

For information on SPRY Dialer choose one of the categories listed below. To learn how to use Help, press F1.



[What is the Dialer?](#)

[Manually configuring the Dialer](#)

[Using the Dialer](#)

[SPRY Dialer Reference](#)

Reference information about the user interface.

The Dialer is a stand-alone application that allows you to use the SPRY applications over a phone line. The Dialer allows you to easily login and automatically connect to a SLIP or PPP account. In order to use the Dialer you need to have an account with an Internet Service Provider, or be set up to dial into a remote SLIP/PPP terminal server.

When the SPRY applications are set up to use the Dialer, they will "dial on demand." When you start one of the applications, the Dialer will automatically start making your connection to the remote SLIP/PPP host. Of course, you can also use the Dialer to initiate a SLIP/PPP session on its own, or open the Dialer during a SLIP/PPP session and capture or monitor the current session activity.

You can manually configure the Dialer to allow you to connect to an Internet Service Provider or a remote [terminal server](#).

**To configure the Dialer:**

1. Click [Modem Setup](#) on the Modem menu, and fill out information about your modem.  
If your modem is not listed, you may need to click [Custom Modem Settings](#) on the Modem menu to configure a custom modem.
2. Click [Port Setup](#) on the Modem menu, and fill out information about your communications port.
3. Click [Dialer Setup](#) on the Network menu, and fill out information about your dialup account. You should get this information from your Internet Service Provider or network administrator.
4. Click [Interface](#) on the Network menu, and specify whether you will be connecting to a [SLIP](#) or [PPP](#) account.

If the remote site requires PAP (Password Authentication Protocol) to log in, click the **Settings** button with **PPP** selected. In the [PPP Settings](#) dialog box, select **PAP**, and click the **Settings** button to set up PAP settings.

You should now be able to use the Dialer to connect to the remote site. You may want to set up [automatic login](#) in order to simplify your login.

Before you can use the Dialer, you must be sure you have set up your [modem](#) and [communications port](#), and filled out the [Dialer Setup](#) dialog box. You may have already done this during installation.

### Starting the Dialer

You can start the Dialer either by running one of your SPRY applications (dial on demand), or by running the Dialer program, and clicking the **Dial** command.

The Dialer will dial the number you specified and display the Connection Status screen. If the modem initializes correctly, the Dialer will begin dialing your Service Provider. Once you connect, an acknowledgement will appear.

### What happens next?

At this point, the Dialer will do one of several things:

#### If you are set up for [automatic login](#)

The Dialer will complete the connection and automatically log you into the remote SLIP/PPP host.

#### If your SLIP/PPP host uses PAP authentication

If you have already filled out your PAP username and password in the [PPP Settings](#) dialog box, the connection will complete. If you have not yet provided this information, you will be prompted to provide your PAP username and password before you will be able to continue.

#### If you need to login to your Internet Service Provider

The Dialer will open on the desktop, prompting you to log into your Internet Service Provider. The login information will vary according to the SLIP/PPP account you are connecting to.

- In most cases, you will be prompted for a [Login Name](#) and [Password](#). Type the requested information at the prompts that appear on your Dialer screen. At this point, your connection may automatically be started.
- If another prompt appears after you enter your login name and password, you may have to provide an additional command to connect (check with your network administrator or Internet Service Provider if you are unsure about the command).

If you are using SLIP, you will usually type "SLIP" and press ENTER. You will usually then have to tell the remote host you are ready to connect by issuing a Packet Mode command: click the **Pkt Mode** button on the Toolbar or click Start Packet Mode on the Network menu.

If you are using PPP, you will usually type "PPP" and press ENTER. If nothing happens after you type the prompt to start your connection, you may have to click the **Pkt Mode** button on the Toolbar or click Start Packet Mode on the Network menu.

**NOTE** To exit Packet Mode and return to the terminal server's login prompt, click the **Pkt Mode** button again. You can also uncheck the Start Packet Mode command on the Network menu to exit Packet Mode.

### Once you are connected

You will see a "Connected!" message, and you can now run your Internet applications over your connection. Your connection will be active until you disconnect the Dialer or close all of your SPRY applications.

