SITcomm at this time, click Quit. The Finder appears and nothing is installed on your hard disk.

4. To begin the installation process, click Install.

A dialog box appears that lets you choose where to install SITcomm. You can also change the name of the SITcomm folder, if you wish.



5. To install SITcomm in a new folder called "SITcomm™" on your hard disk, click Save.

Note: To save the SITcomm folder to a different location, navigate to the desired disk and/or folder. To install the SITcomm folder in a new folder, click New. To give the SITcomm folder another name, type the new name in the "Install software as:" box, and click Save. To stop the installation, click Cancel.

A progress bar indicates the status of the installation procedure. If you want to stop the installation at this point, press Command-. (period).

The Installer creates the SITcomm™ folder and installs the application and all associated files into the proper locations on your hard disk. See "Where SITcomm is Installed" on page 12 for details on where the Installer places which files.

6. When Disk 1 ejects, insert Disk 2 as instructed.

When installation is complete, a dialog box appears telling you that the install process was successful.

7. Click Quit to exit the Installer.

Personalizing SITcomm

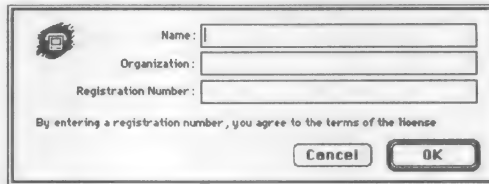
Now you need to personalize the SITcomm application, as follows:

1. Open the SITcomm folder on your hard disk.

2. Double-click the SITcomm icon.



SITcomm opens and a dialog box appears for you to personalize your software by entering your name, your company's name, and your SITcomm software registration number.

A screenshot of a registration dialog box. It has a title bar with a small icon on the left. Inside, there are three text input fields labeled "Name:", "Organization:", and "Registration Number:". Below these fields is a line of small text: "By entering a registration number, you agree to the terms of the license". At the bottom right are two buttons: "Cancel" and "OK".

Name:

Organization:

Registration Number:

By entering a registration number, you agree to the terms of the license

Cancel OK

3. Type your name, and press Tab to move to the Organization field.

Note: If you are using SITcomm at home, press Tab again to move to the registration number, and skip to Step 5.

4. Type your company's name, and press Tab.

5. Type your SITcomm registration number in the last field.

The registration number is located inside the separate Reference card that came in the package.

6. Click OK to permanently save this information.

Custom Installation

Use Custom installation to select the specific items of SITcomm that you want installed. If you haven't already done so, you should lock the SITcomm disks, then make a copy of the SITcomm disks, store the duplicates in a safe place, and use the originals to install SITcomm on your hard disk. Also, don't forget to fill out the software registration card and return it to Aladdin Systems.

- 1. Insert the disk labeled "SITcomm Disk 1" into the floppy disk drive of your Macintosh.**
- 2. Double-click the "SITcomm™ Install" icon.**
- 3. An informational dialog box appears; when you are ready, click OK.**

The Installer dialog box appears.



4. Click Custom to begin selecting items for a customized installation.

The Custom Install dialog box opens, listing the groups of files available for installation.



5. Scroll through the list of items, and Shift-click the ones you want to install.

The size of the files you are installing appears at the bottom of the dialog box. If you select only one item, an explanation of the item appears. Make sure you have enough room on your hard disk before you proceed.

If you change your mind and want SITcomm to do a standard install, either click Standard, or select "Full SITcomm™ Install" and then click Install.

If you change your mind and don't want to install SITcomm at this time, click Quit. The Finder appears and nothing is installed on your hard disk.

6. To proceed with the installation, click Install.

The Installer automatically installs the selected items in the appropriate places on your hard disk, and displays a progress bar.

If you want to stop the installation, press Command-. (period).

7. If you are instructed to do so, insert Disk 2 to proceed with the installation.

When installation is complete, a dialog box appears telling you that the install process was successful.

8. Click Quit to close the Installer and return to the Finder.

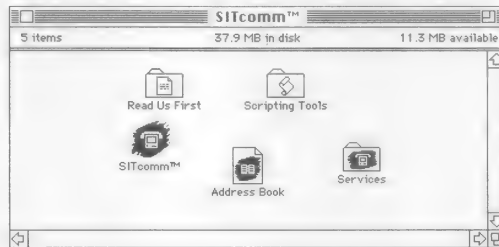
Where SITcomm is Installed

The SITcomm Installer places files and folders in three locations: the SITcomm folder, the System Folder, and a folder named Aladdin that is created within the Extensions folder in your System Folder. The following sections describe the contents of each of these folders.

Note: If you have other Aladdin software, such as StuffIt Deluxe or SpaceSaver, you may have Viewers, Translators, the StuffIt Engine, and the Viewer Engine already installed. SITcomm overwrites these existing files only with newer versions when appropriate. If an existing file is newer than the one SITcomm would install, it doesn't get overwritten.

The SITcomm Folder

The SITcomm folder is created on your hard disk when you installed the software. It contains the SITcomm application and other tools and documents that help you use SITcomm.



The System Folder

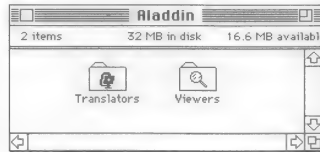
The SITcomm installation automatically adds the appropriate files to the Extensions and the Preferences folders within your System Folder.

The Extensions that are installed with SITcomm include the communications tools (Aladdin Kermit Tool, Aladdin X/YMODEM Tool, Aladdin ZMODEM Tool, Serial Tool, Apple Modem Tool, TTY Tool, VT102 Tool, and Text Tool), the StuffIt Engine, and the Viewer Engine. The Extensions folder also contains a new folder, called the Aladdin folder. Read the next section for details on its contents.

The Preferences associated with SITcomm are SITcomm Preferences, Aladdin Kermit Tool Prefs, Aladdin X/YMODEM Tool Prefs, and Aladdin ZMODEM Tool Prefs.

The Aladdin Folder

Within the Extensions folder of your System Folder, you'll find an Aladdin folder. This folder contains the plug-in modules that are used by SITcomm. These modules include Translators and Viewers.



Where To Go From Here

Now you are ready to begin using SITcomm! We suggest you start using the software by turning to the next page and reading "Chapter 3. The Basics," which provides an overview of SITcomm and includes a Quick-Start Tutorial.

Note: Please take a moment to fill out and send in your registration card. Being a registered owner entitles you to technical support and product upgrades. When SITcomm is upgraded, registered users are the first to know about new features.

Chapter 3. The Basics

This chapter introduces you to the basics of SITcomm and consists of three sections:

- **Section One: Introduction to Communications**, an introductory overview to telecommunications terms and concepts, file transfer protocols, compression, and archiving.
- **Section Two: Introducing the SITcomm Environment**, an introduction to the Terminal Window, Toolbar, and other SITcomm windows.
- **Section Three: Quick-Start Tutorial**, a no-nonsense tutorial to get you up and running with SITcomm as quickly as possible.

Section One:

Introduction to Communications

The World of Telecommunications

SITcomm lets you make connections to share information with other computers, and ultimately other computer users. When you share information between computers you transmit data over telephone lines or over a *network*. The process of connecting to other computers and transmitting information is called *telecommunicating*. The period of time that you are telecommunicating with another computer is called a *communications session*.

A typical communications session follows this basic set of steps:

1. **Specify settings, preferences, and other options. Use the Address Book to store the settings and options for your favorite connections, so that next time you can connect with a single click.**
2. **Dial and connect to the other computer.**

3. Communicate online between computers.

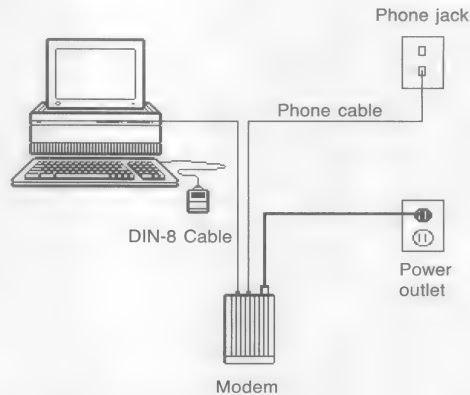
4. (Optional) Transfer files, capture or print text.

5. Disconnect from the other computer.

To make telecommunications possible, SITcomm uses the Apple Communications Toolbox, which includes a set of system extensions, called *communications tools*. Once the communications tools are installed in your System folder, you must have a modem to telecommunicate.

A *modem* converts information from the digital form (which is on or off) normally used by your computer into a corresponding series of tones that can be transmitted to the receiving computer via telephone (or other audio device). The receiving computer (or network) must have a modem which performs the opposite conversion, to get the original digital information back from the tones.

If you have an external modem, you connect your modem to the modem port of your Macintosh with a cable designed specifically for connecting modems to Macintoshes. You also connect the modem to a phone jack via a standard telephone cable and to a power source via the power cord and power supply that came with your modem.



If you have an internal modem, you don't need any special cable to connect the modem to the Macintosh; all you need is a phone cable to connect your modem to the phone jack.

The key feature that distinguishes one modem from another is *baud rate*, which is the speed at which a modem transmits data. Most modems are available with these standard speeds: 300, 1200, 2400, 9600, and 14400 baud. SITcomm supports all these speeds.

The higher the baud rate, the faster your modem can send and receive data. The money you invest in a faster modem may offset the telephone and online charges you incur during a communications session.

File Transfer Basics

SITcomm gives you the powerful ability to share files with other computers and other computer users. You can share everything from public domain programs to personal memos to graphic, spreadsheet, database, word processor, or any other type of files.

The process of sending a file between computers is called a *file transfer*. Transferring files across your modem involves either sending a file to another computer (*uploading*) or receiving a file from the other computer (*downloading*).

Before you can send and receive files, file transfer settings must be specified so SITcomm knows how to handle the transfer. File transfer settings define the *protocol* used when you send data to or receive data from another computer. A protocol is a pre-arranged set of rules for interaction that determine such things as data format, error detection, and connection/disconnection procedures. When transferring a file, you must make sure that you and the other computer are using the same file transfer protocol with compatible settings.

Because SITcomm uses the Communications Toolbox, specifying a file transfer protocol is as simple as selecting a *file transfer tool*, which implements the associated protocol and the appropriate settings. SITcomm supports the following file transfer protocols:

- Text
- X/YMODEM
- ZMODEM
- Kermit

The Text file transfer protocol is the only one that is best used for straight *ASCII* text files or word processor files that you want to transfer without formatting information. It is also the only protocol that doesn't automatically check for errors during transmission. All of the other file transfer protocols are best used either for *binary* files, which contain a variety of data (such as text and graphics), or for text files whose formatting you want to retain. Plus, the X/YMODEM, ZMODEM, and Kermit protocols do error checking and correction during data transmission.

XMODEM is the most commonly used file transfer protocol; YMODEM and ZMODEM are extensions of XMODEM. However, ZMODEM is the most intelligent, advanced, and fastest of the file transfer protocols. If the other computer supports ZMODEM, set SITcomm to use it instead of XMODEM or YMODEM.

Introduction to Compression

The Kermit file transfer protocol is most prevalent within a university or education network. Unless you are exchanging files with these types of networks, you probably won't need to use Kermit very often.

Note: Each file transfer protocol has an associated file transfer tool. For example, the ZMODEM protocol is implemented by the Aladdin ZMODEM Tool in the Communications Toolbox. For complete information on each of these file transfer tools and their settings, see "Close-up: File Transfer Settings" on page 84, in chapter 5.

To find out how to transfer files, see "Transferring Data" on page 54, in Chapter 4.

Compression is the process of making a file or folder smaller so it occupies less disk space. Compressed files also take less time to transfer electronically. Compression software uses *algorithms* to analyze and reorganize the sequences of characters that comprise a file in a more efficient manner.

The three primary reasons to compress files or folders are:

- To speed modem and network transfers.
- To save disk space.
- To save space when doing a backup.

A compressed file that contains more than one file or folder is called an *archive*. SITcomm uses the same compression algorithm found in StuffIt Deluxe and SpaceSaver (both also from Aladdin Systems). Like StuffIt Deluxe and StuffIt SpaceSaver, SITcomm saves compressed archives with a ".sit" filename extension.

With SITcomm, you can create a StuffIt archive (".sit"), and also create a special type of archive called a *self-extracting archive*, which has a ".sea" filename extension. This type of archive can be decompressed by anyone — even if the recipient doesn't own SITcomm, StuffIt, or any other compression product.

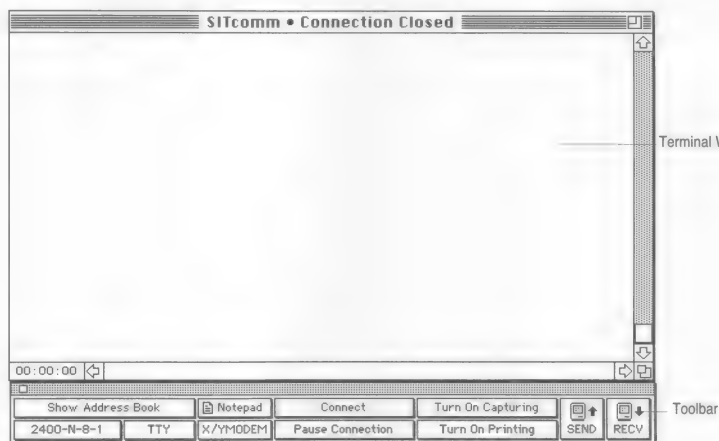
On the *Internet*, many compressed files have also been encoded with BinHex4. This format is a standard conversion algorithm used to convert Macintosh binary files to and from ASCII format. BinHex4 is primarily for transmission over networks that only support characters that can be typed from a keyboard, like Internet mail/news. These compressed files have a .Hqx filename extension.

For information on how to compress files in SITcomm, see "Example: Stuffing Data" on page 54, in Chapter 4.

Section Two:

Introducing the SITcomm Environment

When you open the SITcomm application, you see the *Terminal Window*, and the *SITcomm Toolbar*.



Terminal Window

The Terminal Window displays all incoming and outgoing communications between your Macintosh and the other computer. This is where you view and work with data during a communications session. The Terminal Window is always open; you can move it around the screen to any position you want.

SITcomm is a session-based communications program. Session data (text you type and data you receive from the other computer) is stored in the *screen buffer*. You can view the most recent lines of text in the buffer via the Terminal Window. When you quit the application, SITcomm automatically saves the buffer to disk in the SITcomm Preferences file. The next time SITcomm launches, it restores the contents of the Terminal Window from the last session.

During a communications session, the display of all incoming and outgoing text begins at the bottom of the window and scrolls up as the communications session progresses. Older lines of text become part of the buffer, which you can view by scrolling up in the window.

To clear the contents of the buffer, choose "Clear Buffer" from the Edit menu. SITcomm asks if you really want to completely clear the buffer. If you do, click OK; the contents of the Terminal Window disappear.

When you launch SITcomm, the title bar of the Terminal Window says "SITcomm • Connection Closed." When you are connected, the title bar says

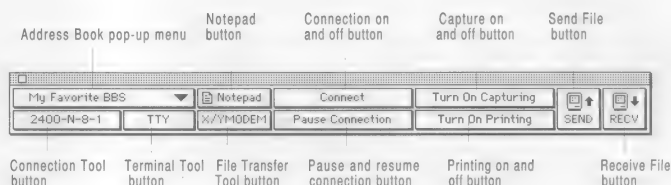
“SITcomm.” If you hide the Toolbar, the title bar says “<session name>,” which is the name you’ve given to the session’s corresponding Address Book entry. For example, if the current Address Book entry is My Favorite BBS, the title bar says “My Favorite BBS.”

The timer appears in the lower left corner of the Terminal Window. The timer displays the elapsed time between opening and closing a connection. The timer helps you keep track of your connection time so you can estimate connection charges. You can reset the timer to 00:00:00 by clicking it.



Toolbar

The SITcomm Toolbar is the “hub” of SITcomm. At a glance, it gives you information about your current communications settings. The Toolbar also provides quick access to the most frequently-used SITcomm features simply with a click of the mouse. Each button in the Toolbar has an equivalent menu command.



The Toolbar is a floating window. You can move it around the screen to any position you want. You can close the Toolbar by clicking its close box, or by choosing “Toolbar” from the Windows menu to uncheck it.

The next section gives you a detailed description of each of the Toolbar buttons.

Close-up: Toolbar Buttons

Address Book

Each button in the Toolbar corresponds to a frequently-accessed menu command or dialog box option. Refer to the Toolbar figure above as you read the description of each button.

The Address Book button displays the Address Book entry you used in your most current or most recent session. If the Address Book has no entries, clicking this button is equivalent to choosing “Address Book” from the Session menu. If the Address Book does contain entries, clicking this button opens a pop-up menu listing the entries. You can switch to another entry by selecting it from the pop-up menu. For more information on the Address Book, see “Using the Address Book” on page 34.

Notepad	The Notepad button opens the Notepad for you to write, save, and print notes. (For more information on the Notepad, see “Using the Notepad” on page 64.)
Connection Tool	The Connection button indicates the current connection settings for your modem, including baud rate, <i>parity</i> , <i>data bits</i> , and <i>stop bits</i> . Clicking this button is equivalent to choosing “Connection” from the Session menu. Doing so opens the Connection Settings dialog box. (For information on specifying connection settings, see “Close-up: Connection Settings” on page 71.)
Terminal Tool	The Terminal button indicates the current terminal emulation tool in effect. Clicking this button is equivalent to choosing “Terminal” from the Session menu, which brings up the Terminal Settings dialog box. (For details, see “Close-up: Terminal Emulation Settings” on page 77.)
File Transfer Tool	Use the File Transfer button to change the current file transfer tool. Clicking this button is equivalent to choosing “File Transfer” from the Session menu, which opens the File Transfer Settings dialog box. (For more information, see “Close-up: File Transfer Settings” on page 84.)
Connect	Clicking the Connect button initiates a connection and is equivalent to choosing “Connect” from the Session menu. If an Address Book entry is in effect (or you have already supplied a phone number to dial), SITcomm automatically dials and connects to the other computer. Otherwise, SITcomm prompts you for a phone number, then initiates the connection. Using this button is the quickest way to connect. (See “Connecting” on page 46 for more information about initiating a connection.)
Pause/Resume	Clicking the Pause Connection button tells the other computer to temporarily pause data transmission and is equivalent to choosing “Pause Connection” from the Session menu. This is most useful when you are receiving incoming text more quickly than you can read it. Don’t worry about incoming data — the other computer holds it until you resume the connection by clicking this button again.
Turn On Capturing	Clicking the Turn On Capturing button tells SITcomm to start capturing all incoming text to disk in a text file and is equivalent to choosing “Turn On Capturing” from the Session menu. The file is saved with the file <i>creator</i> specified in Preferences, and is saved in the folder specified by “Select Receive Folder” in the File menu (or in the SITcomm folder, if none is specified). To select another capture file and/or location, hold down the Option key as you click this button. To turn capturing off, click this button again. (For more information on capturing text, see “Example: Capturing Text” on page 60.)

Turn On Printing

Clicking the Turn On Printing button sends all incoming text to the printer selected in the Chooser. It is equivalent to choosing “Turn On Printing” from the File menu. To turn printing off, click the button again. (For more information on sending text to the printer, see “Printing Text” on page 62.)

SEND

Click the SEND button to select a file to send (upload) to another computer. You must be connected to use this button. If you aren’t, the Connect button flashes to remind you to initiate a connection first. Clicking this button is like choosing “Send File” from the File menu. (For more information on sending files, see “Transferring Data” on page 54.)

RECV

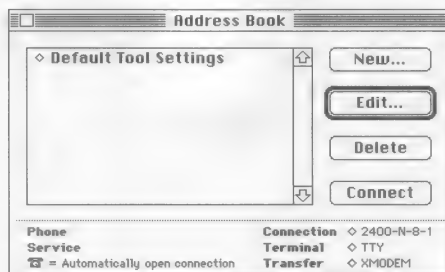
Click the RECV button to receive a file (download) from another computer. You must be connected to use this button. If you aren’t, the Connect button flashes to remind you to initiate a connection first. Clicking this button is like choosing “Receive File” from the File menu. (For more information on receiving files, see “Transferring Data” on page 54.)

Other SITcomm Windows

In addition to the Terminal Window and the Toolbar, SITcomm has three other windows that you’ll use as you work with the program — the Address Book, Notepad, and Buffered Keyboard.

Address Book

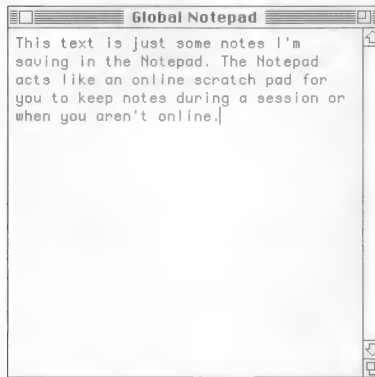
The Address Book stores dialing and connection instructions for up to 200 entries. The Address Book entries can be online services, bulletin boards, or the phone number of another computer’s modem. For complete information on the Address Book, see “Using the Address Book” on page 34.



Notepad

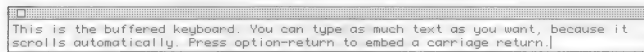
The Notepad acts like an online scratch pad for you to keep notes during a session. SITcomm maintains two types of Notepads: a global Notepad, and a

separate Notepad for each Address Book entry. For more information, see “Using the Notepad,” beginning on page 64.



Buffered Keyboard

The Buffered Keyboard provides an area for you to type and send multiple lines of text at a time instead of one character at a time. This is useful for online conference or chat sessions. For more information, see “Using the Buffered Keyboard,” beginning on page 67.



Moving On

Now that you have an understanding of the basics of telecommunications and know a little bit about SITcomm, the “Quick-Start Tutorial” (next section) will teach you the quickest way to be most productive with SITcomm.

Section Three: Quick-Start Tutorial

This section presents a tutorial that will help you learn how to use SITcomm. The sample exercise has you connect to a BBS. In a series of step-by-step procedures, you will use the Address Book to create a new entry for the BBS, dial the BBS, download a file, leave a message, and disconnect.

The tutorial is designed to get you up and running with SITcomm and to accomplish real-world tasks with SITcomm as soon as possible. It is assumed that you have already installed SITcomm. (If you need to do so, turn to “Chapter 2. Installation,” for details.) Before you begin, make sure your modem is on and properly connected to your Macintosh. Turn on your computer. You should be at the Finder.

As you work through the tutorial, you may need to refer to your modem’s manual for modem configuration information (such as baud rate). So keep the modem manual handy.

Note: In this example, the BBS you will connect to, PMUG BBS, is located in the 503 area code. This number may result in a long-distance call, and long-distance phone charges may apply. If you don't want to incur these charges, you can substitute a local BBS phone number in the example.

Creating an Address Book Entry

To begin the tutorial, you will launch SITcomm. Once the application is open on your screen, you will create an Address Book entry for the BBS.

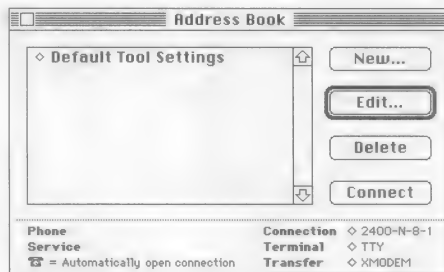
1. Double-click the SITcomm icon in the Finder to launch the application.

You see the SITcomm environment, which consists of the SITcomm menu bar, the Terminal Window, and the Toolbar.

To connect to the BBS, you will create a new Address Book entry. This way, you specify the appropriate settings once, then store them in the Address Book for future use.

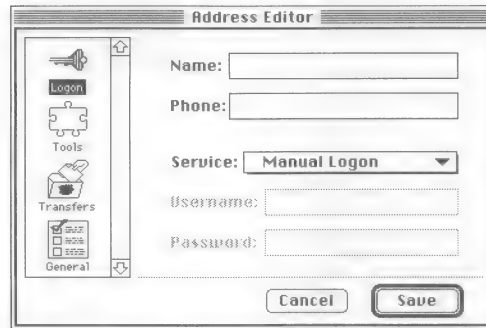
2. Click “Show Address Book” in the Toolbar to open the Address Book.

An empty Address Book appears. The only entry you see is called “Default Tool Settings.”



3. Click New to create a new entry for the BBS.

The Address Editor opens for you to set up the new entry. The Logon icon is selected in the left area of the dialog box, indicating that SITcomm expects you to enter information about the remote connection.



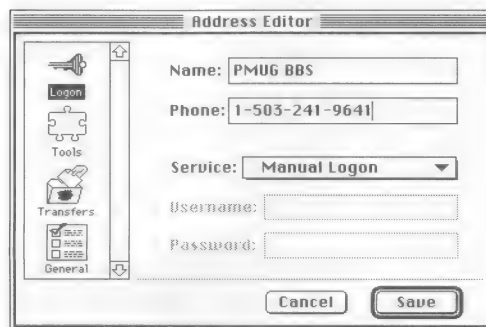
The screenshot shows the 'Address Editor' dialog box. On the left is a vertical sidebar with icons and labels: a key icon for 'Logon' (which is highlighted), a puzzle piece for 'Tools', a hand holding a box for 'Transfers', and a checkbox for 'General'. The main area of the dialog has the following fields: 'Name:' with an empty text box, 'Phone:' with an empty text box, 'Service:' with a dropdown menu showing 'Manual Logon', 'Username:' with an empty text box, and 'Password:' with an empty text box. At the bottom right are 'Cancel' and 'Save' buttons.

