

SLIPShuttle

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Chapter 1

SLIPShuttle

1.1 SLIPShuttle.Guide

SLIPShuttle v2.3 by Karl Stenerud (esteneru@direct.ca)

Copyrights etc.

What is SLIPShuttle?

Requirements

Installation

Configuration

Using SLIPShuttle

Troubleshooting

1.2 copyrights

SLIPShuttle is Copyright © 1995 by Karl Stenerud.

SLIPShuttle is Customware. This means that you can copy and use this program, but if you add it to a compilation, or do any cool modifications, you must send me a copy! =)

Also, the documentation MUST remain with the program!

The inevitable disclaimer:

I assume no responsibility to any damage incurred as a result of use of this program. So if you set off a nuclear explosion, don't come looking for me!

1.3 whatis

I recently downloaded an arexx TCP launcher for my system. The only problem was that the program wanted to modify my startnet script. Being a user of TCP 4.1, in which the startnet script now accepts arguments, I questioned the necessity of such a procedure. So I downloaded rexxserdev (by Joseph M. Stilvaletta) and set out to make a more friendly TCP launcher.

Or at least, that's how it started...

Since then it has evolved into a highly configurable TCP connection manager, which can initiate a connection, resume a connection if your machine happened to crash (the modem is configured to ignore DTR and so when your machine crashes, the modem will not hang up), and as a TCP kill button to end your TCP connection.

1.4 requirements

You MUST have AmiTCP in order to use this program. (otherwise why ↔ did you download it?)

If your version of AmiTCP is earlier than 4.1, your startnet script may not accept arguments. I have included a sample script for this case.

1.5 installation

Installation is fairly simple. Simply copy the rexxserdev.library (© Joseph M. Stilvaletta) to your LIBS: dir. It is also available on Aminet, but I have included it in this archive because I absolutely HATE going on the Aminet hunt every time I get a new program telling me to look in Aminet to find the pieces.

I have included a sample startnet script (AmiTCP's startup script). If you are using an earlier version of AmiTCP than 4.1, you should try using this script instead of the standard startnet script. It goes in the AmiTCP:bin directory

Copy the SLIPShuttle program to wherever you want. It looks in AmiTCP: and its subdirectories for the TCP files.

And, keep this guide handy!

When SLIPShuttle connects to your server, a file called .last_ip will be created in your ENV:.. This is the info SLIPShuttle needs to resume a connection.

1.6 configure

To configure SLIPShuttle, you must load SLIPShuttle into your favorite text editor. Configuration is done by changing the values of the variables inside the boxes labeled "Basic Configuration", "Advanced Configuration", and "Expert Configuration".

An example variable would be:

```
baud = 19200
```

Which sets the modem's baud rate to 19200.

Another example would be:

```
phonenum = '555-1234'
```

which sets the phone number to dial.

Note that for some variables, it is necessary to surround it with quotes. These will be marked with a (').

Basic Configuration:

```
~~~~~
```

```
baud
```

```
phonenum  
(')
```

```
username  
(')
```

```
password  
(')
```

Advanced Configuration:

```
~~~~~
```

```
device  
(')
```

```
unit
```

```
devbuff
```

```
xon
```

```
init  
(')
```

```
dtr  
(')
```

```
hispeed  
(')
```

```
esc  
(')
```

```
hangup
(')

dialcmd
(')

userprompt
(')

passprompt
(')
```

Expert Configuration:

```
~~~~~
```

```
databits

parity

stopbits

breaktime

slipprompt
(')

slipstring1
(')

slipstring2
(')

gwfirst
(')

S2OPT1
(')

S2OPT2
(')

MTU
```

1.7 baud

```
baud:
```

```
~~~~~
```

Sets the baud rate for your connection. Note that this value is not surrounded by quotes.