**TIP** You can automate these login and connection steps by using the [Auto Login](#) feature. You should try using the applications manually at least a few times before trying to configure Auto Login.

You can disconnect the Dialer manually, or automatically using the Dialer's [Timers](#) feature.

If the Dialer is disconnected and you try to access additional information in a SPRY application (for instance, by clicking a hyperlink in Mosaic), the Dialer will try to reconnect. However, in some cases it is a good idea to shut your applications down and restart them when the connection is lost.






**To disconnect the Dialer manually:**

- Click the Hangup button on the toolbar, or click Hangup on the Modem menu.
- OR-
- Right-click the minimized Dialer icon, and click Close.


**To disconnect the Dialer automatically:**





- When you have closed all your applications or been inactive for the amount of time specified using the Timers option, a Notification screen will appear. If you want to disconnect the Dialer, click the **Hangup** button or wait and the screen will disappear. To resume using your applications, click Continue.

The following topics provide a brief description of the user interface for SPRY Dialer, including all commands and dialog boxes.

-  **File Menu**
-  **View Menu**
-  **Modem Menu**
-  **Network Menu**
-  **Options Menu**

The following topics provide a brief description of the user interface for SPRY Dialer, including all commands and dialog boxes.

-  **File Menu**
  - [New Profile](#)
  - [Open Profile](#)
  - [Delete Profile](#)
  - [Capture Session](#)
  - [Exit](#)

-  **View Menu**
-  **Modem Menu**
-  **Network Menu**
-  **Options Menu**

A profile stores various settings used by the Dialer, including:

- Communications port setup information
- Modem setup information
- Access numbers and network settings for your Internet Service Provider
- Login setup preferences

A default profile is automatically created during the SLIP/PPP installation to store the settings which you specified during the installation. Unless you start using a new profile, all the changes you make will affect the default profile. The default profile cannot be deleted.

The Dialer always displays the name of the current profile in the title bar of the Dialer window, and any changes you make to Dialer settings are automatically saved to that profile.

You can create as many profiles as you like. When you make a new profile, it will immediately be used by the Dialer. You can switch between any of the profiles you've created, and delete any profile you don't need.



**See Also**

[New Profile](#)

[Open Profile](#)

[Delete Profile](#)



Creates a new dialer profile. When you create a new profile, the Dialer will make it active and the profile name will appear on the Dialer's title bar.

**To create a new profile:**

1. Click New Profile on the File menu.
2. Enter a name for the profile in the **New Profile Name** box.
3. If you want to base the new profile on the settings from an existing profile, check the **Copy settings from** box, and select an existing profile from the list.
4. The following dialog boxes will appear, in order, asking you to provide information about the new profile.
  - [Communications Port Setup](#)
  - [Modem Setup](#)
  - [Dialer Setup](#)
  - [Login Setup](#)

Opens a profile, replacing the current Dialer settings. Any changes you make to the Dialer will affect the current profile.

**To open a profile:**

1. Click Open Profile on the File menu.
2. Choose a profile from the **Profile** list.

Removes a profile from the profile list.

**To delete a profile:**

1. Click Delete Profile on the File menu.
2. Choose a profile from the **Profile** list.
3. Click **Yes** to confirm that you want to delete the profile.

Captures all of the activity on your Dialer screen to a file.

**To capture a Dialer session:**



Check the Capture Session command on the File menu.

When you capture a session, the activity is copied to the file AIRDIAL.LOG in the DATA subdirectory. This file is overwritten for each new session.

Closes the Dialer. If you are currently connected, your session will be ended (this is equivalent to using the Hangup command).

The following topics provide a brief description of the user interface for SPRY Dialer, including all commands and dialog boxes.


 **File Menu**

 **View Menu**

[Toolbar and Status Bar](#)

 **Modem Menu**

 **Network Menu**

 **Options Menu**

Displays or hides the Dialer's toolbar and status bar. The toolbar is beneath the Dialer menu bar, and displays buttons for frequently used Dialer functions. The status bar displays information about your current session.

The following topics provide a brief description of the user interface for SPRY Dialer, including all commands and dialog boxes.