4. Type “PMUG BBS” in the Name field.

5. Type “1-503-241-9641” in the Phone field.

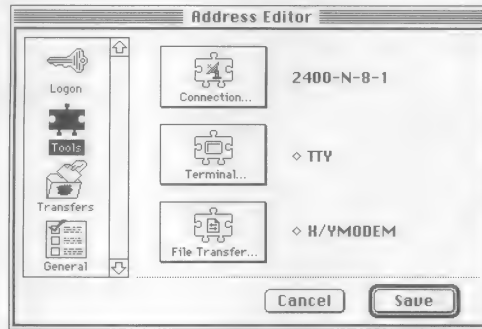
Note: If this is a local call for you, you may not need to type the area code or the “1.” Check with your telephone service provider. It isn’t necessary to type the hyphens, but it makes the number easier to read, and SITcomm ignores them.

The Address Editor should now look like the following illustration:



This screenshot shows the 'Address Editor' dialog box after the user has entered information. The 'Name' field now contains the text 'PMUG BBS' and the 'Phone' field contains '1-503-241-9641'. The 'Service' dropdown still shows 'Manual Logon'. The 'Username' and 'Password' fields remain empty. The 'Logon' icon in the left sidebar is still selected. The 'Cancel' and 'Save' buttons are at the bottom right.

6. Click the Tools icon in the left side of the dialog box.



You see the current settings for the connection, terminal emulation, and file transfer.

All of these settings are correct for dialing the PMUG BBS.

Note: If you have a high-speed modem, the PMUG BBS supports baud rates up to 9600. Click the Connection icon to change the baud rate. For more information on how to do this, see "Close-up: Connection Settings" on page 71.

7. Click Save to save your new BBS entry and return to the Address Book.

Now, any time you want to dial this BBS, you don't have to re-enter the phone number and other settings. SITcomm automatically keeps it for you in the Address Book for simple, easy connecting.

Alternative Method

- Instead of using the Address Book, you can specify the appropriate settings by choosing "Connection," "Terminal," and/or "File Transfer" from the Session menu. Then choose "Quick Dial" (Command-D) from the Session menu to supply a phone number and initiate the connection.

Connecting to the BBS

Now that you have an Address Book entry for the BBS, you are ready to dial.

Note: Many of the following steps are specific to the PMUG BBS. When you connect to another BBS, the prompts and responses will vary.

1. With "PMUG BBS" selected in the Address Book, click Connect.

SITcomm dials the modem and displays a modem status box to indicate the connection progress. Once connected, the Terminal Window displays all incoming text from the BBS.

Note: You can break the connection at any time and hang up the modem by clicking "Disconnect" in the Toolbar.

2. You hear "Connection Established" when your modem has connected to the BBS.

Note: If you would like to save all the information about this session for later review, click the "Turn On Capturing" button in the Toolbar.

3. Press the Escape (esc) key twice to activate the BBS.

This takes about 30 seconds, then a message appears about loading the BBS.

The next few prompts are questions you'll need to answer to register for the BBS.

Registering for the BBS

A BBS is maintained by a system operator, or *sysop* for short, who regularly updates information and checks the BBS for new users. Most bulletin board systems require first-time callers to answer a few questions, including a voice phone number, so the sysop can call and verify you are who you say you are. This not only protects the BBS from the electronic equivalent of vandals, but ensures the integrity of the BBS.

1. Type your first and last name, and press Return.

If you inadvertently mistype your name, you can correct it by typing "n" for No at the next prompt. Otherwise, type "y" for Yes.

2. Type "n" for No when the questions about ANSI graphics and hot-keyed menus appear.

These questions are for callers who are using IBM-compatible machines.

3. Press Return when asked about lines for your display.

This sets the default value of 24 lines per screen.

4. Type "n" for No if you don't want the BBS to pause after each screen page (24 lines), and press Return.

Otherwise, type "y" for Yes, and press Return.

5. Type "n" for No about screen clearing codes, and press Return.

Again, this question is for IBM-compatible machines.

6. Type the city and state you are calling from, and press Return.

7. Type your phone number, including area code, and press Return.

If you inadvertently mistype your number, you can correct it by typing "n" for No at the next prompt, and press Return. Otherwise, type "y" for Yes.

8. Type your business phone number, including area code, and press Return.

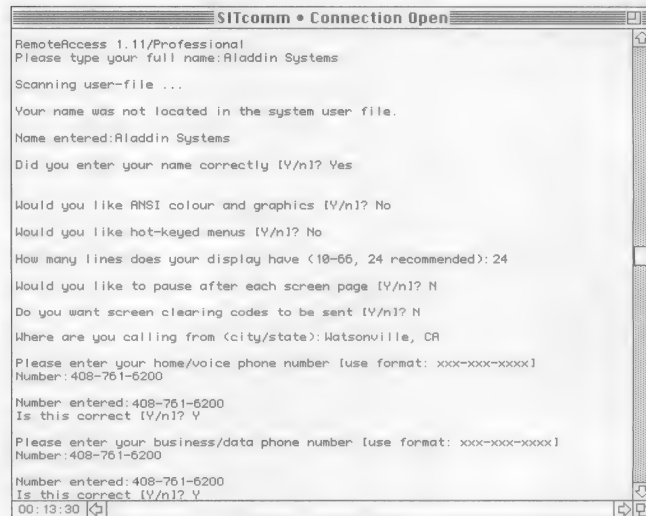
If you inadvertently mistype the number, you can correct it by typing "n" for No at the next prompt, and press Return. Otherwise, type "y" for Yes.

9. Type your birth date, using the format DD-MM-YY, and press Return.

10. Type a password, press Return, and type it again when prompted.

11. If all information is correct, type "y" for Yes, and press Return.

The following illustration shows part of a first-time registration sequence:



12. Press Return when prompted.

Several informational screens about the BBS appear. If you said Yes to pause after each screen of information, press Return to continue to the next screen.

13.Type “n” for No when asked about checking your mailbox, and press Return.

Since this is the first time you’ve been on the BBS, there won’t be any mail for you!

14.Press Return after reading each screen until the Main Menu appears.

```

Main Menu
Welcome to PMUG BBS!

You have the following options:
[M]essage areas
[F]ile areas
[C]hange your current settings
[L]ook at Your Statistics
[S]ystem Statistics
[Y]ell for SysOp
[G]ood-bye (log off)
[F]eedback to SysOp
```

Downloading a File

Now you are going to receive (or download) a file from the BBS. This file, called PMUG.TXT, contains information about the Portland Macintosh Users Group.

1. Type “i” for Files, and press Return.

The Files Section menu appears.

```

The FILES Section
File Area #1...FILELISTS:File Lists
[S]can Directory (list of files)
[M]ew Files in all areas
since last time online
[D]ownload file from this area
[P]ortland Macintosh Users Group
download club information
[A]ll Files-download list of all files online

[C]hange file area
[L]ast menu
[M]ain Menu
[G]ood-bye
[F]eedback
```

2. Type “P” for the Macintosh user group information file, and press Return.

3. Type “X” for XMODEM at the Protocol prompt, then press Return.

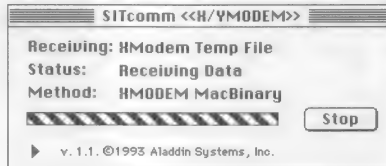
The name of the file, PMUG.TXT, and its size (approximately 17750 bytes) appears.

PMUG.TXT	17750 bytes
(S)tart transfer, (L)ogoff after transfer, (A)bort: s	

4. Type “s” for Start transfer, and press Return.

5. Click RECV in the Toolbar to activate the download process.

As the BBS downloads the file to your Macintosh, a progress bar displays its status.



6. Type a name for the file, if prompted, after the transfer is complete, and press Return.

You should be back at the Files Section menu.

Using the Online Editor

Now that you have successfully logged onto and downloaded a file from the PMUG BBS, let's leave a message for the sysop. If you have enjoyed your brief exposure to the PMUG BBS, and would like to be called by the sysop so you can be verified, use the online editor to write the message.

1. Type “F” for Feedback, and press Return.

These messages are automatically sent to the sysop.

2. Type “SITcomm user” in the Subject field, and press Return.

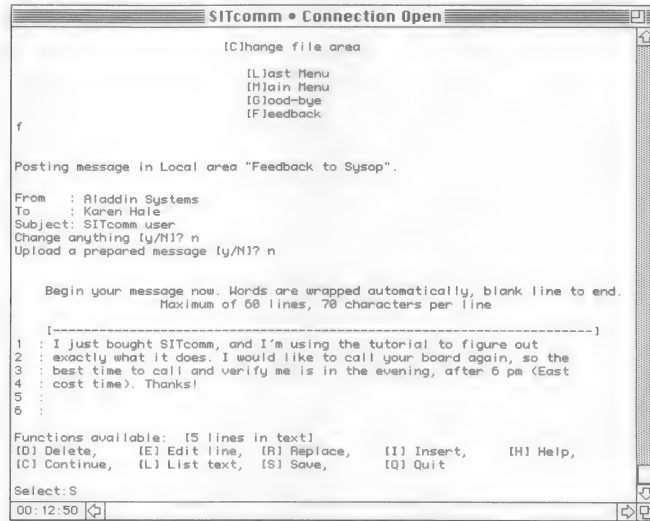
3. Type “N” for No at the next two prompts, pressing Return after each.

4. Type your message.

You don't have to worry about pressing Return at the end of each line. The online editor wraps to the next line automatically.

The following illustration shows a typical message.

Note: If you called the PMUG BBS just to test SITcomm, and don't think you'll call again, please let the sysop know. That will save the sysop a needless long-distance phone call to verify you.



5. When you have finished your message, press Return twice.

This exits the online editor.

6. Type "s" to send your message to the sysop.

Your message is saved to disk, and you return to the Files Section menu.

Logging Off and Quitting

Now that you are finished with this session, you are ready to log off from the service and disconnect your modem.

1. Type "g" for Good-bye, and press Return.

The BBS gives you another chance to change your mind about logging off.

2. Type "g" again, and press Return.

You will hear "Connection closed" when SITcomm logs you off of the system and the modem disconnects. Notice that "Disconnect" becomes "Connect" in the SITcomm Toolbar.

Note: If the remote system does not automatically end the phone call for you, you may need to click “Disconnect” in the Toolbar.

The timer in the lower left corner of the Terminal Window shows you the total amount of time you just spent online.

3. If you are finished working in SITcomm for the time being, quit the application by choosing “Quit” from the File menu.

Where To Go From Here

Now that you've successfully completed the tutorial and learned the basics about SITcomm, you can read through the next chapter, “Beyond the Basics,” to learn more about SITcomm. Or, work with SITcomm on your own, using the rest of the manual for reference as you need it.

Chapter 4. Beyond the Basics

This chapter covers what you can do with SITcomm. You'll learn how to connect and disconnect and how to accomplish tasks while online. After working through the examples in this chapter, you will know how to use all of the main features of SITcomm.

Getting Ready to Connect

Before you can connect to another computer and conduct a communications session, you must do two things: supply the phone number to dial and specify certain settings to use during the session.

The settings you need to specify are:

- **Connection:** Settings for your modem (including phone number) and the port through which your modem is connected. Required for all communications sessions.
- **Terminal Emulation:** Settings for getting your Macintosh to emulate a *dumb terminal*. Required only if you plan to connect to a mainframe or other computer that expects you to be using a specific kind of terminal and keyboard.
- **File Transfer:** Settings for the protocol you want to use during file transfers. Required only if you plan to send or receive data during a session.

SITcomm gives you three different ways to specify any of these settings:

- Choose the appropriate command ("Connect," "Terminal," "File Transfer") from the Session menu.
- Click the corresponding button in the Toolbar.
- Use the Address Book.

The easiest way to set all settings at once is to use the Address Book, which is described next. For information on changing settings using one of the other methods, see "Specifying Settings" on page 42.

Using the Address Book

One of the most powerful features of SITcomm is the Address Book. It lets you automate and store all of your connections with other computers. You can save time because you don't have to type the settings required to dial an online service, BBS, or remote computer every time you want to connect. Instead, you simply select an Address Book entry, and SITcomm does the rest.

Each Address Book entry stores the phone number and appropriate settings (connection, terminal, and file transfer) for each system you call. Anytime you want to connect to one of the systems, open the Address Book and select the entry you want.

Before you add your own entries, the SITcomm Address Book contains one entry: Default Tool Settings. (The Default Tool Settings entry name has a “◆” prefix in the Address Book.) These are the preset settings for the connection, terminal emulation, and file transfer tools; SITcomm automatically uses these settings if no Address Book entry is in effect. You can change all of these settings at once by editing the Default Tool Settings Address Book entry. Changing the Default Tool Settings entry automatically changes the default tool settings in all entries. (See “Example: Setting Default Tool Settings” in the following section for more information.)

After you add your own Address Book entries, they appear in alphabetical order below the Default Tool Settings entry in the Address Book.

Each Address Book entry has its own Notepad. This lets you store notes from different sessions and keep them organized by the system you dialed.

The following examples give you detailed instructions for using the Address Book.

Example: Setting Default Tool Settings

Feature Explained: The Default Tool Settings entry in the Address Book.

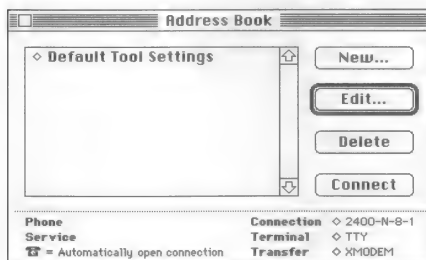
Related Topics: See the other examples in this section for instructions on adding a new entry, editing an entry, and deleting an entry. See “Connecting” on page 46 for information about using the Address Book to *log on*.

Problem: You want to set up SITcomm so you can dial another computer or the local BBS. These settings will be those you use most often during your work with SITcomm.

Solution: Use the Address Book to specify default settings.

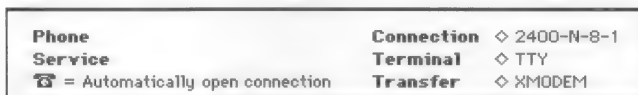
1. Click “Show Address Book” in the Toolbar, or select “Address Book” from the Session menu.

The Address Book window opens.



2. Click “Default Tool Settings,” if it is not already selected.

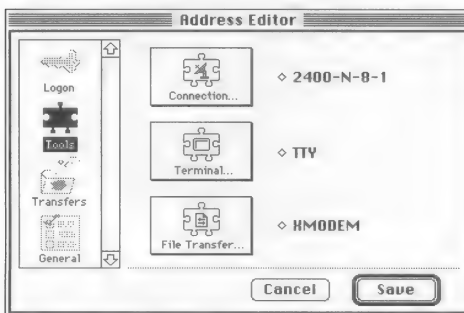
The current default settings appear in the lower part of the dialog box.



3. Click Edit to change the settings.

The Address Editor opens, where you can change the default connection, terminal emulation, or file transfer settings used by SITcomm.

The following illustration shows the default settings for each tool.



4. Click Connection to change connection settings.

The Connection settings dialog box appears. See “Example: Changing Connection, Terminal, and File Transfer Settings” on page 43 for details.

5. Click Terminal to change terminal emulation settings.

The Terminal settings dialog box appears. See “Example: Changing Connection, Terminal, and File Transfer Settings” on page 43 for details.

6. Click File Transfer to change the file transfer protocol.

The File Transfer settings dialog box appears. See “Example: Changing Connection, Terminal, and File Transfer Settings” on page 43 for details.

Note: To use the default settings for the Tools — Connection, Terminal, and File Transfer — press the Option key as you click the appropriate Tool button. To use the current session’s settings, press the Option and Shift key as you click the appropriate Tool button.

7. Make the necessary changes, and click OK.

8. Click Save when you are finished changing the settings.

SITcomm stores the changes as the new default settings. Notice that the settings in the lower part of the dialog box now show your new settings.

9. Click the Address Book’s close box to close the Address Book.

Note: When you change Default Tool Settings, your changes are automatically reflected in other Address Book entries that use the default settings. For example, if you change modem speed to 9600 baud in the Default Tool Settings entry, modem speed is changed to 9600 baud in all other Address Book entries that use the default connection tool settings.

Example: Adding a New Address Book Entry

Features Explained: Address Book, Address Editor, automatic Username and Password logon.

Related Topics: See “Creating an Address Book Entry” in the Tutorial for information on how to set up a BBS Address Book entry. Also, see “Connecting,” beginning on page 46 for information about using the Address Book to log on.

Problem: You want to add a new entry to the Address Book for your new account with the CompuServe online service.

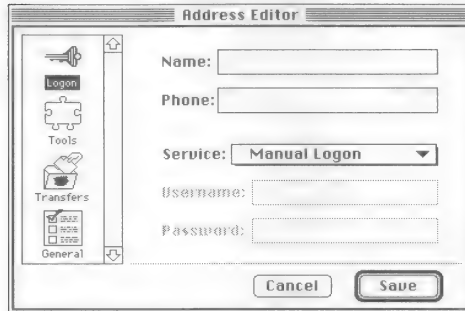
Solution: Use the Address Book to store your new account information.

Note: This example uses the CompuServe online service, but the same steps apply for adding any online service or BBS entry to the Address Book.

1. Open the Address Book by clicking “Show Address Book” in the Toolbar.

2. In the Address Book, click New.

You'll see the Address Editor, where you can enter the name and phone number of the new address. This is also where you can tell SITcomm to automatically supply your user name or ID and password.



The screenshot shows a window titled "Address Editor". On the left is a vertical toolbar with icons for Logon (a key), Tools (a puzzle piece), Transfers (a hand holding a document), and General (a document with checkboxes). The main area contains the following fields: "Name:" with a text box, "Phone:" with a text box, "Service:" with a dropdown menu showing "Manual Logon", "Username:" with a text box, and "Password:" with a text box. At the bottom right are "Cancel" and "Save" buttons.

3. In the Name box, type "CompuServe."

4. Press Tab to move to the Phone box, and enter the local access number for the service.

You can get this information from the manual or setup instructions that you get when you subscribe to CompuServe, or the online service or BBS you are using.

5. Click in the Service pop-up menu to open it.

You see a list of online services.



The screenshot shows a list box titled "Manual Logon" with a checkmark in the top-left corner. The list contains the following items: BBS: FirstClass, BBS: Generic, BBS: TBBS, BBS: TeleFinder, CompuServe, Dow Jones, Genie, MCI Mail, QuickMail™, Unix: Generic, Unix: Netcom, Unix: The WELL, Unix: The WELL (via CPN), Unix: World, and UMS: Generic.

You can manually log onto the service, which means you enter your user name or ID and password when prompted to do so by the service after dialing the access number.

If you choose "Manual Logon," the Username and Password areas of the dialog box remain unavailable; you must manually supply this information during logon.

If you choose a service in the Service pop-up menu, the Username and Password boxes are available for you to type in the logon information appropriate for the given service. (The names of these entry boxes vary by the service you select in the pop-up menu.) SITcomm then supplies this information automatically during logon.

If you are connecting to a BBS, you should use Manual Logon first to determine what kind of logon information you need to supply. Then, you can edit the BBS Address Book entry to include automatic logon information.

6. Choose “CompuServe” from the Service pop-up menu.

7. In the “User ID” box, enter your CompuServe ID.

8. In the “Password” box, enter your password.

The text of your password appears in the Password box. The next time you open the Address Editor, bullet characters (•) appear to mask your entry. This way, someone else can’t just open your Address Book and find out your password.

Note: If you would rather not enter your password for security reasons, you can leave the Password box blank. You will then be prompted to enter your password when you log on.

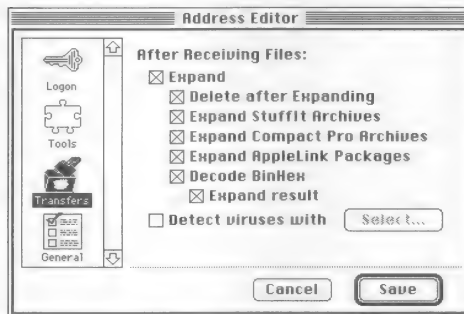
9. If you want to change any of the tool settings, click Tools in the left area of the dialog box.

The dialog box looks just like the one you see if you select Default Tool Settings from the Address Book. For information on changing tool settings, see the “Example: Setting Default Tool Settings” earlier in this section.

10. If you want to change any file transfer preferences for this Address Book entry only, click Transfers.

These preferences affect the way a received file is expanded or checked for viruses. The preferences are only in effect for the current Address Book entry. (For information on the different file compression formats,

see “Introduction to Compression” on page 18 and “Translating Files,” beginning on page 97.)



Expand: This option expands any files automatically that have been previously compressed. It is selected by default, which makes more expansion options available.

Delete after Expanding: This option deletes the compressed version of a received file after successfully expanding it. The default is on.

Expand StuffIt Archives: This option expands StuffIt (.SIT) archives automatically after downloading them. The default is on.

Expand Compact Pro Archives: This option expands Compact Pro (.CPT) archives automatically after downloading them. The default is on.

Expand AppleLink Packages: This option expands AppleLink package (.PKG) archives automatically after downloading them. The default is on.

Decode BinHex: This option decodes an encoded BinHex file (.HQX) automatically after downloading it. When this option is selected, the “Expand result” option is available.

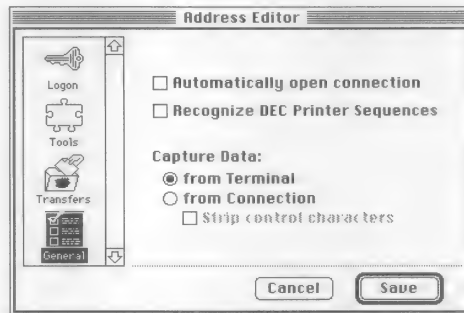
Expand result: This option expands a .HQX compressed file automatically after downloading and decoding it.

Detect Viruses With: Select this option to have SITcomm automatically check received files for viruses. Clicking Select opens a standard Open dialog box for you to specify an anti-virus detection program to use. When activated, SITcomm uses Apple events to “talk to” the anti-virus program. The default is off.

Note: Not all anti-virus programs support standard Apple events. Check with the anti-virus program manufacturer before selecting the virus option.

11.If you want to change any general preferences for this Address Book entry only, click General.

These preferences affect the general nature of your connection, and are only in effect for the current Address Book entry. (For information on setting global preferences, see “Setting Preferences,” beginning on page 92.)



Automatically open connection: When this option is on, SITcomm automatically dials and connects to this Address Book entry when you select that entry from the Address Book pop-up menu in the Toolbar. The default is off.

Recognize DEC Printer Sequences: DEC remote computer programs can send special commands to turn a local printer on and off. Select this option if you want SITcomm to watch for these commands during the current session. The default is off.

Capture Data:

from Terminal: This option instructs SITcomm to capture the text that is pushed off into the scrollbar buffer. The default is on.

from Connection: This option instructs SITcomm to capture all data as it comes into the serial port, including non-printable character sequences you'd never see on your screen. This is useful for debugging purposes. When you select the “from Connection” option, the “Strip control characters” option is available.

Strip control characters: This option removes non-printable control characters from the captured file.

12. When you are finished defining the settings for your new Address Book entry, click Save.

The new entry appears listed in the Address Book. To use it for logging on, select it and click Connect. See “Connecting,” beginning on page 46 for more information.

Example: Editing an Entry

Features Explained: Address Book, Address Editor

Related Topics: The Address Book options and settings are described earlier in "Example: Adding a New Address Book Entry."

Problem: You have an existing Address Book entry whose settings you need to change. For example, suppose the access number for an online service has changed.

1. **Open the Address Book by choosing "Address Book" from the Session menu.**
2. **Double-click the entry you want to change, such as CompuServe.**

You see the Address Editor, where you can change any of the settings associated with the selected Address Book entry. This dialog box is identical to the one you see when you click New in the Address Book.

3. **Make the necessary changes to your Address Book entry.**

For example, to change the access number, click in the Phone box, delete the old number, and type the new phone number.

To change any of the tool settings, click Tools in the left area of the dialog box. To change any file transfer preferences for the current entry, click Transfers. To change any general preferences for this entry, click General.

4. **When you are finished editing the Address Book entry, click Save.**

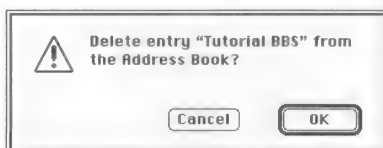
Example: Deleting an Entry

Features Explained: Address Book

Problem: You have an Address Book entry that is old and you want to permanently remove it from the Address Book.

1. **Open the Address Book.**
2. **Select the entry you want to remove, and click Delete.**

SITcomm verifies that you want to delete the selected entry.



Example: Duplicating an Entry

3. To permanently delete the entry, click OK. To cancel the operation, click Cancel.

When you click OK, SITcomm removes the entry from the list in the Address Book, and leaves the Address Book open and active.

Features Explained: Address Book

Problem: You have an Address Book entry that contains settings that match a new BBS in everything but name and phone number. You don't want to have to manually configure the new entry.

1. Open the Address Book.

2. Select the entry you want to duplicate, and hold down the Option key.

3. Notice the New button changes to Duplicate. Click Duplicate.

A new Address Book entry appears with the word "copy" appended to the name, directly under the one you duplicated. Then the Address Editor appears.

4. Type the name and phone number of the new BBS, and select a service, if necessary.

5. Make any other changes, then click Save when you're through.

The name of the entry now appears in the Address Book.

Specifying Settings

This section describes how to set or change connection, terminal emulation, and file transfer settings. You can specify settings by choosing the appropriate command from the Session menu or by selecting the appropriate tool in the Toolbar. You can also specify settings via the Address Book. See "Using the Address Book" on page 34 for more information.

Before specifying or changing any settings, make sure you have the information you need. You'll need to know the phone number to dial, the correct modem settings for your modem, and the terminal settings and file transfer settings expected by the other computer.

Example: Changing Connection, Terminal, and File Transfer Settings

Features Explained: “Connection,” “Terminal,” and “File Transfer” (Session menu). Connection, terminal, and file transfer buttons of the Toolbar. Settings area of the Address Book.