In order to achieve baud rates 28800 and higher, some modems require a special "high speed" command to be issued. If the baud rate you select is 28800 or higher, SLIPShuttle will send the "high speed" command contained in


```
hispeed
.
```

Note that this setting overrides AmiTCP's baud rate setting.

1.8 phonenum

```
phonenum: (')
~~~~~
```

The phone number of your SL/IP server. You can place your "cancel call alert" sequence in this string, as well.

1.9 username

```
username: (')
~~~~~
```

Your login name on the SL/IP server. You must add a "%c" to the end of your username to tell the server to initiate a cslip connection. So, for example, if your username was "bogus", you would put in the username 'bogus%c'.

Other username suffixes include "%s" for standard SL/IP connection, and "%p" for PPP (Point to Point Protocol). If you are using one of these connection methods, you will also have to change

```
slipprompt, slipstring1, slipstring2, and gwfirst
.
```

1.10 password

```
password: (')
~~~~~
```

Your login password on the SL/IP server. This is why you do not let other people see your SLIPShuttle script!

1.11 device

```
device: (')
~~~~~
```

Is the device interface to be used for communications with the modem. For most users, this will be 'serial.device'. For those using multiseri- al cards, such as the A2232 or the GVP IO Extender, refer to your documentation. You should also check that the proper unit is selected.

1.12 unit

unit:

~~~~

is the device unit to use. For users of the internal serial port, this should be set to 0. If you are using a multiseria! card, refer to the documentation.

## 1.13 devbuff

devbuff:

~~~~~

this is the device buffer, where information is stored after being received by the modem, but before being interpreted by the software interface i.e. terminal program. For high speed modems (9600 and above), 4096 or 8192 is sufficient.

1.14 xon

xon:

~~~

activates/disables software flow control (XON/XOFF). Software flow control is only useful at baud rates of 2400 or less. At higher speeds, it becomes a hinderance.

## 1.15 init

init: (')

~~~~

Your modem's initialization command. I just set this to 'ATZ'

1.16 dtr

dtr: (')

~~~

Your modem's "ignore DTR" command. Most commonly this is 'AT&D0'. If you have this in your modem's stored config, just set it to ''

## 1.17 hispeed

hispeed: (')

~~~~~

For some modems to communicate at 28800 and above, a special command is needed. Since I don't have a 288 (sniff), I'm not sure if it is saved in the modem's configuration. You can disable this feature by setting it to ''

1.18 esc

esc: (')

~~~

Your modem's escape sequence. This is usually '+++', but I found it didn't seem to work on my friend's 288, so I've made it configurable. If your modem isn't hanging up when it's supposed to, check your documentation for your modem's escape sequence.

## 1.19 hangup

hangup: (')

~~~~~

Your modem's hangup command. This is usually 'ATH0'.

1.20 dialcmd

dialcmd: (')

~~~~~

Your modem's dial command. Set it to 'ATDT' for tone dial and 'ATDP' for pulse dial.

## 1.21 userprompt

userprompt: (')

~~~~~

This is the prompt your SL/IP server gives you when it asks you for your username. The standard userprompt is 'Login: '

1.22 passprompt

passprompt: (')

~~~~~

This is the prompt your SL/IP server gives you when it asks you for your password. The standard passprompt is 'Password: '

## 1.23 databits

databits:

~~~~~

Can be set to 7 or 8. Almost always set to 8

1.24 parity

parity:

~~~~~

Can be set to (N)one, (E)ven, (O)dd, (M)ark, or (S)pace. Almost always set to N

## 1.25 stopbits

stopbits:

~~~~~

Can be set to 1 or 2. Almost always set to 1

1.26 breaktime

breaktime:

~~~~~

duration of the hardware break signal (in microseconds). usually set to 250000

## 1.27 slipprompt

slipprompt: (')

~~~~~

The first word to look for that will identify the SL/IP prompt (which contains the IP and Gateway information needed to launch AmiTCP).