 **File Menu**

 **View Menu**

 **Modem Menu**

[Initialize](#)

[Dial](#)

[Hangup](#)

[Modem Setup](#)

[Advanced Modem Options](#)

[Communications Port Setup](#)

[Advanced Communications Port Setup](#)

[Custom Modem Settings](#)

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[Required modem commands](#)

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 **Network Menu**

 **Options Menu**



Initializes the modem, using the initialization string associated with the modem you have set up in the [Modem Setup](#) dialog box.

Dials the modem, using the phone number configured in the [Dialer Setup](#) dialog box.

Hangs up the modem.

Specifies information about your modem. Be sure to consult your modem documentation if you are unsure about the proper settings for your modem.

**To setup your modem:**

1. Select the make and model of your modem.

The **Modem Type** lists popular modems. If you find your modem in the list, select it. If your modem is **not** specifically listed, choose a compatible modem from the drop down list. Your documentation may indicate other modems compatible with your modem; if so, try to find a compatible modem on the drop-down list and select it. If you are unsure, try **Hayes compatible** or **Hayes Optima**.

**NOTE** If you cannot find your modem (or a compatible modem) in this list, you can configure a custom modem using the **Custom Modem** option.

2. If you have a touch tone phone, click **Tone**. If you have a pulse phone, click **Pulse**.
3. If you want to specify optional [advanced modem options](#), click the **Advanced** button.

Specifies advanced modem options. Although the default settings will work for most users, you may need to configure the advanced modem options if you have problems connecting, or if your SLIP/PPP account has special requirements.

**Auto Baud** Specifies whether your modem rate is adjusted to match the speed of the remote modem. If **Auto Baud** is On (the default), your modem rate will be adjusted. If you see garbage on the Dialer screen when you connect, you may need to turn **Auto Baud** off.

**Hangup Method** Specifies the method the Dialer uses to hang up the modem.

**Hardware** uses the Windows communications driver to send a signal to the modem's hardware telling it to hang up. If this method does not work for your modem, try the **Software** option.

**Software** sends a standard hangup string (such as **+++**) to the modem. The Dialer will use the hangup string defined in the modem definition; you can check that your modem hangup string is correct by examining the [Custom Modem Settings](#) dialog box. If this method does not work for your modem, try the **Hardware** option.

**Both** will try both methods to hang up the modem. This is the default; change it only if your modem does not seem to be hanging up correctly.

**CTS Control/Ignore Clear to Send Signal**

The Dialer waits for a signal from the remote modem before sending information, so that no information is lost in transmission. This signal is known as CTS, or Clear to Send.

The Dialer does not receive this signal from network modems; if you are using a network modem (i.e. the modem is not physically attached to your machine, but is accessed over a network), you will need to disable this option.

Configures your communications port.

**To configure your communications port:**

1. Select the communications port your modem uses (COM1, COM2, COM3, or COM4). If you have an internal modem, this is set on the modem itself. For external modems, this is the port your modem is connected to on your PC.

When you select a COM port, the **Port Status** text will indicate whether the port is available. If this text says "unavailable", the COM port you selected is probably not being used by your modem. (Note: the **Post Status** will not indicate the presence of a network modem.)

2. Select your modem's speed from the **Speed** list. If you are unsure of the speed of your modem, choose 9600. General guidelines for choosing communications speeds are shown below.

<u>Modem speed</u>	<u>Communication speed</u>
9600 bps	9600. If the modem uses compression, choose 19,200
14,400 bps	19,200. If the modem uses compression, choose 38,400
28,800 bps	38,400

**NOTE** When you set up your modem during installation, we suggest you set the modem speed to 9600 bps. This ensures a smooth registration and configuration process; once your applications are working correctly, you can increase the COM port speed to the highest setting for your modem.

3. To specify [advanced communications port setup](#) options, click the **Advanced** button.

Specifies advanced communications port options. Although the default settings will work for most users, you may need to configure the advanced communications port options if you have problems connecting, or if your SLIP/PPP account has special requirements. You should not change any of the first three settings (Data Bits, Parity, or Stop Bits) unless specifically directed to by your Internet Service Provider or network administrator.