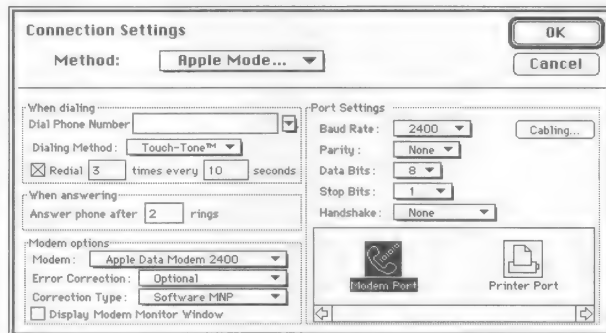
Related Topics: See the close-ups in “Mastering Tool Settings” on page 71 in Chapter 5, for complete reference information on the options available in the Connection Settings, Terminal Settings, and File Transfer Settings dialog boxes.

Problem: The connection, terminal, and/or file transfer settings are not correct for the current communications session.

Note: Because the procedure for changing each of these types of settings is similar, the following steps apply generally to changing any setting.

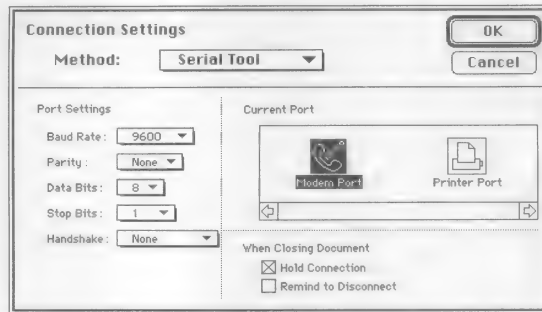
1. To set connection settings, choose “Connection” from the Session menu, or click the Connection button of the Toolbar.

The Connection Settings dialog box opens. (For details on this dialog box's options, see “Close-up: Connection Settings” on page 71 in Chapter 5.) This dialog box shows the connection settings you can specify with the Apple Modem Tool.



2. If you want to connect via your modem, leave the Apple Modem Tool selected. If you want to connect directly to another computer, select the Serial Tool from the Method pop-up menu.

Switching to the Serial Tool changes the connection setting options available in the dialog box. This figure shows the connection settings you can specify with the Serial Tool.



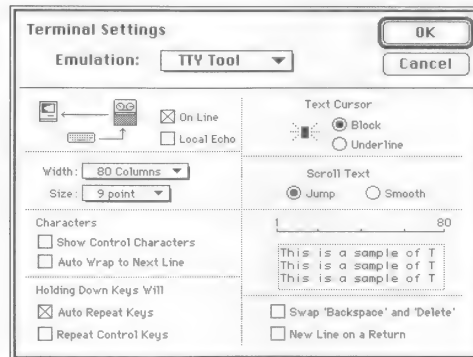
With the Serial Tool, the settings in the Connection Settings dialog box must match those of the other computer to which you want to connect. With the Apple Modem Tool, if you have a 2400-baud Hayes-compatible modem and it is connected to your Macintosh through the modem port, you probably don't need to change the default connection settings.

Because you are specifying connection settings, you shouldn't supply the phone number to dial at this point. You can do that later. See "Example: Quick Dialing" on page 48 for more information on supplying the phone number.

3. Change any connection settings as required by the other computer, and click OK.
4. To change terminal emulation settings, choose "Terminal" from the Session menu, or click the Terminal button of the Toolbar.

The Terminal Settings dialog box opens. (For details on this dialog box's options, see "Close-up: Terminal Emulation Settings" on page 77.) This

dialog box shows the default Terminal Settings, where TTY is the selected emulation tool.



5. Click in the Emulation pop-up menu and select another terminal emulation tool.

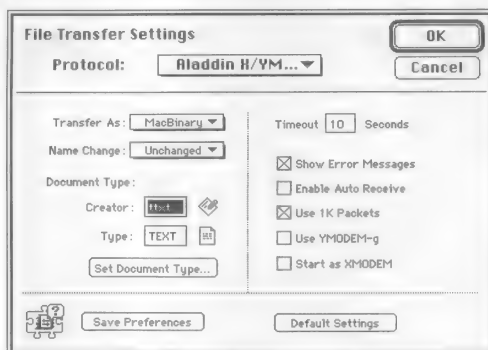
The options available in the Terminal Settings dialog box vary depending on which terminal emulation tool you select. If you select the VT102, the dialog box shows a different set of options for each setup icon — General, Screen, Keyboard, and Character Set. These options are described in detail in the “Close-up: Terminal Emulation Settings,” beginning on page 77.

6. Change any terminal settings as required by the other computer, and click OK.

7. To change file transfer settings, choose “File Transfer” from the Session menu, or click the File Transfer button of the Toolbar.

The File Transfer Settings dialog box opens. (For details on this dialog box's options and for information on file transfer protocols, see “Close-up: File Transfer Settings,” beginning on page 84 in Chapter 5.) This dialog box shows the default File Transfer settings, where X/YMODEM is the

selected file transfer tool. The options available in the File Transfer Settings dialog box vary depending on which file transfer tool you select.



8. Click in the Protocol pop-up menu and select another file transfer tool.

9. Change any file transfer settings as required by the other computer, and click OK.

Connecting

Connecting involves dialing the phone number of the other computer, online service, or BBS to which you want to connect, and then supplying your username or ID and a password. If you are directly connecting two computers together, turn to the “Directly Connecting to Another Computer” section later in this chapter.

Connecting to an Online Service or BBS

SITcomm gives you three ways to connect to an online service or BBS. You can:

- Use the Address Book.
- Click the Connect button in the Toolbar.
- Choose “Quick Dial” from the Session menu, or press Command-D.

Using the Address Book is the easiest, most efficient way to connect. Read the next example to find out how to do it.

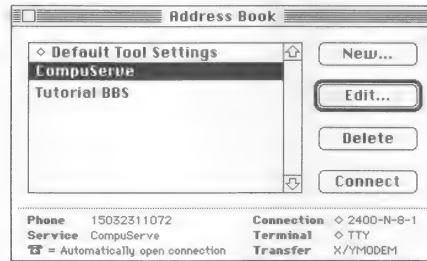
Example: Using the Address Book to Logon

Features Explained: Address Book, automatic Username and Password logon.

Related Topics: See “Using the Address Book” on page 34 for complete information on adding, editing, and deleting Address Book entries, and a description of the Address Book options. For information on commercial online services, see “Appendix A. Overview of Online Services,” beginning on page 123.

Problem: You want to use the Address Book to log onto CompuServe. (This example also applies to using the Address Book for connecting to any commercial online service or BBS.)

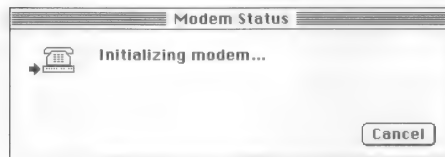
1. Open the Address Book.



2. Click once to select the entry you want to use (such as CompuServe), and click Connect.

CompuServe (or the entry you selected) becomes the current Address Book entry, indicated in the Toolbar.

SITcomm dials the phone number stored in the Address Book entry and displays a status box, which indicates the progress of the connection.



If your Address Book entry is set for Manual Logon, CompuServe (or other service or BBS) prompts you to enter your username or ID and your password. If the entry is set for automatic logon, SITcomm automatically supplies either the username or the password or both, depending on the settings.

After the service verifies your logon information, you'll see an introductory screen or welcome notice. This lets you know the connection was successfully established.

Once you are connected, use the appropriate commands to find the information or accomplish the specific tasks you want. For example, if you want to send electronic mail to Aladdin on CompuServe, our CompuServe ID is 75300,1666.

For information on other Aladdin electronic mail addresses, see Appendix A. For information on transferring files while online, see "Transferring Data," beginning on page 54.

Alternate Method

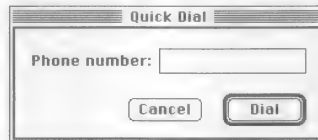
Example: Quick Dialing

- If the name of the Address Book entry to which you want to connect appears in the Toolbar, click Connect. SITcomm automatically initiates the connection with a single click of the mouse.

Feature Explained: Quick Dial

1. Choose “Quick Dial” from the Session menu.

The Quick Dial dialog box opens.



2. Type the phone number to dial.

You can use or omit hyphens in the phone number. If you want dialing to pause after dialing an access number (such as 9), type a comma. One comma is equivalent to a two-second delay.

3. Click Dial.

SITcomm dials the phone number. If there is no Address Book entry in effect, SITcomm uses the current tool settings to connect.

Directly Connecting to Another Computer

In addition to logging onto an online service or BBS, SITcomm gives you two ways to directly connect to another computer: local or remote. Either type of direct connection lets you interact between systems in real time.

First, you can do a local, direct connection between two computers that are in the same room. For this type of session, you don't use a modem; rather, you use a special cable that is connected directly to the serial or modem port of each computer. The cable must be a *null modem cable*. You connect one end of the cable to the modem port of one computer and the other end to the modem port of the second computer. Then, you must use the identical connection, terminal emulation, and file transfer settings on both computers.

Second, you can do a remote, direct connect in which you set your Macintosh to wait for a call from another, remote computer. For this type of session, you must use a modem. The other computer calls your computer by dialing the phone number of the telephone line connected to your modem. Then, you can transfer data from the remote computer. (See “Transferring Data,” beginning on page 54 for more information on downloading files and data.)

Example: Directly Connecting Two Computers in the Same Room

Features Explained: “Connect” command in the Session menu, Serial Tool, TTY Tool.

Related Topic: See “Mastering Tool Settings” on page 71 in Chapter 5 for details on the options available in the Connection Settings and Terminal Settings dialog boxes.

Problem: You have a desktop Macintosh, which is your main computer at home or at the office, and a PowerBook, which you use when you are away from your main computer. You want to be able to transfer files between your PowerBook and your main Macintosh.

Solution: Using a special, null-modem serial cable, directly connect both computers to one another via their modem ports. Then use SITcomm on both machines to allow them to communicate.

Note: The steps that follow assume that both computers are using SITcomm to conduct the session. If one of your computers uses a different communications application, you can use the settings described here as a guide for how to set up the other communications program. In either case, both computers’ settings must match each other.

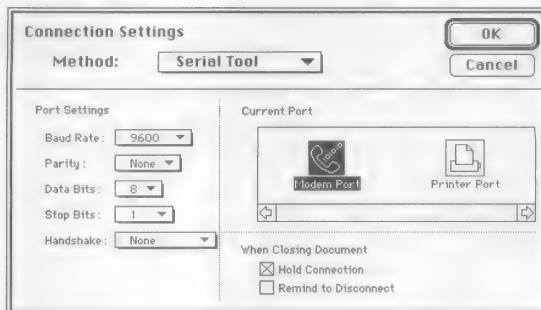
1. Connect a null modem cable to both computers via their modem ports.

Because you don’t use a modem for direct connections, it is best to connect the cable to both modem ports. This is because the modem port is better at preventing interference during connections than the printer port is.

2. Launch SITcomm on both computers.

3. On the desktop Macintosh, click the Connection button in the Toolbar to open the Connection Settings dialog box.

4. Choose the Serial Tool from the Method pop-up menu, and click OK.



5. Repeat steps 3 and 4 on the PowerBook to specify the same connection settings.

Now you must specify certain terminal emulation settings on both computers.

6. On the desktop Macintosh, click the Terminal button in the Toolbar to open the Terminal Settings dialog box.

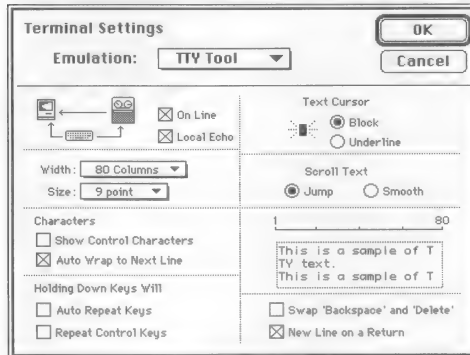
7. Choose the TTY Tool from the Emulation pop-up menu.

For information on the TTY Tool options, see “Close-up: Terminal Emulation Settings” on page 77 in Chapter 5.

8. Click Local Echo, Auto Wrap to Next Line, and New Line on a Return to turn on these options. Click Auto Repeat Keys to turn that option off, then click OK.

With Local Echo turned on, you can see the characters as you type them on the computer; that is, they *echo* on your screen. (You can also turn local echo on by choosing the “Turn On Local Echo” command from the Session menu.) Auto Wrap to Next Line makes it easier for you to read the text appearing on screen; without auto wrapping turned on, the text appears as one long line, and characters are lost past the end of the line. The New Line on a Return setting tells SITcomm to start a new line for text when you press Return. By turning off Auto Repeat Keys, non-control characters do not automatically repeat when you hold them down. This is a safer setting during direct connection, because it gives you more control over how the keyboard reacts to your keypresses.

The settings in the dialog box should look like this:



9. Repeat steps 6, 7, and 8 on the PowerBook to specify the same terminal settings.

With your connection and terminal settings specified for both computers, you are ready to connect.

10. To initiate the connection between your two computers, on either computer, click “Connect” in the Toolbar. On the other computer, click “Connect” in the Toolbar.

You can also choose “Connect” from the Session menu.

The “Connect” command and button change to “Disconnect.”

When the two computers are connected, type some text on the PowerBook. The text echoes in the Terminal Window on both computers.

At this point, you can continue to type text on either computer to communicate between them, or you can transfer files from one computer to the other. (See “Transferring Data” later in this chapter for information on sending and receiving files.)

When you are ready to disconnect, click “Disconnect” in the Toolbar on both computers to disconnect them.

Note: If you establish direct connections often, you can save the connection and terminal settings as an Address Book entry.

Example: Listening for a Call **Features Explained:** “Listen for Connection” command in the Session menu, Apple Modem Tool

Related Topic: See “Close-up: Connection Settings” on page 71 in Chapter 5, for details on the Apple Modem Tool options.

Problem: You want to set up your Macintosh so a friend of yours can send a file directly from her computer to yours via modem.

Solution: Use the “Listen for Connection” command to set up your modem to wait for an incoming call. When the call comes in and your modem answers it, you are then remotely, versus locally, connected to the other computer.

1. Make sure your modem is connected properly and the power is on.

2. Click the Connection button in the Toolbar to open the Connection Settings dialog box.

If the Apple Modem Tool is not the current connection tool, choose “Apple Modem Tool” from the Method pop-up menu.

If you want to change the number of rings after which SITcomm answers the phone, type the number of rings you want before your modem answers.

Note: If you expect to receive a file after a call comes in, select the Enable Auto Receive option of either the Aladdin X/YMODEM Tool or the Aladdin ZMODEM Tool in the File Transfer settings dialog box.

3. Click OK in the dialog box.

4. To put your computer on standby (that is, so your computer is waiting for an incoming call), choose “Listen for Connection” from the Session menu.

The Modem Status box shows that SITcomm is initializing your modem. When SITcomm is ready to accept an incoming call, the Modem Status box displays the “Waiting for an incoming call...” message. To stop waiting for an incoming call, click Cancel in the Modem Status box.

When your friend calls your computer, you hear the modem ring, and it answers after the number of rings you specified. Whatever you type appears on your friend’s screen, and whatever your friend types on her computer appears in your Terminal Window. You can also send or receive files. (See “Transferring Data” later in this chapter for instructions on how to receive and send files.)

Alternate Method

When you are ready to break the connection with the remote computer, click “Disconnect” in the Toolbar, or choose “Disconnect” from the Session menu.

- You can set your computer to listen for an incoming call by typing “listen” instead of a phone number in the Phone field of the Address Book.

Disconnecting

Disconnecting, or logging off, is essentially a two-step process: first, tell the other computer you want to disconnect, and then tell the modem.

To disconnect:

- 1. Issue the appropriate command to tell the other computer that you want to log off.**

Usually, the command is something like `bye`, `off`, `exit`, `logoff`, or `quit`. (Refer to your online service, network manual, or other service guide for the specific command.)

- 2. Click “Disconnect” in the Toolbar, or choose “Disconnect” (Command-K) from the Session menu.**

This hangs up the phone and resets your modem. Sometimes this step is unnecessary as SITcomm detects the hangup and closes the connection for you.

After disconnecting, the timer in the lower left corner of the Terminal Window displays your total online time.



Working Online

While you are online and connected to another computer you can do a number of things, including:

- Transfer files between your Macintosh and another computer.
- Capture incoming text to a file.
- Send incoming text to the printer.
- Use the Notepad for keeping notes to yourself.
- Type outgoing text in the Buffered Keyboard.
- Pause the connection.
- Save selected text or append selected text to a file.

The examples in this section give you step-by-step instructions for doing each of these tasks.

Transferring Data

When you transfer data you either send (*upload*) a file to another computer or receive (*download*) a file from the other computer. The most efficient way to transfer files is to compress them before sending them. This saves online time during the file transfer and reduces the amount of space the file occupies on disk.

This section includes three examples. The first one explains how to compress data in preparation for sending it. The second example describes how to upload the compressed data. The final example explains how to receive a compressed file and discusses the differences between auto-expansion and manual expansion.

Example: Stuffing Data

Feature Explained: “Stuff” command (File menu)

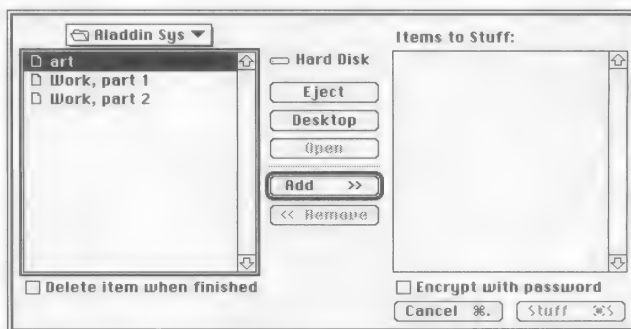
Related Topics: If you are new to file compression, read “Introduction to Compression” on page 18. For information on the Stuffing Preferences, see “Setting Preferences,” beginning on page 92 in Chapter 5. See “Translating Files,” beginning on page 97 for information on compressing data to other file formats, such as .ZIP files.

Problem: You want to upload a series of related files to a colleague. You want to be able to send all of the files at once in one file. You also want to compress the resulting file because it will save you connect time. Furthermore, you don’t know if the colleague has StuffIt to expand the file once it’s received.

Solution: Use the “Stuff” command from the File menu to combine and compress the files into a StuffIt self-extracting archive.

1. Choose “Stuff” (Command-S) from the File menu.

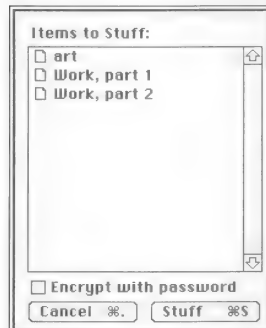
The Stuff dialog box appears. A directory on the left side contains a list of files and folders from which to select.



2. **One at a time, click on the files or folders you want to include in the StuffIt archive, and click Add to add them to the list of “Items to Stuff.”**

If you want to delete a file or folder after it has been stuffed, check the “Delete item when finished” option before adding the items to the “Items to Stuff” list.

On the right side of the dialog box, you see the list of items to include in the StuffIt archive.



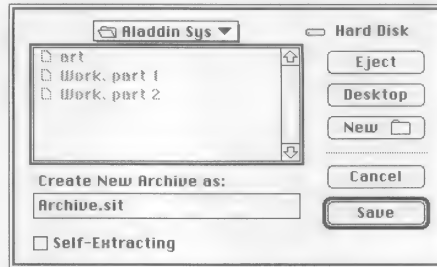
3. **If you want to secure your archive by scrambling its contents with a specific password, check the “Encrypt with password” option.**

The status of the “Encrypt with password” option depends on the status of the Encryption checkbox in the Stuffing setting of the global preferences dialog box. The default global preference setting is off.

4. **Click Stuff to create the archive.**

A dialog box appears for you to name and save the archive. The default name is “Archive.sit,” where “.sit” refers to “stuff-it.” When the “Self-Extracting” option is checked in the Stuffing Settings of the global preferences dialog box (Edit menu), SITcomm automatically creates a self-extracting archive. Or you can check the “Self-Extracting” option in

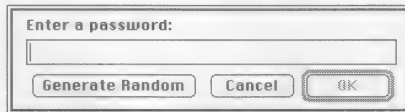
this dialog box. (For information on self-extracting archives, see “Introduction to Compression” on page 18 or the “Glossary” on page 145.)



5. Name the archive, if you don't want to use the default name, and locate the folder or disk where you want it saved. Click Save.

If you did not check “Encrypt with password” in step 3, SITcomm creates the StuffIt archive and saves it to disk. You are finished stuffing the data, and ready to send it.

If you checked “Encrypt with password” in step 3, a dialog box appears asking you to enter a password.



6. Type a password, and click OK.

Anything that can be typed from your keyboard is acceptable in the password, including international characters. If you can't think of a password, click Generate Random to have SITcomm create one for you. You will be asked to re-enter the password to confirm it. After doing so, SITcomm creates the encrypted, self-extracting StuffIt archive.

WARNING: If you forget an archive's password, there is no way to recover the information or to modify the secured contents of the archive. Aladdin Systems has no way of decrypting archives. Be sure to remember your password or write it down and put it in a safe place.

You are now ready to send the file to your colleague. Read the next example to learn how to do this.

Example: Sending a StuffIt Archive

Features Explained: “Send File” command (File menu), SEND button in the Toolbar

Related Topics: For information on file transfer settings, see “Close-up: File Transfer Settings” on page 84 in Chapter 5.

Problem: You want to send a StuffIt archive over the modem to another computer.

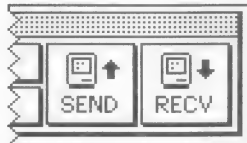
Solution: Sending a StuffIt archive is no different than sending another type of file online. When online, you use the “Send File” command to select the file you want to send and instruct SITcomm to upload it.

1. Follow the steps in “Connecting,” beginning on page 46 to initiate the connection.

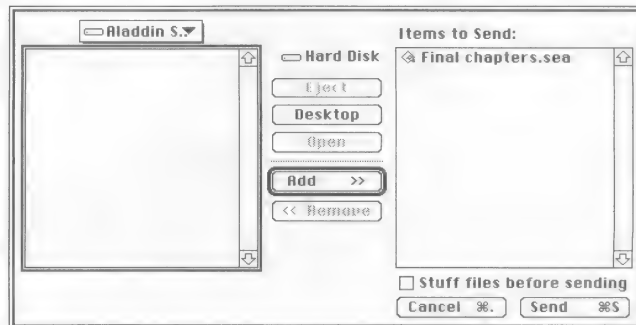
2. Let the other computer know that you want to upload a file.

This varies from computer to computer. If the other computer is running SITcomm, it should be ready to receive your file by clicking the RECV button.

3. When the other computer prompts you to begin sending the file, click the SEND button in the Toolbar.

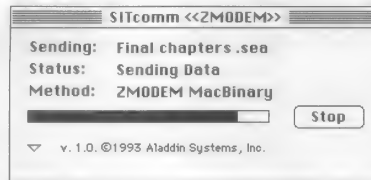


You can also choose “Send File” from the Session menu. The Send File dialog box opens for you to select the file you want to upload.



4. Select the StuffIt archive you want to send. Click Send.

The SITcomm transfer progress box appears on the screen, indicating the progress of the upload.



Note: You can also stuff files as part of the upload process by selecting the “Stuff files before sending” checkbox in the Send File dialog box. Stuffing the files before going online saves connect time and expense. (Do not select this checkbox if the files you are sending are already compressed.)

If you want to get more detailed information about the transfer, such as the elapsed time or the number of bytes transferred, you can expand the progress box by clicking the triangle in the bottom left corner.

When the file transfer is complete, the progress box disappears.

5. Issue the commands required by the other computer to identify the recipient of the file (or address the file) and to complete the upload process.

On some online services or networks, you may have to address the file before sending it.

6. When the upload is complete, log off the other computer, and click the “Disconnect” button in the Toolbar to disconnect.

Note: Depending on the type of file you are sending and the file transfer protocols supported by the other computer, you may need to change file transfer settings for the upload. If you do, you can click the File Transfer button in the Toolbar to access the File Transfer Settings dialog box. See “Specifying Settings” on page 42 for more information.

Example: Downloading a StuffIt Archive

Features Explained: “Receive File” command (File menu), RECV button in the Toolbar, “Select Receive Folder” command (File menu), file transfer preferences in the Address Book, “Expand” command (File menu).

Related Topics: For reference information on the file transfer settings, see “Close-up: File Transfer Settings” on page 84 in Chapter 5. For more information about the Address Book, see “Using the Address Book” earlier in this chapter.

Problem: You want to download a StuffIt archive from a local BBS.

Solution: When online, you use the “Receive File” command to download a selected file from the BBS.

1. To change the folder set for receiving incoming data and files, choose “Select Receive Folder” from the File menu.
2. Locate the destination folder (or click New Folder to create a new one), and click “Save into [folder name].”

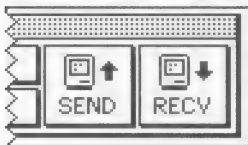


SITcomm saves all received files to disk in the folder you selected.

3. To download a StuffIt archive, log onto the computer to which you want to connect.
4. Locate the file you want to download and tell the other computer that you want to download it.

This varies from computer to computer. If the other computer is running SITcomm, it should be ready to send the file by clicking the Send button.

5. When the other computer prompts you to begin receiving the file, choose “Receive File” from the Session menu, or click the RECV button in the Toolbar.



A progress box appears indicating the progress of the download. This progress box is similar to the one you see during an upload.

When the file transfer is complete, the progress box disappears, and the StuffIt archive is stored on disk in the Receive folder you specified earlier.

Note: If you want to receive a file automatically, select the Enable Auto Receive option of either the Aladdin X/YMODEM Tool or the Aladdin ZMODEM Tool in the File Transfer settings dialog box.

6. When the download is complete, log off the other computer, and click the “Disconnect” button in the Toolbar to disconnect.