Usually, this is 'SL/IP'

slipstring1: (')

~~~~~

A string parser up to the first IP address. Commonly, this is 'session from ('.

slipstring2: (')

~~~~~

A string parser from the first IP address to the second IP address. Commonly, this is ')' to '.

gwfirst:

~~~~~

Tells SLIPShuttle if it should look for the Gateway address first (1) or your IP address first (0). Commonly, this is 1

Example:

This is the standard SL/IP prompt your SL/IP server will send you when it initiates a SL/IP connection:

SL/IP session from (127.0.0.1) to 127.0.0.0 beginning...

---

```
|---| |-----||-----||---||-----||-----|
|   slipstring1   IP1   |   IP2   xtra trash.. discarded
slipprompt                slipstring2
```

In the standard SL/IP prompt, the gateway is the first IP address shown, so we set gwfirst to 1. This means IP1 is the Gateway address and IP2 is your IP address. If gwfirst were set to 0, SLIPShuttle would do the opposite.

Since your connection type is dynamic, the IP addresses you are given will be different every time.

## 1.28 s2opt1

These last 3 settings were placed in out of necessity. They will all override AmiTCP's settings.

```
S2OPT1: (')
```

```
~~~~~
```

This option will enable 7wire mode, which works more efficiently, but may not work with some serial cards. To enable it, set it to '7WIRE'. To disable it, set it to ''.

## 1.29 s2opt2

These last 3 settings were placed in out of necessity. They will all override AmiTCP's settings.

```
S2OPT2: (')
```

```
~~~~~
```

This option will enable EOF mode, which works more efficiently, but may not work with some serial cards. To enable it, set it to 'EOFMODE'. To disable it, set it to ''.

## 1.30 mtu

These last 3 settings were placed in out of necessity. They will all override AmiTCP's settings.

```
MTU:
```

```
~~~
```

sets the maximum transfer unit for packet sending. Refer to your sana2 documentation or just leave it at the default, 1006.

## 1.31 use

SLIPShuttle works in 3 different ways, depending on the circumstance:

1. Cold start:

SLIPShuttle dials into your SL/IP server, logs you in, and initiates a TCP connection

2. Resume:

If your machine happened to crash (perish the thought), you need not worry about having to redial in (and risk a busy signal!). Since SLIPShuttle configures your modem to ignore DTR, the modem will not hang up when DTR is broken (such as in a crash) Just doubleclick SLIPShuttle again and it will auto-detect if you were online. You will see a window come up asking you if you want to resume your connection. Just answer "y" to the prompt to resume. Any other input will cancel the operation (but will not hang up the modem).

3. End connection:

When you're finished with your TCP connection and want to end it, you normally have 2 options: execute the stopnet script and manually hang up your modem, or turn off your computer and manually hang up your modem.

SLIPShuttle offers a 3rd option:

Doubleclick SLIPShuttle. SLIPShuttle will tell you that TCP is active and then give you the option of shutting it down. Answering "y" will cause SLIPShuttle to end the TCP connection and then automatically hang up the modem and return its configuration to normal.

BREAK ^C:

~~~~~

If at any time while SLIPShuttle's output window is active, you want to abort the process, press CTRL-C (BREAK ^C). SLIPShuttle will stop what it's doing and hang up the modem.

## 1.32 trouble

Troubleshooting:

~~~~~

Problem: SLIPShuttle froze during dialin/login.

Solution: Try it again. You may have had some transmission troubles with the modem. Usually just loading it again solves the problem.

Problem: It still freezes up!

Solution: Check that you have the rexxserver.library in your libs: dir. Check your configuration.

If all else fails, contact me and tell me your exact system configuration and the exact problem.

---

Usually the problem will lie with the configuration. The default configuration is set to work with MOST setups, but is not guaranteed to work. I have no idea if this script will work with AmiTCP versions before 4.1. For my next release, I'll make SURE it works. Until then you'll have to fiddle with the example startnet script included.

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