If you have the “Expand StuffIt Archive” option selected in the file transfer preferences, SITcomm automatically expands all downloaded archives after you disconnect from the online service. If the “Delete after Expanding” option is checked, SITcomm also automatically deletes the archive file, leaving the expanded file(s) on disk.

If you did not select any auto-expansion preferences, you can “manually” expand a compressed file (such as a StuffIt archive). To do so, choose “Expand” from the File menu, select the file to expand in the dialog box, and click Open. A status box indicates the expansion progress.

The auto-expansion preferences also apply to Compact Pro archives, AppleLink packages, and encoded BinHex files. To manually expand or decode other types of compressed files, use the Translate menu commands. See “Translating Files,” beginning on page 97 in Chapter 5 for details.

Capturing Data

SITcomm lets you save all the information you see on your screen (including what you type) during a telecommunications session. This process of saving incoming data is called data *capture*. Capturing data is as simple as turning Capture mode on or off. In SITcomm, you control data capture with the “Turn On Capturing” button in the Toolbar or with the “Turn On Capturing” command from the Session menu. You can also set the receiving folder and specify the *creator* for the captured file.

When you no longer want incoming data captured to the file, turn capturing off. If you forget to turn capturing off, SITcomm automatically turns it off and closes the capture file when you quit the application, or switch addresses.

Example: Capturing Text

Features Explained: “Turn On Capturing” command (Session menu), “Turn On Capturing” button in the Toolbar, “Select Receive Folder” command (File menu), “Capture File Creator” preference in the General Settings area of the Preferences dialog box (Edit menu).

Related Topics: The “Select Receive Folder” command is also described in the “Example: Downloading a StuffIt Archive” earlier in this chapter. For

more information on the preferences, see “Setting Preferences,” beginning on page 92.

Problem: You want to be able to save everything you see in the Terminal Window to a disk file so you can later review the data.

Solution: Turn on capturing.

- 1. Set the folder into which the captured file should be saved by choosing “Select Receive Folder” from the File menu. Locate the folder you want to use, and click “Save into [folder name].”**

If you have never set a receiving folder, SITcomm saves the capture file in the SITcomm folder.

Note: You can specify a receiving folder “on the fly” by holding down the Option key and clicking “Turn On Capturing” in the Toolbar. A standard file dialog box then appears.

- 2. To specify a creator for the captured file, choose “Preferences” from the Edit menu.**
- 3. In the General Settings area of the dialog box, click in the Capture File Creator pop-up menu, and choose an application. When you are finished, click OK to close the Preferences dialog box.**



Whichever application you choose is the application that can directly open and read the captured file. For example, if you choose Nisus, double-clicking the capture file icon in the Finder opens the Nisus application and displays the capture file.

If the application you want to use is not listed, choose “Other,” and select the application from the directory dialog box.

- 4. To begin capturing text, click “Turn On Capturing” in the Toolbar, or choose “Turn On Capturing” from the Session menu.**

You can turn on data capture before connecting, during a session, or after disconnecting.

Note: A capture file is specific for each session. For example, if you are capturing data from an Address Book entry called “Great Stuff,” the capture file is called Great Stuff 09/26/93 (the date is appended). The next time you capture data from Great Stuff, the new information is stored in another file called Great Stuff, but with the current date appended.

Both the button in the Toolbar and the menu command change to “Turn Off Capturing.”

5. To stop saving incoming data to the file, click “Turn Off Capturing” in the Toolbar or choose “Turn Off Capturing” in the Session menu.

Printing Text

SITcomm lets you print text in three different ways. First, you can send all incoming text to the printer. This is useful if you need hardcopy of a session.

Second, you can use the “Print” command (File menu) to print the entire contents of the Terminal Window or the Notepad. By printing the Terminal Window contents, you can keep regular hardcopy records of your sessions. The ability to print the contents of the Notepad lets you use it as a simple text editor.

Third, you can print only a portion of the text in the Terminal Window or the Notepad. To do this, simply select the text you want to print, and choose “Print Selection” (Command-P) from the File menu.

Example: Printing Incoming Text

Features Explained: “Turn On Printing” command (File menu), “Turn On Printing” button in the Toolbar, “Page Setup” command (File menu).

Related Topics: Printing is also described in the “Example: Printing the Contents of the Terminal Window” in the next section. For more information on printing options, refer to your printer manual.

Problem: You want to be able to print all incoming text that appears in the Terminal Window so you can later review the session.

Solution: Turn on printing.

1. Make sure your printer is properly connected to your Macintosh and that the power is on.

If you want to select a different printer to use than the current one, use the Chooser (Apple menu).

2. Choose **“Page Setup”** from the File menu, change any options for your printer, and click OK.
3. To begin printing incoming text, click **“Turn On Printing”** in the Toolbar, or choose **“Turn On Printing”** in the Session menu.

You can turn on printing either before connecting, during a session, or after disconnecting. When you turn on printing, SITcomm sends all incoming data and text you type to the printer until you turn printing off.

Both the button in the Toolbar and the menu command change to **“Turn Off Printing.”**

4. To stop printing incoming data, click **“Turn Off Printing”** in the Toolbar or choose **“Turn Off Printing”** in the Session menu.

Example: Printing the Contents of the Terminal Window

Features Explained: “Print” or “Print Selection” commands (File menu).

Related Topics: Printing is also described in the “Example: Printing Incoming Text” in the preceding section. For more information on printing options, refer to your printer manual.

Problem: You've just ended a communications session and you want to print the contents of the Terminal Window so you can review the session.

Solution: Use the “Print” command.

1. Make sure your printer is properly connected to your Macintosh and that the power is on.

If you want to select a different printer to use than the current one, use the Chooser (Apple menu).

2. Choose **“Page Setup”** from the File menu, change any options for your printer, and click OK.

3. With the Terminal Window the active window, choose **“Print”** from the File menu, or press Command-P.

The Print dialog box opens, listing printing options for your printer.

4. In the dialog box, change any options that you want, and click Print.

SITcomm prints the entire contents of the Terminal Window. You can also use this technique to print the contents of the Notepad (described next).

Alternate Method

Using the Notepad

- To print only a portion of the text in the Terminal Window or the Notepad, select the text you want to print, and choose “Print Selection” (Command-P) from the File menu. (When you have a selection of text highlighted, the “Print” command changes to “Print Selection.”)

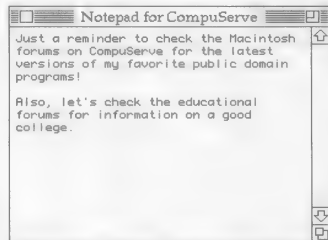
You can use the Notepad like a simple text editor. The Notepad lets you:

- Copy, cut, and paste text in and out of the Notepad.
- Type text into the Notepad while you’re online.
- Keep notes in the Notepad when you’re not online.
- Search for text in the Notepad.
- Print the contents of the Notepad.

SITcomm maintains two types of Notepads — the Global Notepad and a separate Notepad for each Address Book entry. The Global Notepad is available when you do not have an Address Book entry in effect. Otherwise, you can hold down the Option key as you click the Notepad button in the Toolbar which brings up the Global Notepad.



In addition, when you have an Address Book entry in effect (that is, an entry name appears in the Toolbar), a separate Notepad is associated with each entry. This lets you keep session-specific notes that only apply to the current Address Book entry.



To open the Notepad, click "Notepad" in the Toolbar or choose "Notepad" from the Windows menu. When you open the Notepad, it becomes the front, active window. You can resize or move the Notepad window.

The following examples show you how to use the Notepad during a session to take notes and how to search for text in the Notepad.

Example: Using the Notepad while Online

Features Explained: Notepad associated with an Address Book entry.

Related Topics: See "Using the Address Book" earlier in this chapter for information on the Address Book. For information on finding text in the Notepad, see "Example: Finding Text in the Notepad" in the next section.

Problem: You need a place to keep some notes to yourself when you are online and connected to a BBS.

Solution: Use the Notepad.

- 1. Select the entry to which you want to connect in the Address Book pop-up menu in the Toolbar.**
- 2. Click "Connect" in the Toolbar to dial and connect to the service.**
- 3. While online, click "Notepad" in the Toolbar.**

A checkmark appears next to "Notepad" in the Windows menu, and the Notepad becomes the front, active window. Notice that the title bar of the Notepad indicates that it is associated with the selected Address Book entry.
- 4. Type any text you want. Or, cut, copy and paste text into the Notepad.**

The Notepad can store up to 30,000 characters.

If you want to print the contents of the Notepad, make sure it is the front, active window, and choose "Print" (Command-P) from the File menu. SITcomm sends the contents of the Notepad to the printer currently selected in the Chooser (Apple menu).

Note: You can select text in the Terminal window and append it to the Notepad associated with that session by selecting the "Append to Notepad" command from the Edit menu.

To close the Notepad, click the Notepad's close box, or choose "Notepad" from the Windows menu again.

The next time you select the same Address Book entry, you see the same contents of this Notepad.

Example: Finding Text in the Notepad

Features Explained: “Find” and “Find Again” (Edit menu), Notepad

Related Topics: For information on using the Notepad online, see “Example: Using the Notepad while Online” in the preceding section.

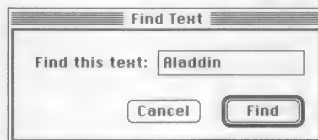
Problem: You want to find a string of text in the Notepad window.

Solution: Use the “Find” and “Find Again” commands (Edit menu).

Note: You can also use “Find” and “Find Again” to search for text in the Terminal Window.

1. With the Notepad open as the active window, choose “Find” (Command-F) from the Edit menu.

The Find dialog box opens for you to type the text you want to find.



2. Type the text you want to find, and click Find.

You can type from 1 to 31 characters in the Find dialog box. If the string exists in the Notepad, it is highlighted in the window. The search begins from the first character at the top of the document. If no match is found, the system beep sounds.

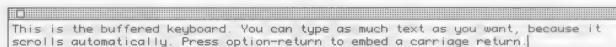
Note: A Terminal window search starts at the bottom of the window, and goes backward. This results in a chronological search.

3. To find the string of text again, choose “Find Again” (Command-G) from the Edit menu.

If another occurrence of the text exists, it is highlighted in the window. Otherwise, the system beep sounds.

Using the Buffered Keyboard

The Buffered Keyboard is a window that lets you send multiple lines of text all at once instead of one character at a time. The text stays in the buffer until you tell SITcomm to send it, by pressing Return or Enter. This is useful for online conferencing sessions.



Example: Using Buffered Keyboard during Online Chat

Feature Explained: Buffered Keyboard.

Problem: You want to be able to send text over the modem multiple lines at a time during an online chat session.

Solution: Use the Buffered Keyboard.

1. Connect to the other computer, online service, or network using the procedures described earlier in the “Connecting” section.

2. When you are ready to participate in the online chat or conference, open the Buffered Keyboard by choosing “Buffered Keyboard” from the Windows menu.

The Buffered Keyboard appears on top of the Terminal Window. You can move the Buffered Keyboard around the screen by clicking in its title bar and dragging it to a new position.

3. In the Buffered Keyboard window, type the text you want to send online.

4. When you are ready to send the text, press Return.

SITcomm sends the text over the modem, displays the text in the Terminal Window as it is sent, and clears the Buffered Keyboard. Repeat this sequence of steps whenever you want to send text.

Note: To embed a carriage return in the buffered keyboard text, hold down the Option key when you press Return.

Pausing the Connection

When a connection is initiated, you can suspend or pause it at any time. This is most useful when you are receiving incoming text more quickly than you can read it.

To pause a connection, click “Pause Connection” in the Toolbar, or choose “Pause Connection” in the Session menu. Each control becomes “Resume Connection.” To resume the connection, either click the button or choose the command.

Saving Text

SITcomm optionally maintains the contents of the Terminal Window in a special area of memory called the buffer, and can save it when you quit SITcomm. This is an option that you can set with the “Preferences” command from the Edit menu.

You have the additional option of saving a selection of text to a separate file. The following example explains how to do this.

Example: Saving a Selection of Text

Features Explained: “Save Selection As” and “Append Selection To” (File menu)

Problem: You want to save a portion of the data you see in the Terminal Window to a separate text file, and to save another part to the end of an existing text file.

- 1. Click and drag to select the text that you want to save from the Terminal Window.**

Note: To select tabular information, such as stock quotes, hold down the Command key as you click and drag. This lets you select individual columns of text.

- 2. To save the selection as a separate text file, choose “Save Selection As” from the File menu.**

A dialog box appears for you to give the file a name and select the folder into which the file should be saved.

- 3. Type the file’s name in the text box.**

- 4. If desired, navigate to another folder into which the file should be saved.**

- 5. Click Save to save the selected text to the named file.**

If the named file exists, SITcomm asks you if you want to overwrite it. Click Yes to replace the old file, or click No to return to the dialog box and type another name.

SITcomm saves the selection as an ASCII text file, which can be read by most word processors. You can specify a creator application — the same one as your capture files. This is done in the Preferences dialog box (Edit menu).

- 6. To append selected text to the end of an existing file, choose “Append Selection To” from the File menu.**

The Append Selection To dialog box appears listing text files in the current folder. You can only append selected text to ASCII text files.

- 7. Click once on a filename to select it, then click Append.**

SITcomm adds the text selection to the end of the selected file.

Where To Go From Here

Now that you know how to accomplish any communications task in SITcomm, the next chapter, “Mastering SITcomm,” teaches you about the advanced features of the program.

Chapter 5. Mastering SITcomm

This chapter gives you detailed information on these advanced topics:

- **Tool Settings:** A close-up look at all of the options available in the Connection Settings, Terminal Settings, and File Transfer Settings dialog boxes.
- **SITcomm Preferences:** Step-by-step procedures for changing and saving preferences, and a close-up look at the Preferences dialog box.
- **Scripting:** Information on automating SITcomm.
- **Aladdin Translators:** Step-by-step procedures for translating files, and a close-up look at each of the Translators.
- **Aladdin Viewers:** Step-by-step procedures for using the Text and PICT Viewers, and a close-up look at each Viewer's menus.

Mastering Tool Settings

This section provides reference information on connection, terminal, and file transfer settings. For information on how to specify these settings, see "Specifying Settings," beginning on page 42 in Chapter 4.

Note: Extensive balloon help is available in each dialog box of each tool.

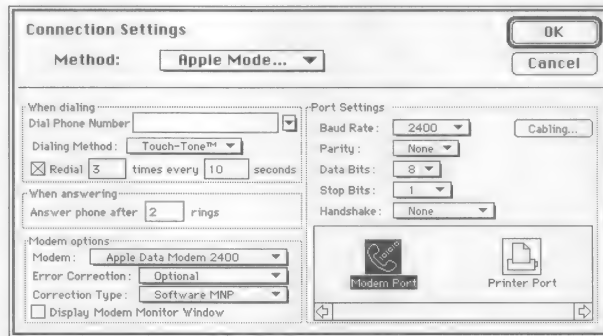
Close-up: Connection Settings

SITcomm comes with the Apple Modem Tool and the Serial Tool. The Apple Modem Tool is intended for connections to remote systems via a Hayes-compatible modem, while the Serial Tool is for direct connection to another computer.

Note: If you are using a PowerBook Duo computer, your System Software comes with the Express Modem Tool. Whenever you use SITcomm with a PowerBook that includes an Express Modem, use the Express Modem Tool as your connection method. That is, choose “Express Modem Tool” from the Method pop-up menu in the Connection Settings dialog box (Session menu). For more information on using the Express Modem Tool, refer to the documentation that came with your modem.

Apple Modem Tool

When you choose the Apple Modem Tool from the Method pop-up menu in the Connection Settings dialog box, you see the options shown here:



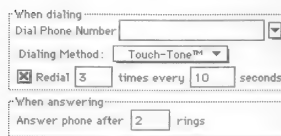
The Apple Modem Tool lets you establish a connection with a remote computer through a modem attached to your Macintosh. The Apple Modem Tool provides a connection through either of the two serial ports built into the Macintosh and can recognize an attached Apple, Hayes, or other Hayes-compatible modem. Besides using the built-in serial ports, the Apple Modem Tool can establish connections through serial or modem cards installed in your Macintosh.

The Apple Modem Tool enables your modem to answer an incoming call or make an outgoing call. You can specify the number of rings the modem should wait before answering. You can enter the destination phone number, the redial count, the redial interval, and the dialing method. The modem automatically dials for you.

Other Apple Modem Tool options let you select the type of modem being used, as well as set data transmission parameters such as baud rate, parity, number of data bits and stop bits per character, and handshake method.

Phone Settings

The options in this group let you specify whether the modem dials a number or answers an incoming call, and sets related features.



The dialog box is titled "Phone Settings". It contains two main sections. The first section, "When dialing", includes a "Dial Phone Number" text box, a "Dialing Method" dropdown menu set to "Touch-Tone™", and a "Redial" checkbox which is checked. Next to the checkbox are two input boxes: "3" for "times every" and "10" for "seconds". The second section, "When answering", includes an "Answer phone after" input box set to "2" and the unit "rings".

Dial Phone Number: Specifies the access phone number of the remote computer that you want to call. You can use or omit hyphens in the phone number. If you want dialing to pause after dialing an access number (such as 9), type a comma. One comma is equivalent to a two-second delay. You can type up to 200 characters in the Dial Phone Number box, including hyphens, commas, and numbers. However, most modems only accept 40 characters. If you have already entered a number, it appears selected (highlighted), and you can change it by typing another number.

An important point to keep in mind is: You don't have to enter a phone number in this dialog box. If you use an Address Book entry, the number in the entry overrides any number entered here. (See "Using the Address Book," beginning on page 34 for more information.)

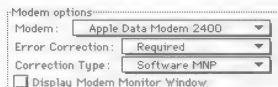
Dialing Method: Specifies the method used when dialing. If your telephone is a rotary phone, select Pulse. If you have a Touch-Tone phone, select that option. If you need a combination of both methods, choose Mixed. The default setting is Touch-Tone.

Redial...Times, Every...Seconds: Specifies how many times the modem redials the number if the connection cannot be established, and the duration between redials. The default settings are 3 attempts to redial at 10-second intervals.

Answer Phone After...Rings: Specifies the number of times the phone rings before the modem answers the call and establishes the connection. You can use any number between 1-255. The default setting is 2 rings.

Modem Settings

These settings let you specify the type of modem you are using, when to disconnect the modem, and whether or not an additional progress window is displayed.



The dialog box is titled "Modem options". It contains three dropdown menus: "Modem" set to "Apple Data Modem 2400", "Error Correction" set to "Required", and "Correction Type" set to "Software MNP". At the bottom, there is a checkbox labeled "Display Modem Monitor Window" which is currently unchecked.

Modem: Displays a pop-up menu to select the type of modem to use for the connection. The modem you use must be Hayes-compatible, which is the default setting. The "Custom" option in this pop-up menu lets you edit your modem command strings and attributes. The "Modify This Menu" option lets you add or delete modems from the menu.

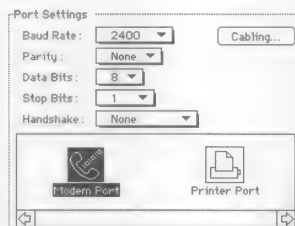
Error Correction: Specifies one of three methods of error correction. "Required" specifies the connections must be error-free. Non-error free connections are refused. "Optional" means a non-error free connection will be accepted if necessary. "None" is no error correction at all.

Correction Type: Specifies one of two methods of handling errors. "Software MNP" uses the Microcom Networking Protocol (level 1 through 4) to achieve error-free connections. "Hardware" uses the error-correction built into the modem, which is usually faster, though less reliable, than the software method.

Display Modem Monitor Window: Displays an additional window that shows communications between the connection tool and the modem. This window displays the connection being opened, closed, or listened to. It is usually not necessary to display this window.

Port Settings

The pop-up menus in this group let you set port-specific settings, including baud rate, parity, number of data bits per character, number of stop bits per character, and handshake protocol. You also use this area of the Connection Settings dialog box to specify the port to use for the connection.



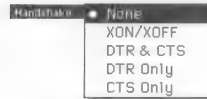
Baud Rate: Regulates the speed at which data is transmitted between your Macintosh and another computer. Both your Macintosh and the device it is communicating with must transmit data at the same baud rate. This is true unless you are using a modem that adjusts the sending baud rate to match the requirements of the remote modem. This technique, called "split baud," is commonly used with high-speed modems. In that case, the baud rate for the Macintosh may be any rate that the local modem can handle. The default baud rate for the Apple Modem Tool is 2400.

Parity: Checks that data is not garbled during transmission. You can select even, odd, or no parity, but the other computer you connect to must also use the same setting. The default setting for parity checking is None.

Data Bits: Specifies the number of bits (5, 6, 7, or 8) that make up a character, whichever the computer you connect to requires. The default setting for data bits is 8-bit characters.

Stop Bits: Specifies the number of stop bits (1, 1.5, or 2) to mark the end of a transmitted character. The default setting is 1 stop bit.

Handshake: Regulates the flow of data between your Macintosh and the port or device you connect to. Both computers must use the same handshake setting. The default handshake setting is None.



XON/XOFF: Prevents the loss of data when either computer sends characters faster than the other computer can receive them. If you seem to be losing characters during a transmission, try using XON/XOFF.

Note: This is a software-only method and should only be used when hardware handshaking is not available.

DTR & CTS: Accommodates connections where both devices support flow control using DTR and CTS hardware handshake methods. This method can only be used with devices that are directly connected by an RS-232 cable that supports hardware handshaking. This is the standard form of hardware handshaking.

Note: The DTR & CTS method is usually required by high-speed modems (9600 baud and faster). It also requires that the cable connecting your Macintosh to the modem is designed for this type of connection. Contact your modem manufacturer if you are unsure if your modem supports the DTR & CTS method.

DTR Only: Accommodates connections where DTR hardware handshake method is the only means of flow control. This method can only be used with devices that are directly connected by an RS-232 cable that supports handshaking.

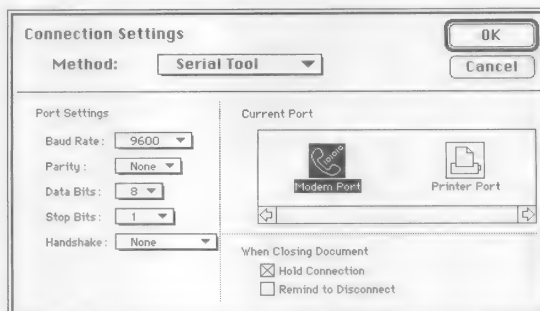
CTS Only: Accommodates connections where the CTS hardware handshake method is the only means of data flow control. This method can only be used with devices that are directly connected by an RS-232 cable that supports handshaking.

Current Port: Specifies which port on the back of your Macintosh to use for the connection. Choose one of the port icons displayed in the Current Port scrolling list. In a standard configuration — you haven't installed an add-on serial or modem card — two port icons appear in the scrolling list. These icons are identical to those identifying the ports on the back of the Macintosh. You can use either port when establishing a connection, though the modem port is preferred in most cases.

Cabling: Displays information about the proper cable to connect the current modem (displayed in the Modem Options panel) to your Macintosh.

Serial Tool

When you choose the Serial Tool from the Method pop-up menu in the Connection Settings dialog box, you see the options shown here:



The Serial Tool lets you transmit data in serial format; that is, one bit after another over a single wire. Compared to the Apple Modem Tool, which requires a modem to establish a connection, the Serial Tool accommodates other methods for setting up connections and offers a wider range of baud rates.

Typically, you use the Serial Tool to establish a direct connection between your Macintosh computer and another computer, modem, or device (such as a piece of laboratory equipment) by connecting a cable to the serial port on each machine.

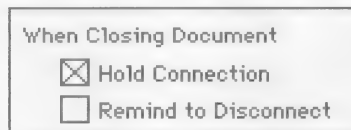
Rather than redialing and executing other modem commands automatically, the Serial Tool requires that you redial or issue other commands manually to the modem. Use the Apple Modem Tool when you want to take advantage of automatic dialing features.

Port Settings

The Serial Tool Port Settings are the same as those for the Apple Modem Tool, except the default baud rate is 9600 for the Serial Tool. For more information on port settings, see “Port Settings” in the previous section.

When Closing Documents

The two options in this group let you specify whether you want the remote computer to keep your connection open, even after you have closed SITcomm itself.



Hold Connection: Holds the connection after the application closes. You can then open another communications application to perform additional options.

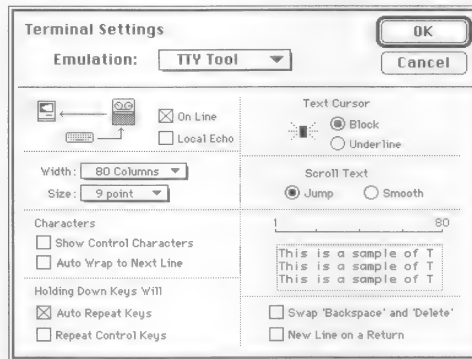
Remind to Disconnect: Notifies you the connection is remaining open, and gives you the opportunity to close it. This option is available only when the Hold Connection option is checked.

Close-up: Terminal Emulation Settings

Terminal emulation refers to the ability of your Macintosh to emulate, or imitate, a dumb terminal. Dumb terminals, which generally consist of a monitor and a keyboard with no CPU, are the type of terminals that connect to a mainframe or minicomputer. With SITcomm, you can set your Macintosh to emulate a TTY (default) or VT102 terminal. TTY, or teletype, is intended for basic fixed-function terminals; VT102 is for Digital Equipment Corporation (DEC) text-only terminals.

TTY Tool

When you choose TTY Tool from the Emulation pop-up menu in the Terminal Settings dialog box, you see the following options:



The TTY (teletype) is a basic, line-oriented terminal. It supports typing, receipt of an incoming data stream, and on-screen data display. TTY emulation can be used to access timesharing or information services that do not require a specific terminal.

As you change options for the TTY Tool in the Terminal Settings dialog box, a preview area immediately reflects your changes.

On Line

When the On Line option is checked, your Macintosh is online; meaning it is connected to and can access the remote computer. The characters that you type are sent to the remote computer, and incoming data from the remote computer is displayed on your Macintosh screen. When this option is unchecked, your Macintosh stops sending data to the remote computer and ignores incoming data without terminating the connection (a condition called off line). Click the On Line option to resume communication with the remote computer.

Note: You can send a break signal to the remote computer using special key sequences. Press Command-Enter to send a short break; or press Command-Shift-Enter to send a long break.

Local Echo

When the Local Echo option is checked, characters you enter are sent to your Macintosh screen as well as to the remote computer. Select this option when your Macintosh is communicating with a host that does not echo keystrokes. This is usually the case when communicating with another Macintosh or other personal computer. When this option is unchecked, characters you enter are sent only to the remote computer, not to your Macintosh screen. The characters that appear on your screen are sent by the remote computer. This is usually the case with most bulletin boards and other time-sharing services. If this option is turned on, you will most likely need to turn on the "New Line on a Return" option as well.

Note: You can also turn local echo on and off by choosing the "Turn On Local Echo" command from the Session menu.

Text Cursor

The settings for the Text Cursor option determine whether the cursor is a solid block or an underline, depending on which radio button is chosen. Underline is the default setting.

Scroll Text

When the remote computer is sending data into the terminal region but it is already filled with data, the TTY tool automatically scrolls the data. The Scroll Text option lets you specify how the data scrolls. Smooth scrolling significantly slows down the rate at which the incoming data is displayed, but makes it easier to read rapidly scrolling lines. When you change these settings, the sample text in the option preview area scrolls accordingly to demonstrate the effects of the change you are making. The default setting for Scroll Text is Jump.

Jump: Displays data one line at a time. When you change this setting, the text in the option preview area demonstrates how incoming text is displayed.

Smooth: Displays data one pixel at a time. When you change this setting, the text in the option preview area scrolls smoothly out of the area, demonstrating how incoming text is displayed.

Width

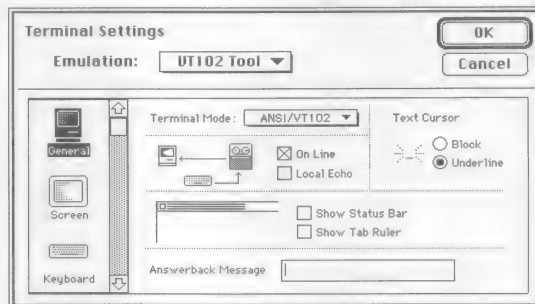
In the Width pop-up menu, you set the number of display columns for TTY emulation. Two widths are supported: 80 or 132 columns per line. When you change the setting for the Width option, the scale in the option preview area of the dialog box changes accordingly. The default width is 80 columns per line.

Note: When you change the Width option, SITcomm clears the Terminal Window and places the cursor at the top left of the screen.

Size	Select the font size of the screen characters to display during TTY emulation from this pop-up menu. Two sizes are supported: 9 or 12 point. When changing the setting for the Size option, the sample in the option preview area of the dialog box changes accordingly. The default size is 9 point.
Character Settings	The two options in this group provide choices of how characters are handled while your Macintosh is emulating a TTY terminal. Show Control Characters: The settings for this option determine whether control characters are displayed as readable characters. The default setting for this option is unchecked. When this option is checked, control characters are displayed on the screen as they are encountered in the incoming data stream and as they are entered from the keyboard (if the Local Echo option is on). Selecting this option also causes characters that would have extended beyond the right margin to wrap to a new line. Therefore, the Auto Wrap to Next Line option becomes dim. Auto Wrap to Next Line: When this option is unchecked (the default), the cursor stops when it reaches the last column of a row. Incoming characters overwrite the last character on the line until a carriage return character occurs in the incoming data stream. When this option is checked, the cursor moves to the first column of the next line when it reaches the last column of a row.
Holding Down Keys Will...	These options control key repetition. Auto Repeat Keys: The settings for this option determine whether the Tab, Return, Backspace, Enter, and Escape keys, and all non-control keys, repeat when held down. The default setting for Auto Repeat Keys is checked. Repeat Control Keys: The settings for this option determine whether control characters repeat when held down. Control characters are generated by simultaneously pressing both the Control key and another key on an Apple Desktop Bus (ADB) keyboard. On a non-ADB keyboard, such as a Macintosh Plus keyboard, you generate control keys by simultaneously pressing both the Command key and another key. The default setting for Repeat Control Keys is unchecked.
Swap 'Backspace' and 'Delete'	The settings for this option determine which character is sent when the Backspace key (on non-ADB keyboards) or the Delete key (on ADB keyboards) is pressed. By default, this option is unchecked.
New Line on a Return	The settings for this option determine whether return characters in incoming data are interpreted as carriage return/line-feed pairs only. The default setting for this option is unchecked. When this option is checked, a return is interpreted as a carriage return/line-feed pair. When a return character is received from the remote computer, the cursor moves to the first position on the next line. Use this option when incoming data does not move down to the

beginning of the next line. If this option is required, you will probably need to turn on the “Local Echo” option as well.

VT102 Tool



The DEC VT102 is a video terminal used as an input and output device for remote computers. With the VT102 Terminal Emulation Tool you can set general, screen, keyboard, and character set attributes for your Macintosh computer so it performs like a VT102 terminal. When you first select VT102 Tool from the pop-up menu, the General icon becomes selected and the options that fall into the General category are displayed (as shown in the figure).

Note: The VT102 Tool is a superset of the VT100. If you are accustomed to using a VT100 emulation tool, then use the VT102 Tool.

When you select the VT102 emulation tool, the Keys menu appears at the far right in the menu bar. The Keys menu is useful if you don't have a numeric keypad or function keys on your keyboard, or if the remote computer requires that you press a special key not available on a Macintosh keyboard (such as PF4). If you select the TTY tool, the Keys menu is not available.



General Setup Options

For each option, the most commonly used setting is preset as the default. However, you may need to change the setting for some options depending on the type of connection you are using, the type of information being transmitted, or the communications requirements of the remote computer. In these cases, you should refer to documentation for the remote computer or contact your system administrator for information on how the various options should be set for the communications environment you are establishing.

Terminal Mode: Use this pop-up menu to specify in which VT102 mode your Macintosh should be. The default setting is ANSI/VT102.

ANSI/VT102: Typical mode for VT102 emulation.

VT52: This is the mode used to emulate a DEC VT52 terminal. When this mode is chosen, the Character Set setup dialog box is disabled because VT52 terminals do not support character set options.

On Line: Same as the On Line option of the TTY Tool.

Local Echo: Same as the Local Echo option of the TTY Tool.

Text Cursor: Same as the Text Cursor option of the TTY Tool.

Show Status Bar: The settings for this option determine whether a status bar (similar to the status lights on a DEC VT102 terminal) appears at the top of the VT102 terminal emulation screen (above any tab ruler). The default setting for Show Status Bar is unchecked; in which case, no status bar appears.

Show Tab Ruler: Settings for this option determine whether a tab ruler appears at the top of the VT102 terminal screen, below the status bar. The default setting for Show Tab Ruler is unchecked; in which case, no tab ruler appears.

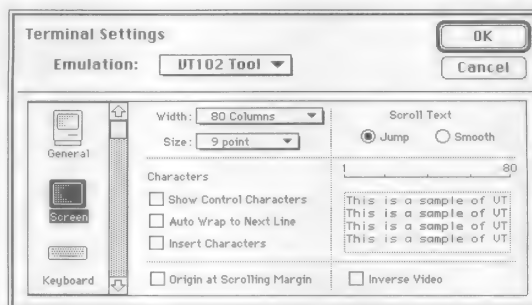
Answerback Message: With this option you enter the character string that is sent to the remote computer when an Enquire (Control-E) character is detected in the incoming data stream. The answerback string provides an identification to the remote computer. You do not need to provide an answerback string unless the remote computer specifies it. Most public information services do not require an answerback string. (The system administrator for the remote system can tell you if an answerback string is required.) However, you may need to send an answerback message when you are communicating with certain types of private computer systems.

SITcomm's answerback string can contain from 1 to 20 characters. Some answerback messages require that you type a control character to generate the appropriate answerback message — for example, typing Control-M to generate the carriage return character in the answerback message area. When communicating with another computer system, the VT102 Tool sends the answerback string you have specified when the other computer requests it.

Screen Setup Options

When you click the Screen icon with VT102 selected as the terminal emulation tool, you see options for controlling the display of data on the

screen. As you change Screen setup options for VT102 terminal emulation, a preview area on the right of the dialog box immediately shows your changes.



Width: Same as the Width option for the TTY Tool.

Size: Same as the Size option for the TTY Tool.

Scroll Text: Same as the Scroll Text options for the TTY Tool.

Character Settings – Show Control Characters and Auto Wrap to Next Line: Same as these options for the TTY Tool.

Insert Characters: The settings for this option determine whether characters are inserted between existing text or on top of the existing text, thereby overwriting it. The default is unchecked. When this option is unchecked, characters are inserted at the cursor location, writing over any existing text. The cursor moves to the right as new characters are inserted. Characters moving past the right margin are lost, unless you have Auto Wrap to Next Line turned on.

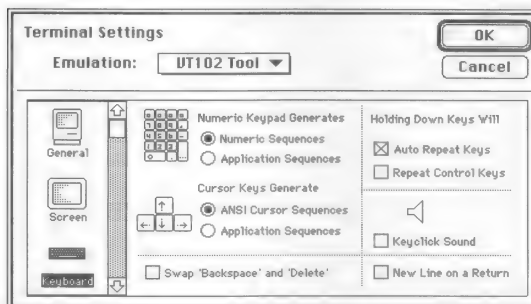
Origin at Scrolling Margin: The settings for this option determine whether the cursor can move outside of the scrolling region (the area between the top and bottom margins). In addition, this option determines whether screen addressing is in absolute or relative coordinates. The remote computer determines the appropriate setting for this option. The default setting for this option is unchecked.

When this option is unchecked, the cursor can be positioned beyond the boundaries of the scrolling region. In this case, screen addressing is based on absolute coordinates, where line 1, column 1, is in the top-left corner of the screen, rather than within the scrolling region.

Inverse Video: The settings for this option determine whether the Macintosh displays white text on a black background or black text on a white background. Normally, the Macintosh displays black text on a white background. When you activate Inverse Video, white text appears on a black background. The default setting for Inverse Video is unchecked.

Keyboard Setup Options

When you click the Keyboard icon with VT102 selected as the terminal emulation tool, you see options for controlling the keyboard during emulation.



Numeric Keypad Generates: The settings for this option determine whether the keys on the keypad generate Numeric Sequences or Application Sequences, depending on the button selected. The default setting for this option is Numeric Sequences.

Numeric Sequences: The keys on the keypad generate characters that match the typical numeric, comma, period, and minus sign keys on the VT102-type keyboard (in accordance with ANSI specifications).

Application Sequences: The keys on the keypad generate special escape sequences (specified by Digital Equipment Corporation).

Cursor Keys Generate: The settings for this option determine the characters transmitted when the Cursor (arrow) keys are pressed. The default setting for this option is ANSI Cursor Sequences, which you will not need to change under most circumstances. Usually, the remote computer sets the option appropriately.

ANSI Cursor Sequences: When Cursor keys are pressed, ANSI cursor-control sequences are transmitted to the remote computer.

Application Sequences: When Cursor keys are pressed, cursor-control functions (specified by Digital Equipment Corporation) are transmitted to the remote computer.

Swap 'Backspace' and 'Delete': Same as the option for the TTY Tool.

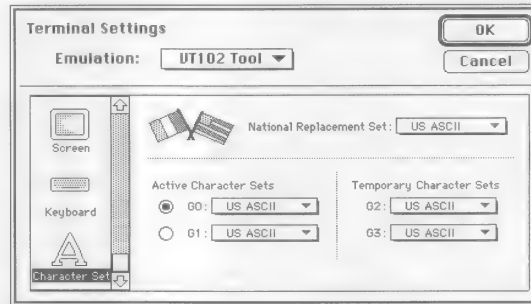
Holding Down Keys Will...: Same as the Holding Down Keys option for the TTY Tool.

Keyclick Sound: The settings for this option determine whether an audible clicking sound is made when a key is pressed. You can change the volume level from the General or Sound Control Panel Device available from the Macintosh Control Panel. The default setting for Keyclick is unchecked.

New Line on a Return: Same as the option for the TTY Tool.

Character Setup Options

When you click the Character Set icon with VT102 selected as the terminal emulation tool, you have access to pop-up menus where you specify the national replacement and active character sets for display on your Macintosh screen.



A character set is somewhat like a Macintosh font; it is a collection of characters that can be shown on a screen or used to code computer instructions. US ASCII and French are examples of character sets.

The VT102 Tool supports 13 different international character sets and a graphics character set (each of which contains 128 characters). The VT102 Tool is preset to use only the US ASCII character set (as you can see from the example above). In almost every circumstance, you won't need to change anything in this dialog box because remote applications take care of setting these options. Usually, the remote system resets the options to your original settings.

However, in the rare case that a remote application changes a character set setting but doesn't change it back, you will need to reset the setting yourself. In addition, you may want to change the character set options, if for example, you need a Graphics character set to generate on-screen graphics or a foreign character set to communicate with a multilingual host computer. In short, only change the character set if you are communicating with a host that transmits in non-US ASCII.

Close-up: File Transfer Settings

SITcomm supports the following file transfer protocols: Text, XMODEM, YMODEM, ZMODEM, and Kermit.

Note: The Aladdin X/YMODEM Tool handles both XMODEM and YMODEM file transfers.

When you choose a file transfer tool, you tell SITcomm which corresponding protocol you want to use for a file transfer. The default file transfer tool is Aladdin X/YMODEM.

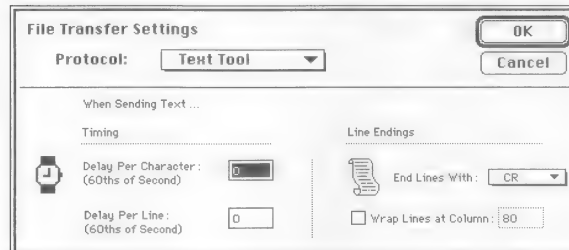
The file transfer protocol (and thus file transfer tool) you use depends on the requirements of the remote computer. For example, if the other computer or

online service requires you to use the YMODEM protocol, you must select the Aladdin X/YMODEM file transfer tool in the File Transfer Settings dialog box. Usually, the tool's settings must match those expected by the remote computer. However, the tools are intelligent to a degree, and can adjust on the fly.

Here is a close-up look at each of the file transfer tools and their settings.

Text Tool

When you choose Text Tool from the Protocol pop-up menu in the File Transfer Settings dialog box, the following dialog box appears (default settings shown):



The Text Tool is best used for straight ASCII text files or files whose formatting you don't care about retaining. This file transfer method is the least reliable because it doesn't provide any error checking during transmission.

Timing Settings

Use these options to specify transmission delays between characters and between lines when you are communicating with a computer that can't receive data as fast as the Macintosh is sending it. If you can't adjust the baud rate being used (either because you don't have direct access to the remote computer or because the other computer does not support that baud rate), setting transmission delays provides another way to decrease the rate at which data is sent and thus, prevent data loss.

Delay Per Character: Specifies a delay period between characters. Use whole numbers ranging from 0 to 32767. The value entered indicates the number of increments in 60ths of a second. For example, a delay of 2 indicates 2/60 or 1/30 second. The default for this option is no delay (0).

Delay Per Line: Specifies a delay period between lines. Use whole numbers ranging from 0 to 32767. The value entered indicates the number of increments in 60ths of a second. For example, a delay of 2 indicates 2/60 or 1/30 second. The default for this option is no delay (0).

Line Ending Settings

End Lines With: Specifies the character or characters the Text Tool sends to indicate the end of a text line. When transmitting a file, the Text Tool replaces each carriage return it finds in the text with the end-of-line character you select here. Since Macintosh files use a carriage return

character (ASCII 13) to indicate the end of a line, leave this option set to CR when transmitting to another Macintosh. Some remote systems use a line-feed character (ASCII 10) or a carriage return/line-feed pair to indicate an end of line. To set this option correctly, find out how the receiving application interprets end-of-line characters. The default end of line setting is a carriage return.

CR: Sends a carriage return character to indicate the end of a line.

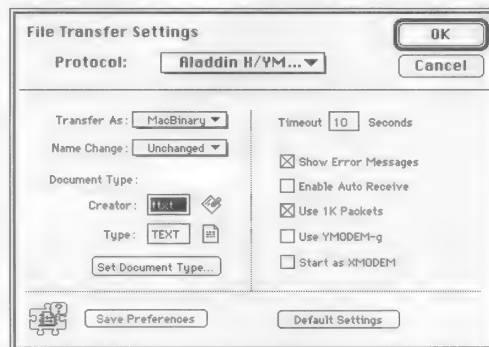
LF: Sends a line-feed character to indicate the end of a line.

CR & LF: Sends both a carriage return and a line-feed character to indicate the end of the line.

Wrap Lines at Column: Specifies the column at which lines in the outgoing file end. You should specify this option when the receiving application has a line limit that is less than the line length in the file you are sending, or when sending text to a system that does not wrap text automatically. The Text Tool inserts a carriage return character at the column specified unless doing so would divide a word, in which case the tool inserts the carriage return character in front of that word. When filtering lines of text, the tool ignores lines that are shorter than the line length you specify in this option, which means that short lines of text are not concatenated. The default setting for this option is to leave line lengths unchanged.

Aladdin X/YMODEM Tool

When you choose Aladdin X/YMODEM Tool from the Protocol pop-up menu in the File Transfer Settings dialog box, the following dialog box appears (default settings shown):



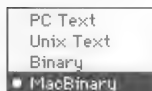
Use the X/YMODEM file transfer tool to transfer binary files or text files whose formatting you want to retain during the transfer.

XMODEM was the original file transfer protocol and it includes error checking and error correction during transfer. YMODEM is an extension of XMODEM. It adds the ability to send multiple files in a batch, and it sends file information, such as the name and size of the transferred file. Like

Transfer Methods

XMODEM, YMODEM includes error checking and error correction during transmission. The Aladdin X/YMODEM Tool combines the functionality of both XMODEM and YMODEM in one file transfer tool.

Use the Transfer As pop-up menu to select a file transfer method. The X/YMODEM Tool supports four different methods of file transfer. MacBinary is the default transfer method.



PC Text: Transfers a text file created on the Macintosh as PC text format. Only the data fork part of the file is transferred. During an upload, carriage returns are converted to carriage return/line feeds (CR/LF). (DOS-based machines use the CR/LF line ending.) During a download, this method removes all the line feeds from the CR/LF pair so text can be read by the Macintosh.

UNIX Text: Transfers a text file in UNIX text format. Only the data fork part of the file is transferred. During an upload, carriage returns are converted to line feeds. (UNIX-based machines use line feeds only to terminate a line.) During a download, this method converts all line feeds to carriage returns so text can be read by the Macintosh.

Binary: Transfers the data fork of a binary file to the remote computer.

MacBinary (default): Transfers any Macintosh file (a document, application, or system file) to or from a Macintosh or any computer that supports binary X/YMODEM protocol. This method deals with both the data and resource forks of the file.

Name Change

Use the Name Change pop-up menu to change the name of a file during transmission so it is readable by either the remote computer (after an upload) or by your computer (after a download). The options are Unchanged, UNIX, and PC.

When you send a file, the Name Change option searches for an extension (a period in the last four characters) and uses that extension. If there is no extension, a “.bin” (for “binary”) or “.txt” (for “text”) extension is appended as appropriate.

When you receive a file, the Name Change options try to get the name into Macintosh-like format by capitalizing the first character of a word and lower-casing the rest, and by replacing all colons (“:”) with semicolons (“;”). If MacBinary was the file transfer method, the original name is retained.



Unchanged (default): Doesn't change the file name.

Document Type

UNIX: Converts all non-alphanumeric characters to underscores (except the period associated with the extension).

PC: Truncates the filename to eight characters in the body and three in the extension. Also replaces characters that DOS doesn't accept with an "X," then capitalizes the whole name.

Use these options to specify the creator ID and file type for non-MacBinary files you receive.

Creator: Type a 4-character creator ID for the file. If you don't know the creator ID of the file, click Set Document Type, select an application or a document created by the application you want to use. Default is "txtt," for TeachText.

Type: Type a 4-character file type designator for the file. If you don't know the file type, click Set Document Type, select an application or a document whose file type is the same as the one you want to use. Default is TEXT for text files.

Timing Options

These options regulate retransmission attempts.

Timeout X Seconds: Determines the length of time (in seconds) that the receiving computer waits between blocks of data for an appropriate response from the other computer. Enter a whole number between zero and 32767; the default is ten seconds. When using online services that may be slow to respond, you may need to increase the timeout value.

Other Options

Show Error Messages: This option is checked by default. If a transfer fails and this option is on, you see a note explaining why it failed. You may want to turn off this option if you leave your machine unattended with another program (such as QuickMail) running.

Enable Auto Receive: Only the MacBinary method activates this option. Lets you automatically receive files under certain conditions. The default setting is unchecked. When unchecked, the MacBinary method does not provide automatic file receipt. When checked, file receipt is automatic with the MacBinary method as long as the sending computer supports this feature. SITcomm monitors the incoming data for a receive request from the sending computer and, when one is detected, notifies the X/YMODEM Tool to receive the file. If the remote computer doesn't send the receive request, you can still choose "Receive File" from the File menu.

Use 1K Packets: Transmits files in 1K packets, or blocks, which is equivalent to 1,024-byte blocks. When deselected, transmits files in 128-byte blocks, which is slower. This option is checked by default.

Use YMODEM - G: YMODEM -G is a fast version of YMODEM designed to be used on error-free connections, such as with error-correcting modems

(MNP-type). You should only select this option if you are sure the connection is error free. The default for this option is unchecked.

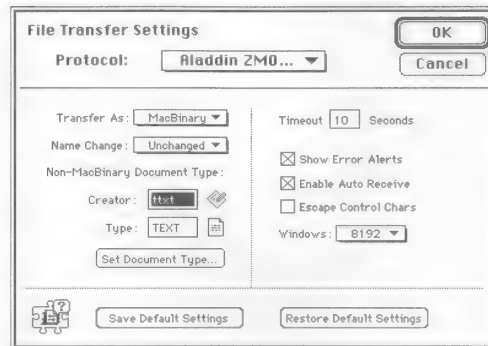
Start as XMODEM: Uses XMODEM first if YMODEM is not supported by the host computer.

Save Preferences: Saves all settings in this dialog box in the Tools Preferences file, which is located in the Preferences folder.

Default Settings: Reverts all options to their default settings.

Aladdin ZMODEM Tool

When you choose Aladdin ZMODEM Tool from the Protocol pop-up menu in the File Transfer Settings dialog box, the following dialog box appears (default settings shown):



This protocol is the most intelligent, advanced, and fastest file transfer protocol available. The ZMODEM file transfer protocol has several advantages over its predecessors (XMODEM and YMODEM). With ZMODEM, if a transfer is interrupted, it can be resumed at any later time. ZMODEM is fast because it transmits data without waiting for responses from the remote computer. Also, if there is a problem with a transfer, such as network delays, the ZMODEM protocol is often able to adjust itself and recover the transfer.

The Aladdin ZMODEM Tool offers similar options to the Aladdin X/YMODEM Tool, with the addition of the following options:

- Escape Control Chars
- Windows

These ZMODEM options are described next. For information on other options of the Aladdin ZMODEM Tool, refer to the X/YMODEM Tool options described earlier.

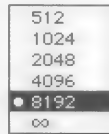
Escape Control Chars

When Escape Control Chars is checked and control characters need to be sent, the sender encodes them into a two-character format suitable for transmission over connections that don't handle control characters. This

option can significantly slow down transfer rate. It is primarily used with some network connections such as Telnet.

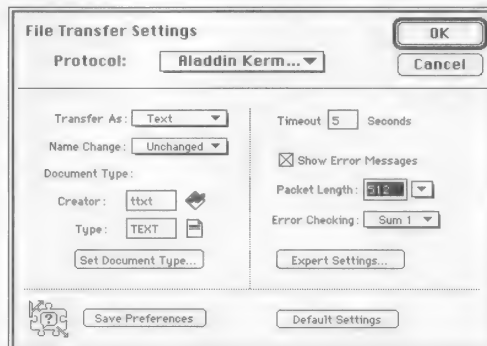
Windows

If you are uploading to a system that cannot write the data to its storage device as fast as it can receive it, you can select a window size, in kilobytes, of data to transmit. The default window size is 8K. This means your Macintosh will send 8K of data to the receiving computer, then wait for a signal before sending the next 8K. Valid values range from 512K to infinity.



Aladdin Kermit Tool

When you choose Aladdin Kermit Tool from the Protocol pop-up menu in the File Transfer Settings dialog box, the following dialog box appears (default settings shown):



Kermit was developed in the early 1980s at Columbia University. Used by universities, research institutes, government agencies, and businesses, Kermit was developed to work across a multitude of telecommunications equipment.

Kermit encapsulates the data being sent into *packets*. Kermit is very flexible with its definition of packets. Unlike XMODEM, you can specify to some degree the format of Kermit packets. The protocol calls for the sender to send one packet at a time, wait for the remote computer to acknowledge successful receipt and then send the next. Consequently, Kermit is not as fast as ZMODEM.

The following options of the Aladdin Kermit Tool dialog box are the same as those for the Aladdin X/YMODEM Tool dialog box. For information on these settings, see “Other Options” on page 88.

- Transfer As (default is Text)

- Name Change (default is Unchanged)
- Document Type: Creator (default is txt) and Type (default is TEXT)
- Timeout...Seconds (default is 5 seconds)
- Show Error Messages (default is on)
- Save Preferences
- Default Settings

The remaining options — Packet Length, Error Checking, and Expert Settings — are described next.

Packet Length

The Packet Length option specifies the size of the block, or packet, to use for the transfer. You should experiment with your setup to find the optimum packet length for getting the best throughput. Default is 512.

94
• 512
1024
2048
4096
7500

Note: Some hosts do not support packets greater than 94.

Error Checking

The Error Checking option specifies the error-checking method to use during file transfer. Sum 1 is the fastest but the least secure; CRC 3 is slowest and most secure, and less likely to be implemented by the remote. Default is Sum 1.

• Sum 1
Sum 2
CRC 3

Expert Settings

When you click the Expert Settings button, the Kermit Expert Settings dialog box opens. The options in this dialog box let you specify more advanced settings for a Kermit file transfer.

Protocol Specific Characters		
Purpose	ASCII	Character
Receive Start	1	<SOH>
Send Start	1	<SOH>
Padding	0	<NUL>
Control Prefix	35	#
8th Bit Prefix	38	@
End of Packet	13	<CR>
Run Prefix	126	~

Number of Pads:

☐ Force 8-Bit Prefixing
☒ Send File Information
☒ Use Run Compression

Protocol Specific Characters: Use these settings to change the ASCII control characters to use for the corresponding purposes during a Kermit file transfer.

Number of Pads: Sets the number of filler characters to precede each packet during a send. You may need to set this if your connection requires some null space to separate individual packets. Default is zero.

Force 8-Bit Prefixing: Allows you to request that 8-bit encoding be done during the connection. Default is off. Turning this option on can slow down the transfer rate.

Send File Information: Uploaded file sends information about itself during transmission. Default is on.

Use Run Compression: Compresses occurrences of characters that repeat several times in a row (such as tabs, spaces, and so on). Default is on.

Setting Preferences

This section describes how to customize SITcomm by changing the settings in the SITcomm Preferences dialog box (Edit menu). The first part of this section offers an example of how to change and save preferences, while the second part gives detailed close-up information on all options in the Preferences dialog box.

Example: Changing and Saving Preferences

Features Explained: “Preferences” command (Edit menu)

Related Topics: For information on setting session-specific preferences, see “Example: Adding a New Address Book Entry” on page 36 in Chapter 4.

1. Choose “Preferences” from the Edit menu.

The Preferences dialog box appears. (The display in the Preferences dialog box varies depending on what icon you select on the left side.)

2. To change general preferences, click General. To change preferences for dialing, click Dialing. To change preferences for compression and expansion of data, click Stuffing.

Each of these preferences and their options are described in “Close-up: The Preferences dialog box” in the next section.

3. When you are finished, click Save to save your preferences.

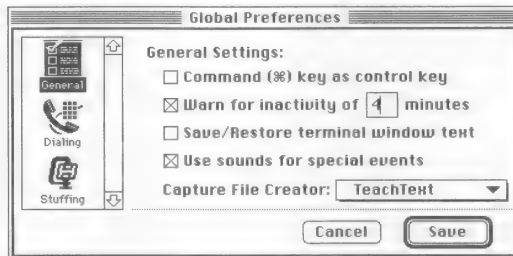
Note: SITcomm saves your preferences settings in the “SITcomm Preferences” file, stored in the Preferences folder within the System Folder.

Close-up: The Preferences dialog box

General Settings

This section explains each of the options in the Global Preferences dialog box.

These preferences affect general SITcomm behavior.



Command key as control key: Enables the Command key on a Macintosh keyboard to behave as a Control key expected by another host system. Only use this option if you have an older keyboard that doesn't have a Control key. The default is off.

Warn for inactivity of...minutes: Sounds a system beep and flashes the icon in the menu bar after a designated number of minutes of inactivity during a connection. This is useful for saving online time and money. To specify the amount of time, type a number from 1 to 99 that is the number of minutes. The default for this option is on with the default set for 4 minutes.

Save/Restore terminal window text: Saves the contents of the terminal window, including data that scrolls off the screen. This is handy if you'd like SITcomm to restore itself to the way it was the last time you used it. The default is off.

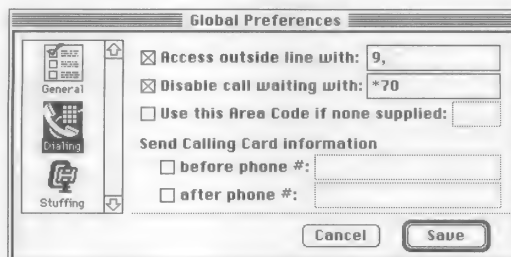
Note: You can increase the size of the scrollbar buffer, to a point, by allocating more memory to SITcomm in the Finder.

Use sounds for special events: Plays prerecorded sounds when the connection is established and terminated, when a file transfer concludes, and when you quit SITcomm. The default is on.

Capture File Creator: Selects another file creator for the captured file. The default file creator is TeachText.

Dialing Settings

The Dialing Settings affect the way SITcomm dials your modem.



It is important to remember that the values you supply in this dialog box are **in addition** to each number you want to call. SITcomm provides these options for those with calling cards, those who may have telephone service providers accessed by 800 numbers, or those who must go through a PBX or hotel telephone system to get an outside line.

Access outside line with: Adds a prefix to each phone number you dial. When checked, type up to 7 characters in the box. The default is off.

Disable call waiting with: Turns off the Call Waiting feature during the connection. If you do have Call Waiting, you should leave this option turned on; otherwise, if a call comes in while you are online, the connection may be dropped. Type the sequence of characters (up to 7 characters) accepted by your phone company to turn off Call Waiting. (The most common sequence is “*70”.)

Use this Area Code if none supplied: Adds a specific area code.

Send Calling Card information before phone #: Adds the access number of your calling card before the actual number you want to dial. This field, which accepts up to 31 characters, must end with a zero or one, depending on how the call is being billed. (See the following example.)

Send Calling Card information after phone #: Adds the billing number of your calling card after the number you want to dial.

Example: Using a Calling Card

Features Explained: Dialing preferences in Global Preferences dialog box.

Related Topics: See “Connecting Q&A” on page 117 in the Troubleshooting chapter.

Problem: You're in a hotel room in a different state, and need to send an important file to your husband at home. You want to use your telephone service provider calling card to bill the call to your home phone.

Solution: Use the Dialing preferences in the Global Preferences dialog box.

1. Choose “Preferences” from the Edit menu.

2. Click the Dialing icon.

3. Click the “Access outside line with” checkbox, and type 9, (comma).

Note: For this example, we are assuming the hotel uses a “9” to access an outside line.

The comma tells SITcomm to wait two seconds before continuing. This gives the hotel telephone system time to switch to an outside line.

4. Click the “Send calling card information before phone #” checkbox, and type a zero.

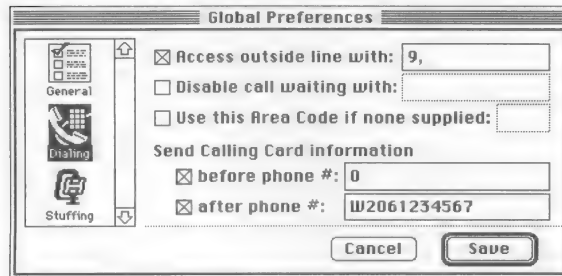
This indicates you want to bill this to your home phone. If you enter a one in this field, that indicates you want to charge the call to the hotel phone.

Note: If you use a telephone service provider that must be accessed with an 800 number, you would enter that number in this field. See the “Connecting Q & A” section in the Troubleshooting chapter for more information.

5. Click the “Send calling card information after phone #” checkbox, and type a W, followed by your calling card number.

The “W” tells SITcomm to wait for a tone other than a dial tone.

The dialog box should look like the following illustration:



6. Click Save.

7. Select your home modem number from the Address Book, and click Connect.

Alternatively, you can select the “Quick Dial” command from the Session menu.

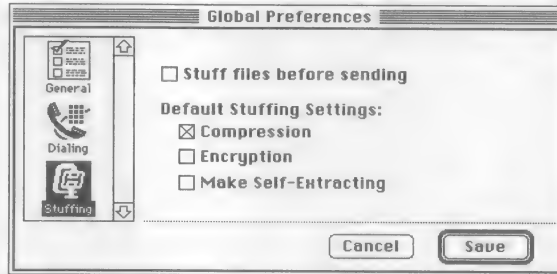
SITcomm modifies the entry “on the fly,” if necessary, by eliminating redundant characters (such as area code) and unnecessary characters (such as hyphens and spaces).

8. Once you are connected, select the file you want to send, and click Send in the Toolbar.

9. Disconnect when the file has been sent.

Stuffing Settings

The Default Stuffing Settings affect the way SITcomm compresses files before uploading them.



Stuff files before sending: Select this to set the “Stuff files before sending option” in the Send File dialog box (File menu). You can choose to override this preference before sending files.

Default Stuffing Settings: Select the defaults — compression, encryption, and self-extracting — that are set in the Stuff and the Send File dialog boxes (File menu).

Automating SITcomm

With SITcomm’s scripting feature, you can automate many repetitive, routine tasks. Scripting lets you perform communications when you are not present, or while you are working in another application (if the other application also supports AppleScript).

Scripting refers to writing a series of instructions to do a task for you, such as logging onto a service. When you write a script in SITcomm, you do so using AppleScript, Frontier, or other Apple event-based scripting system. AppleScript is the language Apple developed to run Apple events. Frontier is a scripting environment developed by UserLand.

Because SITcomm supports AppleScript, you can write your own AppleScript scripts to automate SITcomm in any way you want. You can also create a custom script by recording, using the AppleScript Script Editor.

SITcomm comes with some sample scripts for AppleScript and for Frontier. You can use these as they are, or use them as a guide for writing your own scripts.

Appendix C lists all of the scripting commands you can use to automate SITcomm.

For more information on using AppleScript and on writing or recording an AppleScript script, refer to the AppleScript reference manual. For more information on Frontier, refer to the UserLand Frontier documentation.

Translating Files

In the real world of computers and telecommunications, you are more than likely to encounter files or documents that you cannot read or access. When Macintosh computers are connected to each other over local area networks (LANs), they communicate using file servers and electronic mail. Under those conditions, you may receive a file that was created by an application you don't have. Furthermore, Macintosh computers can also communicate with Intel-based machines running MS-DOS or Windows, with Digital VAX computers, or with UNIX-based machines through direct connections or telecommunication programs. In those configurations, you can be sure you will receive a file that was not only created by an application you don't have; it was also created with a completely foreign disk and file structure. It may even be compressed using a foreign archive format.

With these situations in mind, SITcomm comes with Translators. The Translators, which reside in the Aladdin folder within the Extensions folder of your System folder, help you manage foreign file and foreign archive formats. (Foreign archives are those created with compression software other than a member of the Aladdin product family.) You access the Translators through the Translate menu. You also have the option of setting certain foreign file compression and expansion preferences. For more information, see "Setting Preferences" on page 92 in the previous section.

Close-up: Translators

The Translate menu lists all of the Translators that are available to SITcomm for translating foreign archive and data formats.



This section gives you close-up information on each of the Translators. (Unlike other "Close-up" sections in this manual, this section provides step-by-step instructions for using each Translator.)

AppleSingle

AppleSingle allows files to maintain their attributes on foreign file systems that do not support the same attributes. In the AppleSingle format, a file's contents and attributes are stored in a single file in the foreign file system. For example, the data fork, the resource fork, and the Finder information are all arranged in a single file with a simple structure.

Encode

Choose the "Encode" command from the AppleSingle submenu to encode a file in AppleSingle format.

- 1. To encode a file to the AppleSingle format, choose "Encode" in the AppleSingle submenu.**

A directory dialog box appears for you to select a file.

- 2. Select the file to encode, and click Open.**

- 3. In the Save dialog box, supply a file name and destination for the file.**

SITcomm automatically adds a .AS suffix to the encoded file's name.

- 4. Click Save to encode the file in AppleSingle format and save it to disk.**

Decode

Choose the "Decode" command from the AppleSingle submenu to decode a file in AppleSingle format.

- 1. To decode a file to the AppleSingle format, choose "Decode" in the AppleSingle submenu.**

A directory dialog box appears for you to select a file.

- 2. Select the file to decode, and click Open.**

- 3. In the Save dialog box, supply a file name and destination for the file.**

- 4. Click Save to decode the file to its original format and save it to disk.**

BinHex4

BinHex4 is a standard conversion algorithm used to convert Macintosh binary files to and from ASCII format. This format is used primarily for transmission over networks that only support characters that can be typed from a keyboard, like Internet mail/news. On the Internet, BinHex4 is most commonly used on files that have already been compressed. If you don't already know about BinHex4, chances are you don't need it. Choosing

Encode

“BinHex4” from the Translate menu opens a submenu with “Encode” and “Decode” menu choices.

Choose the “Encode” command from the BinHex4 submenu to encode a file in BinHex4 format.

- 1. To encode a file to the BinHex4 format, choose “Encode” in the BinHex4 submenu.**

A directory dialog box appears for you to select a file.

- 2. If you want to add linefeeds to the file, check the “Include LFs” option at the bottom of the dialog box.**

On older computer systems, a linefeed causes the paper on a printer to advance to the next line without the carriage returning to the start of the next line. In some environments, a BinHexed file may not be usable unless linefeeds are included with the normal carriage returns.

- 3. Select the file to encode, and click Open.**

- 4. In the Save dialog box, supply a file name and destination for the file.**

SITcomm automatically adds a .HQX suffix to the encoded file's name.

- 5. Click Save to encode the file in BinHex4 format and save it to disk.**

Decode

Choose the “Decode” command from the BinHex4 submenu to decode a file from BinHex4 format.

- 1. To decode a file from the BinHex format, choose “Decode” in the BinHex4 submenu.**

A directory dialog box opens for you to choose a file.

- 2. Select the file to decode, and click Decode.**

- 3. When prompted, supply a file name and destination for the file.**

- 4. Click Save to decode and save the file.**

A progress window appears as SITcomm decodes the file.

btoa/atob

Btoa/atob (Binary to ASCII/ASCII to Binary) provides compatibility with the UNIX programs “btoa” and “atob,” which convert 8-bit binary data to 7-bit ASCII data. This conversion becomes necessary for transmitting across channels that only support 7-bit ASCII data.

Choosing “btoa/atob” from the Translate menu opens a submenu with the “Binary to ASCII” and “ASCII to Binary” menu choices.

Binary to ASCII

Choose the “Binary to ASCII” menu choice from the btoa/atob submenu to convert any Macintosh file to 7-bit ASCII.

1. To convert a binary file to ASCII, choose “Binary to ASCII” in the btoa/atob submenu.

A directory dialog box appears for you to select a file.

2. If you are converting a Macintosh file, leave the “Make MacBinary” option checked at the bottom of the dialog box.

This option converts your file to MacBinary format before doing the btoa translation. Unchecking this eliminates information about your file, such as its type and creator.

3. Select the file to convert to ASCII format, and click Open.

4. When prompted, supply a file name and destination for the file.

SITcomm automatically adds a .MBin.ascii suffix to the encoded file's name.

5. Click Save to convert the file to 7-bit ASCII and save it to disk.

ASCII to Binary

Choose the “ASCII to Binary” command from the btoa/atob submenu when you receive a 7-bit ASCII file, and you want to convert it for use on the Macintosh.

1. To convert a 7-bit ASCII file to binary, choose “ASCII to Binary” in the btoa/atob submenu.

A directory dialog box appears for you to select a file.

2. Leave the “Recognize MacBinary” option checked at the bottom of the dialog box.

Normally, you should keep this option checked. The Translator knows when a file being decoded has been MacBinary-encoded and when it hasn't. If you know the file was not from a Macintosh source or was not MacBinary-encoded, then make sure this is not checked.

- 3. Select the file to convert to ASCII format, and click Open.**
- 4. When prompted, supply a file name and destination for the file.**
- 5. Click Save to convert the 7-bit ASCII file to Binary and save the file to disk.**

DeArc, UnPack, UnZip

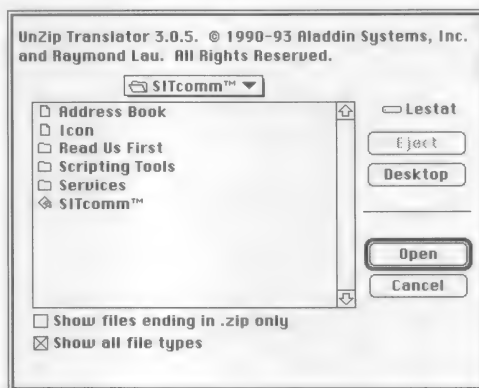
The process for using the DeArc, UnPack, and UnZip Translators is similar.

- Choose the “DeArc” command to expand files created with any of the numerous Arc programs. Arc files have a .ARC suffix. You may not be able to use the extracted files on the Macintosh because they were created on a foreign computer. You must have an application that can read these files to use them.
- Choose the “UnPack” command to expand files created with the PackIt II and PackIt III compression utilities written by Harry Chesley. PackIt files generally have a .PIT suffix. If the PackIt archive was encrypted, you won't be able to expand it.
- Choose the “UnZip” command to expand files stored in the Zip format. Zip files have a .ZIP suffix. Just like Arc files, you may not be able to use the unzipped files on the Macintosh because they were created on a foreign computer (usually an IBM PC). You must have an application that can read these files to use them. If the Zip archive was encrypted, you won't be able to expand it.

The following procedure applies to the DeArc, UnPack, or UnZip Translators.

- 1. Choose the appropriate command from the Translate menu.**

A directory dialog box appears for you to select a file.



2. To see only files of the format you want to expand, check the “Show files ending in .zip or .arc only” option.

SITcomm limits the items listed to the appropriate type.

Note: Since PackIt files were created on a Macintosh (with no file suffix), SITcomm automatically lists all PackIt files in the dialog box. There is no option to check for listing these files.

3. Select the archive you want, and click Open.

A directory dialog box lists all the files stored in the selected archive.

4. Select the file(s) you want to expand.

To select all files, press Command-A. To select more than one file, Shift-click or Command-click them in the list. The Shift key extends the file selection to the point where you clicked. The Command key lets you add or remove items from your selection.

5. If you are translating the file(s) from an IBM PC or compatible system, select the “Convert CR/LFs to CRs” option in the bottom of the dialog box.

Doing so converts the PC carriage return and linefeed “end-of-line” markers to the Macintosh-friendly carriage returns. Text files on the Macintosh use carriage returns to terminate lines.

6. Click either DeArc, UnPack, or UnZip in the dialog box.

SITcomm displays a dialog box so you can save or convert the file(s).

- Click Save or Save All to expand the file(s) and saves to disk.
- Click Skip to skip any file you are expanding.
- Click Cancel to cancel the operation.

MacBinary

MacBinary is an external Translator that lets you encode or decode a file in MacBinary format. This is useful for exchanging files with foreign computers across foreign networks. The main purpose of the MacBinary Translator is to combine the data and resource forks under these circumstances. MacBinary is sometimes referred to as BinHex5.

Note: SITcomm can automatically encode or decode MacBinary files when you have MacBinary selected in the Method pop-up menu of the File Transfer dialog box. See “Mastering Tool Settings” on page 71 for more information.

Choosing “MacBinary” from the Translate menu opens a submenu with the “Encode” and “Decode” menu choices.

Encode

Choose the “Encode” command from the MacBinary submenu to convert a file to MacBinary format.

1. Choose “Encode” from the MacBinary submenu.

A directory dialog box appears for you to select a file.

2. Select the file to encode, and click Open.

3. When prompted, supply a file name and destination for the file.

SITcomm automatically provides the MacBinary .BIN suffix.

4. Click Save to encode and save the file.

Decode

Choose the “Decode” command from the MacBinary submenu to convert a MacBinary file into a regular Macintosh file.

1. To decode a MacBinary file, choose “Decode” in the MacBinary submenu.

A directory dialog box appears for you to select a file.

2. Select the file to decode, and click Open.

3. When prompted, supply a file name and destination for the file.

SITcomm automatically provides a .BIN suffix to the encoded file's name.

4. Click Save to decode and save the file

tar

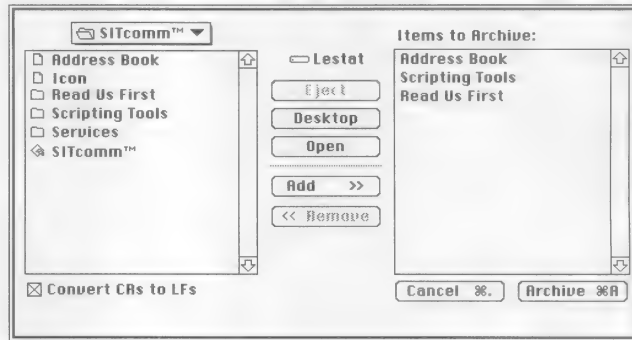
The tar Translator lets you decode and encode files for use with the UNIX tape archiver, tar. Many files available on UNIX systems are archived with tar. Tar file names generally have a .tar suffix.

Choosing "tar" from the Translate menu opens a submenu with the "Create" and "Extract" menu choices.

Create

Choose the "Create" command from the tar submenu to build a UNIX tar file.

1. To create a tar archive, choose "Create" from the tar submenu.



2. Select the files and folders to be archived.

You add files or folders from the directory list on the left in the dialog box to the list of items to place into a tar archive on the right.

3. To make the files compatible with UNIX systems, select the "Convert CRs to LFs" option at the bottom of the dialog box.

Macintosh text files use carriage returns to terminate lines, but UNIX systems use linefeeds to terminate them.

4. Click Archive.

5. When prompted, supply a file name and destination for the file.

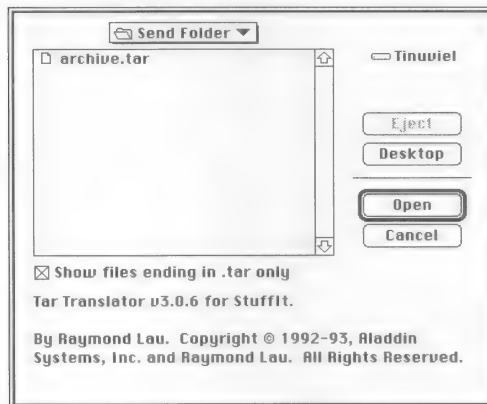
6. Click Save to create the tar archive and save it to disk.

Note: When you transfer a tar archive from the Macintosh to another system, you should normally have the MacBinary option turned off in your file transfer program. Otherwise, the MacBinary header added by your file transfer program prevents the archive from being recognized as a legitimate tar archive.

Extract

Choose the “Extract” command from the tar submenu to retrieve the contents of tar files.

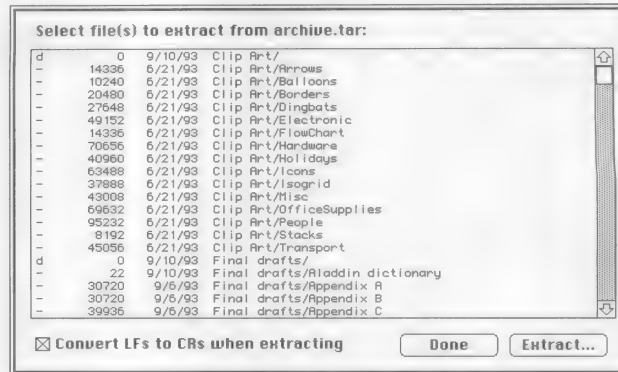
1. To extract files from a tar archive, choose “tar” from the Translate menu, then choose “Extract” from the tar submenu.



2. Select the tar archive you want to extract, and click Open.

When the archive opens, SITcomm displays its listing in a window. In the listing, the first column displays a symbol, indicating that the item is a file,

directory, or a special file (block, link, etc.). The symbol used is the same as that used by the UNIX "ls-l" command.



If you just want to view the directory, you can click Done when you are finished and return to SITcomm.

3. Select the files to extract. Use the Shift and Command keys to extend your selection, or press Command-A to select all files in the directory.
4. If you want linefeeds (LFs) converted to carriage returns (CRs), check that option in the dialog box.
5. Click Extract.

SITcomm prompts you to indicate where to store the extracted files and/or folders. If there are naming conflicts, SITcomm prompts you to skip or replace existing files (with the option of replacing all future conflicting files). You may also cancel the process. In keeping with the UNIX tar convention, folders are never replaced. Files are placed into existing folders if folders have the same name.

Text Convert

The Text Convert Translator lets you convert a Macintosh text file for use on different types of computers. Text conversion is necessary because different computers use different characters to specify the end of a line; the Macintosh uses a carriage return, UNIX uses a linefeed character, and the PC uses both (often expressed as carriage return/linefeed).

Choosing "Text Convert" from the Translate menu opens a submenu with the "Convert for Macintosh," "Convert for PC," and "Convert for UNIX" menu choices.

- Choose “Convert for Macintosh” when you are receiving a text file from a PC or UNIX computer. The conversion replaces the line endings with Macintosh-friendly carriage returns.
- Choose “Convert for PC” when you are sending a Macintosh or UNIX text file to a PC computer. The conversion replaces the line endings with the PC carriage return/linefeed sequence.
- Choose “Convert for UNIX” when you are sending a Macintosh or PC text file to a UNIX computer. The conversion replaces the line endings with linefeeds.

The following procedure applies to using either conversion method.

1. Choose the appropriate command from the Text Convert submenu.

A directory dialog box appears for you to select a file.

2. Select the file to convert, and click Open.

3. In the Save dialog box, supply a file name and destination for the file.

SITcomm automatically supplies the appropriate suffix:

- .MAC for “Convert for Macintosh”
- .PC for “Convert for PC”
- .UNIX for “Convert for UNIX”

4. Click Save to convert and save the file.

UNIX Compress

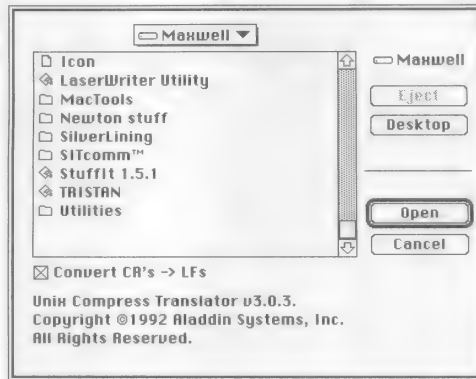
The UNIX Compress format reduces the size of files using a modified Lempel-Ziv coding algorithm.

Encode

Choose the “Encode” command from the Compress submenu to encode a file in Compress format.

1. To encode a file to the Compress format, choose “Encode” in the Compress submenu.

A directory dialog box appears for you to select a file.



2. Select the file to encode, and click Open.

3. In the Save dialog box, supply a file name and destination for the file.

SITcomm automatically adds a .z suffix to the encoded file's name.

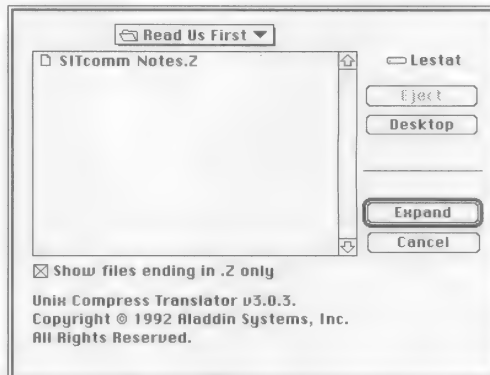
4. Click Save to encode the file in Compress format and save it to disk.

Decode

Choose the "Decode" command from the Compress submenu to decode a file from Compress format.

1. To decode a file from the Compress format, choose "Decode" in the Compress submenu.

A directory dialog box opens for you to choose a file.



2. Select the file to decode, and click Expand.

3. When prompted, supply a file name and destination for the file.

4. Click Save to decode and save the file.

UUCode

UUCode is an external Translator that lets you uuencode and uudecode files for use over UNIX networks and computers.

Encode

Choose the "Encode" command from the UUCode submenu to convert a file to UUCode format.

1. Choose "Encode" from the UUCode submenu.

A directory dialog box appears for you to select a file.

2. Select the file to encode, and click Open.

3. In the Save dialog box, supply a file name and destination for the file.

SITcomm automatically appends a .UU suffix to the file.

4. Click Save to encode and save the file.

Decode

Choose the "Decode" command from the UUCode submenu to convert a UUCode file into a Macintosh file.

1. Choose "Decode" from the UUCode submenu.

A directory dialog box appears for you to select a file.

2. To limit the file list to files with the .UU suffix, select the "Show files ending in .uu only" option.

3. Select the file to decode, and click Decode.

4. In the Save dialog box, supply a file name and destination for the file.

5. Click Save to decode and save the file.

Viewing Files

SITcomm comes with two Viewers — Text and PICT — which let you view text or graphics files before or after transferring them electronically. The Viewers are specifically designed to let you see the contents of files with foreign formats. For example, you can use the Text Viewer to read an unzipped PKZIP file that was originally created under Windows.

In the Viewer, you can copy and paste between documents, or you can print the file. In the Text Viewer, you can also change font size and style, and search for text. When you open files in the Viewer, they are read-only documents; you can't use the Viewer to edit documents.

Text Viewer

Example: Viewing a Foreign Text File

Features Explained: Text Viewer.

Related Topics: See “Close-up: Text Viewer Menus,” and “Example: Viewing a PICT File” later in this chapter.

Problem: You've just downloaded a word processor file that has been created on a DOS machine. You want to be able to view the contents of this file on your Macintosh. You also want to print the file so you have a hard copy.

Solution: Use the Text Viewer in SITcomm.

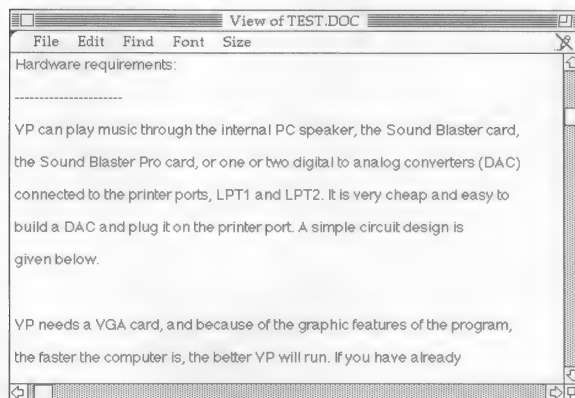
Note: If the file is formatted and not plain text, you will not be able to view it.

1. Choose “View File” from the File menu (or press Command-L).

The View File dialog box opens.

2. Double-click the desired file name in the View File dialog box.

Since the file is all text, SITcomm opens it in the Text Viewer.



The Text Viewer displays the document in a window with its own menu bar. (See "Close-up: Text Viewer Menus" for a description of each menu command.) You can copy text from it and paste it into another document. Or, change the font type or size while viewing it. (Font changes apply to the whole document, not just selected text.)

If you want to print the file, continue with step 3. Otherwise, skip to step 5.

3. Choose "Page Setup" from the File menu, change any printing options (such as page orientation, reduction, or special effects), and click OK.
4. Choose "Print" (Command-P) from the File menu, change any printing options you want, and click Print to begin printing the file.
5. When you are finished printing and viewing the text file, choose "Close" (Command-W) from the Viewer File menu.

Close-up: Text Viewer Menus

Text Viewer File menu

The File menu contains the commands for saving and printing the contents of the Viewer window.

File	
About Text Viewer...	
Save As...	⌘S
Page Setup...	
Print...	⌘P
Close	⌘W

Save As: Saves a copy of the file outside of SITcomm. When you choose "Save As," a standard Save dialog box appears. You can select the location where you want to save the file and rename it if you like.

Page Setup: Opens the standard Page Setup dialog box and sets printing options.

Print: Prints the contents of the Viewer window. The printer you have selected in the Chooser determines which print dialog box you will see.

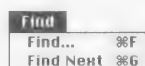
Close: Closes the Viewer window and returns to SITcomm.

Text Viewer Edit Menu

The Edit menu contains the standard editing commands. Because Viewer documents are read-only, you can't edit the text. So, the "Undo," "Cut," and "Paste" commands are not available. You can select any or all of the text and copy it to paste into any text editor or word processor for editing.

Text Viewer Find Menu

The Find menu lets you search for a text string in the Viewer window.



Find: Lets you type the text string (up to 255 characters) to find in the document.

Type the word or words to search for in the text box.

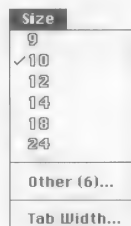
Find Next: Searches for the next occurrence of the current search string.

Text Viewer Font Menu

The Font menu lets you change the font for all text in the document you are viewing. Selecting a different font from the menu changes the view of all of the text in the window. You can save font changes by choosing "Save As" in the Viewer's File menu and saving a copy of the document outside of SITcomm.

Text Viewer Size Menu

The Size menu lets you change the font size for text in the entire document.



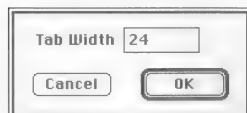
9,10,12,14,18,24: Offers most common point sizes. If the size you wish to use is not here, choose "Other."

Other: Brings up a dialog box for you to enter a font size that isn't available in the Size menu.



To change the size for viewing or printing, type in the size you want (in points), and click OK. You can type from 1 to 255.

Tab Width: Lets you change the number of spaces per tab.



To change a tab width for viewing or printing, type in the number of spaces for the tab width you want, and click OK. You can type from 1 to 255.

PICT Viewer

Example: Viewing a PICT File

Features Explained: PICT Viewer

Related Topics: See “Close-up: PICT Viewer Menus,” later in this chapter. For information on the Text Viewer, see “Example: Viewing a Foreign Text File.”

Problem: You're preparing to upload a PICT (graphics) file to a friend. Before sending it, you want to look at it to make sure it's the most recent version. But you want to look at it without launching a graphics program to view the file.

Solution: Use the PICT Viewer in SITcomm.

1. Choose “View File” from the File menu (or press Command-L).

The View File dialog box opens. This is the same dialog box that you use to select a text file for opening in the Text Viewer.

2. Double-click the desired file name in the dialog box.

Because the file is a graphics document, SITcomm opens it in the PICT Viewer.



The PICT Viewer is similar to the Text Viewer, with its own menu bar. (See “Close-up: PICT Viewer Menus” for a description of each menu command.) You can also select and copy parts of the image and paste the selections into another document.

3. When you are finished viewing the file, choose “Close” (Command-W) from the Viewer's File menu.

Close-up: PICT Viewer Menus

PICT Viewer File menu

The File menu contains the commands for saving and printing the contents of the Viewer window.



Save As: Saves a copy of the file outside of SITcomm. When you choose “Save As,” a Save dialog box opens. You can select the folder where you want to save the file and rename it.

Page Setup: Opens the standard Page Setup dialog box and changes printing options.

Print: Prints the contents of the PICT Viewer window. The printer you have selected in the Chooser determines which print dialog box you will see.

Close: Closes the Viewer window and return to SITcomm.

PICT Viewer Edit Menu

The PICT Viewer Edit menu lets you select and copy all or part of the document to the Clipboard. See “Text Viewer Edit Menu” for more information.

Moving On

Congratulations! You've mastered the advanced features of *SITcomm* and can safely call yourself a *SITcomm* pro! As a pro, you should know what to do if and when you run into a troublesome situation. The next chapter, "Troubleshooting," presents detailed answers to the most frequently asked questions about *SITcomm*.

Chapter 6.

Troubleshooting: Commonly Asked Questions

Because of the wide variety of modems and online services available, it's impossible to anticipate every potential telecommunications problem. However, this chapter gives you information to help you solve the most common problems you might encounter while using SITcomm. The information is presented in a question-and-answer format so you can find the specific solutions you need quickly and easily.

Connecting Q&A

Q: Why can't I connect?

A: Make sure your modem is on and that you have the correct cabling connected between it and your Macintosh. Also make sure that the connection, terminal emulation, and file transfer settings are properly established for your modem and for the remote computer. Verify that the phone line is properly connected to the modem.

Q: When I dial the modem to initiate a connection, I get the error message "Modem is not responding." What causes that?

A: There are several reasons for this error message. First, if the LED lights on the modem don't blink when SITcomm tries to initiate a connection, the modem is either not connected to the Macintosh, or the modem power is not on. If the LED lights blink, you may have the wrong cable; make sure you are using a Macintosh-modem cable.

Q: Why does the connection sometimes fail without apparent reason?

A: The other system may have hung up without notice, or the carrier may have been lost as a result of “noise” on the line. If you have a “Call Waiting” feature on your modem line, someone may have tried to call you on that line. You should disable call-waiting.

Q: How can I disable call-waiting when using my modem?

A: This varies depending on your local phone company. If you’re using tone dialing, try preceding the phone number with “*70,” (omit the quotes but not the comma). If you are using pulse dialing, try preceding the phone number with “1170.”

You can include these characters in your Address Book entry, the Quick Dial dialog box (Session menu), or the Dialing Settings in Preferences dialog box (Edit menu). Using the Address Book disables call waiting each time you dial the selected entry. Using Quick Dial disables call waiting for that call only. Using the Preferences dialog box globally disables call waiting for all calls. We suggest you use the Preferences dialog box so you don’t forget to disable call waiting.

Q: I want to dial a long-distance remote computer using my calling card. How can I tell SITcomm dial the appropriate sequences of access, phone, and calling card numbers?

A: Most long distance calling cards require you to dial an access number first, wait for a special tone, dial the phone number second, wait for another special tone, then enter your calling card number. Before you “send” the next sequence of numbers across the modem, you need to instruct SITcomm to wait for the special tone. To do this, include a “W” character (without the quotes) between sequences. The “W” tells SITcomm to “wait for a tone that is not a dial tone.” For example, if you are using Sprint, the phone number field in your Address Book (or Quick Dial dialog box) would resemble this:

1-800-877-8000 W 1-212-555-5432 W 123-456-7890-1234

The “800” number is the Sprint access number. The second sequence of numbers is the number you want the modem to dial. The last sequence of numbers is your calling card number.

Note: SITcomm ignores dashes and spaces because many modems can accept only 40 characters.

Q: When I’m online, two characters appear in the Terminal Window when I type just one from the keyboard. Why?

A: Your system is set to “echo” local characters, but the remote computer doesn’t require you to have local echo on. Try turning it off by choosing “Turn Off Local Echo” in the Session menu.

Q: When I'm online, no characters appear in the Terminal Window when I type from the keyboard. Why?

A: The remote computer expects you to have local echo turned on, but you don't. Choose "Turn On Local Echo" from the Session menu.

Q: During a connection with the remote computer, the Terminal Window is filled with rectangular-type characters, symbol-type characters, international characters, and some readable characters. What's causing this?

A: These characters are called control characters, and they indicate that you are either using the wrong terminal emulation setting or the wrong connection settings. First, verify that the Emulation setting (TTY or VT102) in the Terminal Settings dialog box matches the emulation setting required by the host computer. Second, try changing the Parity to Even and the Data Bits to 7 in the Connection Settings dialog box. If these settings are correctly set, perhaps the telephone line connection is bad; try redialing or using a different phone line.

Q: Sometimes text that I'm typing from the keyboard types over older text in the Terminal Window, and sometimes it appears double-spaced. Why?

A: The "New Line On a Return" option is not set correctly in the Terminal Settings dialog box. If the text is typing over older data, turn on "New Line On a Return," if the text is double-spaced, turn this option off.

Q: Why doesn't my Delete/Backspace key work?

A: Some remote systems use the DEL ASCII character while others use the BS ASCII character to indicate a backspace. If your Delete (or Backspace key, on older Macintosh keyboards) isn't working correctly, change the setting of the "Swap Backspace and Delete" option in the Terminal Settings dialog box.

File Transfer Q&A

Q: Why can't I seem to send or receive text or data?

A: Make sure the baud rate settings match on both your Macintosh and the remote computer. If they match but you still have problems, make sure the "On Line" option is on in the Terminal Settings dialog box. Make sure that the two computers are using the same file transfer protocol. Also, check your communications settings; only Kermit works in 7 bit.

Q: Why does a file transfer not start correctly when I try to download or upload a file?

A: You may be telling SITcomm to initiate the file transfer too soon. Be sure to wait until the remote computer instructs you to "start sending file" or "ready to receive file," or a similar message. Then either click "SEND" or "RECV" in the Toolbar. Another possibility is that the remote computer

doesn't support the file transfer protocol you have selected for this session. If so, choose another protocol in the File Transfer Settings dialog box.

- Q: Why do I seem to get so many errors during a file transfer, and why does the file transfer suddenly stop or seem to take forever to complete?**
- A: You may have static on the phone lines. Try disconnecting and calling back; or try another phone line. You may also have the "Timeout...Seconds" option set too high in the File Transfer Settings dialog box. Try reducing the number of seconds.
- Q: Why does data seem to get lost when I'm transferring files using the Text Tool?**
- A: The speed of transmission is set too high. Try increasing the "Delay Per Character" or "Delay Per Line" options in the File Transfer Settings dialog box. Also, the Text Tool is not an error-correcting protocol like X/Y/ZMODEM.
- Q: Can I have SITcomm automatically check downloaded files for viruses?**
- A: Yes, SITcomm can automatically run any anti-virus software you have installed in your Macintosh, provided the anti-virus application supports the standard Apple event for virus checking. To use this feature, open the Address Editor, click the Transfers buttons to access Address Book file transfer preferences, and select the "Detect Viruses With" option. When this option is checked, you can click Select to specify the virus detection to use on all files you receive from the service associated with the current Address Book entry. You must take this step for each Address Book entry if you want all of them to detect for viruses.

Compression Q&A

- Q: How does compression work?**
- A: Compression works by minimizing or eliminating redundancy and empty space. For example, these 10 characters "AAAAAAABBB" could be stored in a file "as is" which would occupy 10 locations, or could be encoded as "7A3B" which would only occupy 4 locations. This results in a savings of 60%! SITcomm uses this very simple concept along with some complex compression algorithms when you Stuff files.
- Q: How do I send a compressed file to a friend who doesn't have any Aladdin product (such as SITcomm or StuffIt)?**
- A: You can send your friend a self-extracting archive (.SEA) file. Turn on the "Make Self-Extracting" option in the Stuffing section of global preferences (Preferences dialog box). For details on SITcomm Preferences, see "Setting Preferences," beginning on page 92.

Q: I received a StuffIt archive from a friend. What is a quick and easy way to access the files or folders contained with the archive?

A: SITcomm gives you an easy way to expand archives. Choose "Expand" from the File menu, select the archive you want to UnStuff, and click "Open." This UnStuffs the items from an archive and places them into a single folder. If only one item exists in the archive, that item is placed individually on your disk.

You can also set up SITcomm to automatically expand compressed files (such as StuffIt archives) after they've been downloaded to your computer. To do so, use the Transfers preferences for a specific Address Book entry in the Address Book Editor. See "Using the Address Book," beginning on page 34 in Chapter 4 for more information.

Q: I downloaded a StuffIt archive from my favorite BBS, but SITcomm won't recognize it. What's wrong?

A: Sometimes during a file transfer, a file gets modified in a way that makes StuffIt unable to recognize it. Before you download a file, make sure that MacBinary is the selected "Transfer As" method in the File Transfer Settings dialog box. If you have already downloaded the archive with MacBinary disabled, choose "MacBinary" from the Translate menu, then choose "Decode" to convert the file into a usable archive. See "MacBinary," on page 103 for details on decoding a MacBinary file.

Q: I received a .ZIP file from a friend who has an IBM-PC (or compatible). Can I do anything with it?

A: Yes. SITcomm includes an UnZip Translator that can be accessed from the Translate menu. The UnZip Translator gives you access to the files contained in the .ZIP file. See "DeArc, UnPack, UnZip," on page 101 for information on UnZipping your file.

Miscellaneous Q&A

Q: May I give my co-workers a copy of this software?

A: No. It is unlawful to copy this software for any reason other than to maintain a backup set of disks. Read your software registration agreement for details. If you are interested in volume discount or site licensing information, contact Aladdin Systems at (408) 761-6200.

Q: I've read the User's Guide and I'm still having problems using SITcomm. What do I do?

A: Contact our Technical Support staff either by calling our Technical Support Hotline at (408) 761-6200 between the hours of 9 am and 5 pm Pacific time, or by reaching us online. Aladdin Systems maintains online addresses with America Online, AppleLink, CompuServe, GEnie, and the Internet. Whether you contact us via phone or online:

- Know your hardware and software configuration, including the type of Macintosh, the amount of memory, and the startup documents, Control Panel documents, and System Extensions you have installed. Also provide the communications and modem settings you are using.
- Know the version numbers of SITcomm and the System Software you are using.
- Know the serial number of SITcomm.
- Have a detailed description of what happened or what you are trying to accomplish.
- Be seated at the Macintosh with the software running.

Appendix A. Overview of Online Services

This appendix gives you an overview of some commercial online services most frequently used by Macintosh owners. You'll find contact information and a brief description for each online service. Included is the appropriate Aladdin address and/or support area where you can reach us for technical support.

Only those services to which SITcomm can directly connect are included here. Online services that require special software for access (such as America Online, AppleLink, and Prodigy) are not included.

At the end of this appendix you'll find tips for using a BBS and how to find BBSs that interest you.

CompuServe

CompuServe Inc.
5000 Arlington Centre Blvd.
P.O. Box 20212
Columbus, OH 43220
Voice:(614) 457-8600
800-848-8990
Aladdin Address: 75300,1666

Service Overview

CompuServe is one of the most popular commercial online services. It has been in operation for nearly twenty years and is the largest service in the world. CompuServe offers a complete array of services and subject areas, including electronic mail, special interest group (SIG) *forums*, real-time conferences, news, financial information and stock quotes, weather, sports, travel, and an electronic shopping mall. CompuServe has many Macintosh-specific forums where you can find information from other Macintosh users, data libraries, shareware, fonts, and messages.

CompuServe supports modem speeds of 300, 1200, 2400, and 9600 baud.
You don't need any additional software to use CompuServe.

Delphi

General Videotex Corporation
1030 Massachusetts Ave.
Cambridge, MA 02138
Voice: 800-695-4003

Service Overview

Delphi does not require any additional software. You can subscribe online by dialing 1-800-365-4636 from any modem. At the password prompt, type MP22. Follow the prompts to subscribe.

Dow Jones News/ Retrieval

Dow Jones Information Services
P.O. Box 300
Princeton, NJ 08543-0300
Voice: 800-522-3567, ext. 279
(609) 520-8349, ext. 279

Service Overview

Dow Jones News/Retrieval is the business and financial online service. It is the exclusive online provider of the full text of *The Wall Street Journal*. Also provided is the complete text of selected articles from *Barron's*, *Business Week*, *Forbes*, *Fortune*, and *The Washington Post*. Dow Jones News/Retrieval gives you online access to 60 business and financial services, such as current stock quotes, historical stock quotes, business news, investment analysts' reports, corporate profiles, P/E ratios, company vs. industry performance, income statements and balance sheets, and an online business library. You can also use Dow Jones News/Retrieval for electronic mail, shopping, flight reservations, movie and book reviews.

This service supports modems running at 300, 1200, 2400, and 9600 baud.

Dow Jones News/Retrieval doesn't require any addition software. To subscribe, call one of the telephone numbers listed above.

GEnie

GE Information Services
401 North Washington Street
Rockville, MD 20850-1785
Voice: 800-638-9636
(301) 251-6475
Aladdin Address: ALADDINSYS

Service Overview

GEnie is another large online service, with thousands of subscribers. Like CompuServe, GEnie uses a command-line interface to access its services. The GEnie Basic Service offers electronic mail, bulletin boards, shopping, stock quotes, news, weather, sports, travel planning, and games. The bulletin boards, called RoundTables, are where you access software libraries and real-time conferences. The GEnie Professional offers all that the Basic Service does, plus premium business and financial services that include access to Dow Jones News/Retrieval.

GEnie supports modems running at 300, 1200, or 2400 baud.

You don't need any special software to use GEnie. To subscribe online, dial 1-800-638-8369 (or 1-800-387-8330 in Canada). When you're connected, type HHH. At the "U#=" prompt, type SIGNUP, then press Return. You'll be asked for a credit card number to use for monthly billing purposes.

Internet

Unlike commercial online services, such as GEnie or CompuServe, the Internet is not owned or operated by any one entity, nor does it have any physical location. There is no master computer into which users can dial. Instead, the Internet is a giant web of thousands of interconnected computer networks scattered across the world. More than 10 million people worldwide use the Internet to exchange electronic mail (primary use), transfer computer files, search databases, and "chat" in real time with other users. Most Internet hosts are run by educational institutes (like universities) or government agencies (like NASA).

Most commercial online services provide gateways to the Internet. For example, an America Online mailbox can be reached by an Internet user (or by members of other commercial services, through Internet) by using the appropriate Internet address: "username@AOL.COM," where "COM" means America Online is a commercial server on the Internet. College and university addresses have the ".EDU" suffix, and government addresses have the ".GOV" suffix.

Aladdin Address: aladdin@well.sf.ca.us

MCI Mail

MCI
1150 17th Street, NW
Suite 800
Washington, DC 20036
Voice: 800-444-6245
(202) 833-8484

Service Overview

MCI Mail is an online service specifically designed for sending and receiving electronic mail — called Instant Letters. You can also use MCI Mail to send paper mail via courier within four hours, overnight mail, first class mail, or telex dispatch. For an additional charge, you can use your own letterhead for printed mail you send with the service. MCI Mail also gives you the option of purchasing link accounts for gateway systems, such as REMS, VREMS, and ONR.

In addition to using MCI mail for exchanging mail, you can access Dow Jones News/Retrieval directly. (Surcharges apply to access Dow Jones News/Retrieval). MCI Mail supports modems at 300, 1200, and 2400 baud.

You don't need any special software to use MCI Mail. To subscribe to MCI Mail, call 1-800-444-MAIL. When you sign up, you receive the MCI Mail starter kit, which includes your user name, an assigned password, access phone numbers, and documentation.

BBS Tips

You can think of a BBS like a smaller version of an online service, but cheaper. A BBS is a wonderful place for you to communicate with other people who have similar interests to yours. For example, most computer user groups have their own BBSs. A typical BBS offers you electronic mail, conferencing, and the ability to download shareware, public-domain software, fonts, graphics, and other useful items. Most BBSs don't cost anything except the price of the phone call; others may charge you a small annual fee, which gives you a password to the BBS.

How to Find a BBS

You can find a listing of BBSs in the *MicroTimes* or *Computer Currents* (both are free magazines available in many bookstores or newspaper racks). *Computer Shopper*, a monthly magazine, also contains listings of BBSs across the country. Many local weekly newspapers list BBSs in the classified section. You can even get a list of BBSs on commercial online services such as CompuServe and GENIE.

Expressing Yourself on a BBS

A BBS can only accept straight ASCII text; you cannot format text you type online. So, when you use a BBS, you'll probably find that people use very creative methods to express themselves. For example, TYPING IN ALL UPPERCASE is like shouting online. Or, you may see asterisks used for *emphasis*.

"Smiley faces" are another way to express yourself online. Also known as "emoticons," you need to turn your head to the side to view them correctly. For example, a happy-face icon consists of a colon, a dash, and a closing parenthesis, like this :-). Below is a sampling of Smiley Faces; to create them, just type the appropriate sequence of characters. To obtain a Smileys file, contact Bryan Kaplan, ATTN: Smiley Faces, P.O. Box 195, Los Angeles, CA, 90049.

- !-) Winking
- :-(Frown
- 8-) Glasses
- l-) Sleeping
- :-* Kissing
- :-b Sticking out tongue
- :-o Singing
- :-l Apathy

Appendix B. Tips for PowerBook Users

SITcomm is the ideal communications software for your PowerBook because it only occupies 200K of disk space and uses approximately 500K of RAM (suggested application memory size). Here are a few tips for general PowerBook use.

Power-saving Tips

Microprocessor

The three major things that place the greatest demands on a PowerBook's battery are microprocessor (CPU) access, hard disk access, and screen backlighting. If you can control these power-draining culprits, you can squeeze more battery time out of your PowerBook.

The biggest drain on a PowerBook's battery comes from the microprocessor. All PowerBooks rest the microprocessor during periods of inactivity. Rest mode is a very good power-saver, but it can slow down performance, especially of applications like fax-modem software that use background processing. Although you can turn off the resting feature, it's best to leave resting on. You may experience a slightly slower performance, but you will save significant battery power.

Note: If AppleTalk is on, the microprocessor in your PowerBook won't go into its rest mode. If you're not going to need AppleTalk, turn it off.

If you have a PowerBook 145, 145B, 160, 165c, 170, 180, 180c, or Duo, which gives you the option of choosing a slower processor speed, always choose the slower option (such as 16 megahertz) when you're using battery power. Again, you may experience performance degradation, but the power you save will be worth it.

Hard Disk Access

If you have at least 6 MB of RAM available, try setting up a RAM disk. (Follow the instructions in the PowerBook manual.) Reading from or writing to the PowerBook's hard disk drains battery power. Once you've got a RAM disk set up, copy your System file and some key applications (like SITcomm) to the RAM disk. Doing so will let you work longer without having the PowerBook access the hard disk. (Don't forget to save your files to disk periodically.)

You can also use the PowerBook control panel (System 7.1) or the Portable control panel (System 7.01.) to "spin down" your hard drive every 2 minutes or so. This is another way to avoid unnecessary hard disk access and, thus, loss of battery power.

SITcomm will not spin up the hard disk under normal usage, except when doing a file transfer, capture, or print operation.

Screen Backlighting

Turn down the backlighting as low as possible, work in a well-lit area, and adjust the angle of your screen accordingly. With some practice, you'll get to know the best combination of light and screen angle so you can turn down screen backlighting and save battery power.

Battery Conditioning

It is a good idea to condition your battery before using it and on a regular, monthly basis. To do so, completely drain the battery's power: leave the machine on until it puts itself to sleep. This ensures that you'll get the maximum capacity from the battery. If you don't take this step and the battery is only partially discharged, it will think that the current level of power is the limit to its capacity. (This is not applicable for PowerBook 100 or PowerBook Duo batteries.)

Compression Tips

Increasing your PowerBook's storage capacity from 40 to 80 megabytes can cost up to \$800. Fortunately, you don't have to spend that much to get additional disk space. By using a compression utility, such as Stuffit SpaceSaver, you can reduce the amount of used disk space from 40% to 60%.

File Transfers in the Background

Because System 7 lets you run multiple applications simultaneously, you can choose to transfer files with SITcomm running in the background while you do other tasks. For example, you may want to write a memo in your word processor before sending it in SITcomm. Or, work on other tasks in SITcomm like expanding files you just received or compressing files you're about to send.

If you do background file transfers, you should be aware of some considerations. File transfers do require a certain amount of CPU time. Your PowerBook may not have all that much time to spare depending on the other tasks you want to be doing. For example, certain applications occupy so much foreground time that SITcomm's normal background functioning can be significantly slower. You can guard against file transfer trouble by setting

up for long timeouts; but you may be using more expensive phone time that way.

If you opt for background file transferring, be sure to check the SITcomm file transfer progress bar regularly. (Make sure the progress bar is open to expanded view so you can see all the vital statistics.) This way you can monitor how fast (or slow) the transfer is progressing

Express Modem Tool

If you are using a PowerBook Duo computer, your System Software comes with the Express Modem Tool — a communications tool that is added to the Communications Toolbox. Whenever you use SITcomm with a PowerBook that includes an Express Modem, use the Express Modem Tool as your connection method. That is, choose “Express Modem Tool” from the Method pop-up menu in the Connection Settings dialog box (Session menu). (For more information on establishing connection settings, see “Close-up: Connection Settings” in Chapter 5.)

For detailed information on using the Express Modem Tool, and the options available for this connection method, refer to the *Express Modem Users Guide* that came with your Express Modem, and to any of the readme files that come on the Express Modem disk.

Appendix C. SITcomm Scripting Reference

SITcomm uses the AppleScript scripting language so you can automate common tasks while you work with SITcomm and other applications. This appendix contains a list and definition of each of the scripting commands you can use with SITcomm.

For more information on AppleScript, refer to the AppleScript reference manual. For more information on UserLand's Frontier, refer to its documentation.

Note: This chapter contains fairly technical information. If you are a novice to scripting, try using the Record button in the AppleScript Script Editor to see how a script is constructed.

Error Codes

Zero (0)

Many of the scripting commands generate the following common error codes:

Successful; no errors.

-128

User-canceled error code.

Negative Numbers

Standard Macintosh Operating System error codes. See *Inside Macintosh* for full details.

Note: Some of the commands generate a negative number error code that is unique to that command. In these cases, the error code is documented with the command.

Append Selection

Purpose	Appends current text selection to the specified file. The current selection is added to the end of the specified file. File will be created if it does not exist.
Parameters	None.
Result	Small integer.

Clear Buffer

Purpose	Clears entire contents of terminal window.
Parameters	None.
Result	None.

Connect

Purpose	Opens a communication channel to external devices using the current connection tool and settings.
Parameters	[string] The optional string is an Address Book entry name as defined in the alphabetical list in the Address Book. If no parameter is specified, an attempt is made to open the connection using the current tool settings.
Result	Small integer.
Error Codes	-1 if the Address Book entry does not exist. -2 if the connection is established, but waiting for a password. -3 if the connection is established, but automatic logon failed. -4 if the connection is already open.

Disconnect

Purpose	Closes the communication channel to external devices.
Parameters	None.
Result	Small integer.

Expand

Purpose

Unstuffs a list of archives.

Parameters

[destination string]: This optional parameter indicates a folder in which the expanded archive files are to be placed. If no folder is specified, one is created in the same location as each archive file.

[deleteOriginal boolean]: If archives are to be deleted after expanding, pass true for this optional parameter.

Result

Small integer.

Error Codes

4 indicates an archive integrity error.

Get Address List

Purpose

Returns a list of all entries in the current Address Book.

Parameters

None.

Result

List.

Note

Not recordable.

Get Connection Status

Purpose

Returns a numeric value indicating the most basic state of the connection.

Parameters

None.

Result

Small integer.

Error Codes

0 if the connection is closed.

1 if the connection is open.

2 if listening for a connection.

Get Current Address

Purpose

Retrieves the name of the current session as displayed in the Toolbar.

Parameters

None.

Result

String.

Returns the name of the current session as displayed in the Toolbar, which is usually the last Address Book entry used.

Note

Not recordable.

Get Notepad Text

Purpose

Returns the entire contents of the current session's notepad.

Parameters

[**useGlobal** boolean] Optional parameter gets the Global Notepad text.

Result

String.

The entire contents of the current session's notepad is returned. Returns empty if there is no text, or if there is no current session.

Note

Not recordable.

Get Receive Folder

Purpose

Returns the path to the folder where files will be received.

Parameters

None.

Result

String.

Specification of the current receive folder as a full path.

Get Selection

Purpose

Returns the text of the current selection.

Parameters

None.

Result

String.

If there is a selection in the Terminal window or the Notepad window, the selected text is returned. Empty if no selection.

Note

Not recordable.

Get Timer

Purpose	Returns the elapsed time (in seconds) since the current session connection was opened.
Parameters	None.
Result	Integer.
Note	Not recordable.

Get Tool Config

Purpose	Returns a text string from the tool of the given class that represents its state.
Parameters	[addressName string]: This optional parameter returns the Tool configuration for the current session. To get a specific configuration, use an Address Book entry name as defined in the alphabetic list displayed in the Address Book window.
Result	String.
Note	Not recordable.

Get Tool List

Purpose	Returns a list of tools for the given class.
Parameters	None.
Result	List. The list contains the name of each tool in the Extensions folder of the specified class.
Note	Not recordable.

Get Tool Name

Purpose	Returns the name of a tool of the given class.
Parameters	[addressName string]: This optional parameter returns the tool name for the current session. To get a specific name, use an Address Book entry name as defined in the alphabetic list displayed in the Address Book window.
Result	String.

Empty if request made for specific Address Book entry and given name is not in the Address Book.

Note

Not recordable.

Listen for Connection

Purpose

Places the current connection tool in a waiting mode.

Parameters

[integer]: This optional parameter specifies one of three timeout values. Specify a positive value for time to wait (in seconds), zero for a single attempt, or -1 for no timeout. If the parameter is omitted, no timeout (-1) is used.

Result

Small integer.

Zero is returned if a connection is made within any specified timeout.

Load Address

Purpose

Makes the current session configuration the specified address.

Parameters

None.

Result

Small integer.

Error Codes

-1 if the Address Book entry does not exist.

-4 if the connection is already open.

Pause Connection

Purpose

Sends an XOFF character to the remote system.

Parameters

None.

Result

Small integer.

Print Selection

Purpose	Prints the current text selection with the current printer setup.
Parameters	None.
Result	Small integer.

Receive Files

Purpose	Enters receive mode using the current transfer tool and settings.
Parameters	[string] This optional parameter places files in a specified folder rather than the current receive folder.
Result	List. List of files just received is returned. If the tool receives a batch of files, all should be included. If the tool does not support batch receives, only a single file is returned.

Resume Connection

Purpose	Sends an XON character to the remote system.
Parameters	None.
Result	Small integer.

Save Selection

Purpose	Saves current text selection into the file specified in the optional parameter.
Parameters	[filename] This optional parameter replaces the contents of specified file with the current selection. File is created if it does not exist.
Result	Small integer.

Send Break

Purpose	Sends a hardware break signal to the remote computer.
Parameters	[longBreak boolean]: Set this optional parameter to true when you need a long duration instead of a short duration break signal (3.50 vs. 0.23 seconds).
Result	None.
Note	Not recordable.

Send Files

Purpose	Sends the specified files to the remote system using the current transfer tool and settings.
Parameters	filename: Specifies one or more files to send.
Result	Small integer. Number of files sent.

Send Text

Purpose	Sends the given text to the remote system.
Parameters	string: Text to send. [delay integer]: This optional parameter adds an inter-character delay, in 60ths of a second. Zero is used if parameter omitted.
Result	Small integer.

Set Notepad Text

Purpose	Sets the current session's notepad text to the given text.
Parameter	string: Sets the current session's notepad text to the given text. Any previous text in the current session's notepad is lost. [useGlobal boolean]: Set this optional parameter to true to use the Global Notepad's text.
Result	Small integer.
Error Codes	-1 if there is no current session.

Note

Not recordable.

Set Receive Folder

Purpose

Sets the file receive folder to the given directory.

Parameters

string: Specifies the full path for the desired receive folder.

Result

Small integer.

Set Tool Config

Purpose

Calls the appropriate Communications Toolbox function for the given tool class.

Parameters

[string] This optional parameter should be compatible with the current tool.

Result

Small integer.

Set Tool Name

Purpose

Changes the current tool of the given class to the one specified by name.

Parameters

[string] This optional parameter specifies the name of a tool.

Result

Small integer.

Error Codes

-1 if the tool is not found.

Stuff

Purpose

Stuffs a list of files and folders to an archive.

Parameters

[string] This optional parameter specifies a filename for the resulting archive. Default is to name as "Archive.sit" and place archive in same folder as first file in list.

[deleteOriginal boolean]: If archives are to be deleted after unstuffing, pass true for this optional parameter.

[makeSEA boolean]: To make the archive self-unstuffing, pass true for this optional parameter.

[encrypt boolean]: To encrypt items added to the archive, pass true for this optional parameter.

[noCompress boolean]: To not compress the items that are added to the archive, pass true for this optional parameter.

Result

Small integer.

Translate

Purpose

Translates a file.

Parameters

string: Specifies a name from a published list of translators.

[toMacFormat boolean]: This optional parameter indicates true if translation is from foreign TO Macintosh format, and false for translating FROM Macintosh to foreign format. If omitted, true is presumed.

[destination string]: This optional parameter specifies a single destination folder. If none is specified, the resulting files are placed in the same folder as each source file.

Result

Small integer. Always returns a zero.

Note

Not recordable.

Turn Off Capturing

Purpose

Closes the currently active capture file.

Parameters

None.

Result

Small integer.

Turn On Capturing

Purpose

Opens a file to capture incoming and outgoing text data.

Parameter

[string] This optional parameter names the capture file. If none supplied, default name is Address Book session name, or "Capture File" if not a session name, and the date as the shortDate format.

Result

Small integer.

Turn Off Printer

Purpose	Closes the current printer job.
Parameters	None.
Result	Small integer.

Turn On Printer

Purpose	Opens the current printer to print incoming and outgoing text data.
Parameters	None.
Result	Small integer.

Wait For Text

Purpose	Places a search on the connection for the specified text string(s).
Parameters	string: Specifies a list of text strings to wait for. [timeout integer]: This optional parameter specifies the number of seconds to wait for any of the specified text strings. If the parameter is omitted, no timeout is used. [inStream boolean]: This optional parameter specifies true if you want the search for the specified text to be placed on the connection rather than anywhere in the terminal emulation region. Connection searches ARE case-sensitive, whereas terminal searches are not.
Result	String. The text found is returned unless a timeout occurs, then the text is empty.

Glossary

ACK	The acknowledgment sent by the receiving computer to the sending computer during file transfer to verify accuracy of transmission. Derived from the ASCII ACK character. (Compare with <i>NAK</i> .)
Algorithm	A set of methods used to analyze the sequence of characters that make up a file and reorganize them in a more efficient manner. Sometimes referred to as compression algorithm.
ANSI	American National Standards Institute, the U.S. branch of the International Standards Organization. ANSI is responsible for establishing various standards for the U.S. computer industry, such as the data transmission protocols, programming languages, computer terminal definitions and magnetic storage media standards.
Answerback message	A string, of up to 20 characters, sent to the remote computer in response to an Enquire (Control-E) character. The answerback ensures that the information is sent only to the intended computer. The answerback is used most often with computer-dependent proprietary systems such as Telex systems and real estate multiple listing services.
Archive	A special file that contains multiple files and/or folders. Archive files may be compressed or even encrypted. (See also <i>Self-extracting archive</i>)
ASCII	An acronym for American Standard Code for Information Interchange. ASCII encoding changes typed characters into a format that is easily transmitted and universally recognized. When the ASCII code is received by the host computer the process is reversed and your character appears on the screen.
Asynchronous	A mode of data transmission in which characters are sent at varying time intervals. Each character is preceded by a start bit and followed by a stop bit. Asynchronous communication eliminates the need for computers to have a common synchronized clock to coordinate communication. (Compare with <i>Synchronous</i> .)

Batch	A method of processing in which similar items, such as files, are grouped and processed together. Batch file transfers allow you to transfer several files with a single command.
Baud rate	The speed at which data is transmitted across a modem. The baud rate is equal to the number of discrete signals per second, sometimes called bits per second (or BPS). Although it is incorrect to do so, the term BPS is commonly used interchangeably with baud rate.
BBS	See <i>Bulletin board system</i> .
Bell 103	A standard U.S. protocol for exchanging information at 300 baud.
Bell 212A	A standard U.S. protocol for exchanging information at 1200 baud.
Binary	A number system limited to ones and zeros as opposed to the decimal system that uses ten digits (zero to nine). At the lowest level, all digital computers handle information in binary form.
BinHex	A method of converting binary files to a 7-bit text format so that they can be stored and exchanged with older computers and mainframes. (See also <i>MacBinary</i> .)
Bit	A binary digit (one or zero). The fundamental unit of information for all computer systems. Bits are often grouped in chunks of eight, called bytes. (See also <i>Byte</i> .)
Block size	Size of the unit being transmitted across a network or communications line. The unit consists of a group of words or characters. For example, 1K is a typical block size.
BPS	An acronym for bits per second. The number of bits that can be transferred per second. Although it is incorrect to do so, the term BPS is commonly used interchangeably with baud rate.
Buffer	A temporary storage area used to accumulate data before it is passed on to another device or program. A buffer may be used to compensate for the difference in the data flow rate between two devices. (See also <i>Screen buffer</i> .)
Bulletin board system	A host computer set up to act as an electronic bulletin board for computer owners with similar interests or needs to call in, read and send messages, and transfer files. Also referred to as BBS.
Byte	A group of eight bits that are treated as a single unit or that represent a single character. (See also <i>Bit</i> .)
Capture	The process of saving the incoming stream of data you see in the Terminal Window to a text file.

Carriage return/linefeed	The character sequence used to terminate lines in text files on Intel-based computers (such as an IBM PC).
Carrier	The analog signal used by modems to transmit data. When calling another modem, if the signal is missing, full of noise or somehow distorted, most modems will report "NO CARRIER" and hang up. If the carrier signal is of a recognizable frequency and is trouble-free, most modems will report "CONNECT" and then allow data to be sent.
CCITT	Comité Consultatif International Télégraphique et Téléphonique (International Consultative Committee on Telegraphy and Telephony). An international organization that establishes protocols and other communications standards.
Checksum	An error-checking mechanism for file transfers. An extra byte that is added to each block of data by the sender and that is used by the receiver to verify accuracy of transmission. (See also <i>CRC</i> .)
Communications session	The activity during the time your Macintosh is connected to another computer.
Communications tools	Software components that supply the communications functions your Macintosh needs to communicate with another computer. Communications tools fall into three categories: <i>connection tools</i> , <i>terminal emulation tools</i> , and <i>file transfer tools</i> . Each type of tool manages a different aspect of the communication process.
Compression	The process of reducing the size of files or folders through a mathematical algorithm that re-organizes the data more efficiently.
Connection tools	One of the three types of communications tools. A connection tool determines the type of connection that is established between your Macintosh and the other computer. The Apple Modem Tool and the Serial Tool are examples of connection tools.
Creator	A four character code that identifies the parent application of a Macintosh file. If a file does not have the correct creator code, it usually appears as a generic icon on the desktop.
CRC	An acronym for Cyclic Redundancy Checking. An error-detecting mechanism used during file transfers. (Compare with <i>Checksum</i> .)
Data bits	A setting for the number of bits used to make up a character.
DB-9	The serial connector for cables on Macintoshes earlier than the Macintosh Plus as well as IBM PC-AT and compatible Intel-based computers. The "9" refers to the number of pins in the connector.

DB-25	The type of serial cable connector that most modems are built to accommodate. Also, the connector on the IBM PC-XT and compatible Intel-based computers. The "25" refers to the number of pins in the connector.
DIN-8	The standard Macintosh modem cable connection (for a Macintosh Plus computer or later). The "8" refers to the number of pins.
Downloading	The process of receiving a file.
Dumb terminal	This consists of a monitor and keyboard, but no CPU. It is usually connected to a mainframe or a minicomputer.
EBCDIC	Extended Binary-Coded Decimal Interchange Code. An alternative to ASCII that is used primarily by IBM mainframes. (See also <i>ASCII</i>)
Echo	Characters you type are displayed (echoed) in the Terminal Window.
ENQ	The abbreviation for the ENQUIRE control character used by some protocols to permit a remote system for an answerback.
Even parity	A method of parity error checking in which a parity bit is added to a group of bits to keep the total number of ones in the group even. If the number of ones in the group is odd, the parity bit is set to one, so that final total for the group is even. If the number of ones in the group is already even, the parity bit is set to zero, keeping the total number of ones even. (See also <i>Parity</i> .)
Expand	The process of decoding a compressed or stuffed file.
File transfer	To send a file from one computer to another.
File transfer protocol	See <i>protocol</i> .
File transfer tools	One of the three types of communications tools. A file transfer tool implements the <i>protocols</i> used for sending files from one computer to another. The Text Tool and the ZMODEM Tool are two examples of file transfer tools.
Forum	An electronic area for exchanging information with other CompuServe subscribers.
Full duplex	A mode of communications in which information is transferred in both directions simultaneously.
Half duplex	A mode of communications in which information is transferred in only one direction at a time.
Internet	A vast web of thousands of networked computers scattered across the world. Most Internet hosts are run by universities or government agencies.
Kilobyte	Often expressed as K. Equivalent to 1024 or 2^{10} bytes. (See also <i>Byte</i> .)

Handshake	Regulates the flow of data between your Macintosh and the port or device (modem) you connect to. The Serial Tool offers five handshake settings, with the default setting being None.
Hayes Command Set	Synonymous with the AT command set, a collection of modem commands used to control the actions of a Hayes or Hayes-compatible modem. Considered the industry standard modem command set.
Host computer	The computer that your Macintosh is connected to. Can be another personal computer or mainframe.
Kermit	File-transfer protocol used primarily by educational institutions and older mainframes. It is the slowest file-transfer protocol.
Log on	The process of establishing a connection and getting access to a remote system.
MacBinary	A file format intended to ensure that complete Macintosh files are sent along with their Macintosh-specific attributes, which include the file type, Finder information, creator, file name, and the data and resource forks. This allows the receiver to recreate the file accurately. Sometimes referred to as BinHex5.
Macintosh Communications Toolbox	A set of extensions to Macintosh system software that provide Macintosh applications, like SITcomm, with standard communications services and a consistent interface for using those services.
Mark parity	A method of parity checking in which the parity bit is always set to one. (See also <i>Parity</i> .)
MNP	An abbreviation for Microcom Networking Protocol (proprietary). This was the first error checking protocol for use in modem hardware, and it has evolved in a series of levels (most common are Level 4 and Level 5).
MNP4	This is MNP Level 4 and is the U.S. standard for error checking and correction between two modems. It has been superseded by V.42, the CCITT standard.
MNP5	This is MNP Level 5 and is the U.S. standard for data compression in modems, achieving an average of 2 to 1 data compression. It has been superseded by V.42bis, the CCITT standard.
Modem	An acronym for modulate/demodulate. A peripheral device that enables a computer or terminal to transmit and receive over telephone lines by modulating, or converting, data from a digital to analog form. When receiving data, the modem converts an analog signal to digital (demodulation); when sending data, the modem converts the digital signal to analog (modulation).
NAK	Refers to a negative acknowledgment error-checking response during file transfers. Derived from the ASCII NAK character. Compare with <i>ACK</i> .

Network	A collection of interconnected, individually controlled computers, the hardware and software used to connect them, and the communications <i>protocols</i> that govern the exchange of information between the computers and other devices. A network allows users to share data and peripheral devices such as printers and storage media, to exchange electronic mail, and so on.
Null modem cable	A cable or adapter plug used to connect two computers without using modems.
Odd parity	A method of parity error checking in which a parity bit is added to a group of bits to keep the total number of ones in the group odd. If the number of ones in the group is even, the parity bit is set to one, so that final total for the group is odd. If the number of ones in the group is already odd, the parity bit is set to zero, keeping the total number of ones odd. (See also <i>Parity</i> .)
Online service	Commercial network that provides services (such as electronic mail and messaging, file downloading/uploading, and so on) to users who connect via modem.
Packet	A group of characters that contain portions of the data being sent during a file transfer. (See also <i>Block size</i> .)
Parity	Checks that data is not garbled during transmission.
Protocol	A set of rules for sending and receiving data on a communications line. A formal set of conventions governing the format and relative timing of message exchange between two communications systems. Protocols also automatically check for errors during file transfer, and correct them if possible.
Screen buffer	Contains the data that has rolled off the top of the Terminal Window since the session began or since the buffer was last cleared. The screen buffer is a temporary holding spot for capturing text during a communications session. Earlier text may be lost as more information is accumulated and the buffer space is filled. (See also <i>Buffer</i> and <i>Terminal Window</i> .)
Script	A series of instructions to SITcomm that allows the automation of frequent or routine communications tasks.
Serial port	Either one of the communications ports in the back of your computer; either the modem or printer port.
Self-extracting archive	A special type of archive that can be decompressed and used without need for the compression program.
Start bit	The primary bit that, with the stop bit, frames a transmitted character. (See also <i>Stop bit</i> .)

Stop bit	A setting used to mark the end of a transmitted character. (See also Start bit.)
Stuff	See <i>Compression</i> .
Stuffit	The standard archive format on the Macintosh.
Synchronous	A mode of data transmission in which bits, characters, or units of data are transmitted at constant time intervals. (Compare with <i>Asynchronous</i> .)
SySop	Abbreviation for system operator. This is a person who maintains a BBS.
Telecommunicating	The process of connecting to another computer and transmitting information across phone lines or across networks.
Telecommunications	The science and technology of communication by electronic means.
Terminal	A video screen, teletypewriter or other device, and often a keyboard that may be connected to a remote or local system to allow communication between a user and a computer system.
Terminal emulation	The ability of your Macintosh to emulate a dumb terminal. Dumb terminals, which generally consist of a monitor and a keyboard with no CPU, are the type of terminals that connect to a mainframe or minicomputer.
Terminal emulation tools	One of the three types of communications tools. The terminal emulation tool that you use determines the type of terminal that your Macintosh emulates during the communications session. The TTY Tool and the VT102 Tools are examples of terminal emulation tools.
Terminal Window	Main SITcomm window. Displays all incoming and outgoing communications between your Macintosh and the other computer. This is where you view and work with data during a communications session.
Toolbar	The nerve center of SITcomm, which lets you see at a glance information about your communication settings. The Toolbar also provides quick access to the most frequently-used SITcomm features.
Uploading	The process of sending a file.
XMODEM	The most common file-transfer protocol. Includes error-checking.
YMODEM	Faster than XMODEM, this file-transfer protocol includes error-checking and allows you to upload and download more than one file at a time for batch file transfers.
ZMODEM	Best, fastest file-transfer protocol. Like YMODEM, allows batch file transfers, plus you have the option of resuming a transfer if a connection should break.

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