- Data Bits** Specifies the number of data bits in each packet of information.
- Parity** Specifies the error-checking method used.
- Stop Bits** Specifies the number of stop bits in each packet of information
- Flow Control** Specifies the method used to control the transmission (or flow) of data. The **Hardware** setting should always be used if your modem supports it. Check your modem manual to find out what flow control method is used.

Defines custom modems for use with the Dialer. You can configure initialization, command, and reply strings. Creating a custom modem requires some familiarity with modem initialization strings and your modem documentation.

Before you create a custom modem, try using one of the modems listed in the Modem Setup dialog box. If your modem documentation lists a compatible modem that is in the list, try using that modem. Most modems will usually work using the **Hayes Compatible** or **Hayes Optima** modem options.



**See Also**

[Creating a custom modem](#)



**To create a custom modem:**

1. Click Custom on the Modem menu.
2. Choose a modem from the **Initial Modem Settings** list. If you see your modem or one similar in the list, choose it; otherwise, **Hayes compatible** or **Hayes Optima** is suggested as a good modem to choose.  
  
This step is recommended, since it will fill out the dialog box, and make it easier to make the changes that apply to your modem.
3. Enter a name for the modem in the **Save Settings As** box.
4. Enter the default initialization string for your modem in the **Initialization** box. This information is provided in your modem documentation. You may have to add a **^M** (carriage return) at the end of your initialization string.

Specific modem commands are required for your custom modem to work with the Dialer. If you cannot find an initialization string, see [required modem commands](#) to view the minimum command configuration for the Dialer.

**NOTE** The initialization string is the most critical part of configuring your modem. Make sure you properly configure your initialization string, or your modem may not work well.

5. Enter the settings for the various **Command Strings** and **Reply Strings**. Many of these settings are identical for most modems. See [Custom Settings](#) for more information.

The modem you have created will now automatically be used by the Dialer. The custom modem you created will appear at the bottom of the modem list in the Modem Setup dialog box.

The following table lists the modem commands required by the Dialer. Remember that your modem may use different commands than the ones shown.

<u>Mode</u>	<u>Recommended setting</u>	<u>Usual command</u>
Auto Answer	OFF	S0=0
Result Codes	ON	Q0
Result Code Type	Strings/Verbose	V1
Result Messages	Include BUSY, NO DIALTONE	X4
DCD Control	Follow Carrier	&C1
DTR Control	Hang up/Disconnect	&D2
Flow Control	Hardware (CTS/RTS) ON XON/XOFF	&K3 OFF
Data Compression	OFF	%C0

For example, if your modem documentation showed the commands listed in the third column above, you would add the following commands to your initialization string: **S0=0 Q0V1X4&C1&D2&K3%C0**

If you're creating a custom modem, you'll need to supply the following information. Consult your modem documentation for help with these settings.

### Command strings

<b>Prefix</b>	The command prefix that the modem recognizes, usually called the "attention" command. (Default: "AT")
<b>Suffix</b>	This defines the command termination string, usually a carriage return <CR> . (Default: "^M")
<b>Tone</b>	Defines the tone dialing command string. (Default: "DT")
<b>Pulse</b>	Defines the reset string used to perform a soft reset of the modem. (Default: "Z")
<b>Hangup</b>	Defines the hang-up command string that will return the modem to ON-HOOK state. (Default: "H")
<b>Escape</b>	Defines the escape string used to interrupt the modem when it is not in command mode. (Default: "+++")
<b>CommandAck</b>	Defines the acknowledgment string that the modem returns when successful. (Default: "OK")

### Command strings

<b>CommandErr</b>	Defines the error string returned by the modem when error conditions arise. (Default: "ERROR")
<b>Connect</b>	Defines the DTE (the error string returned by the modem when connecting). (Default: "CONNECT")
<b>NoCarrier</b>	Specifies the string that the modem returns when no connection can be established. (Default: "NO CARRIER")
<b>NoAnswer</b>	Specifies the string returned by the modem when the remote system doesn't answer. (Default: "NO ANSWER")
<b>NoDialTone</b>	Specifies what string is returned from the modem when no dial tone is detected. (Default: "NO DIAL")
<b>Busy</b>	Specifies the string that is returned when the remote system's phone connection is in use. (Default: "BUSY")
<b>Voice</b>	Specifies the string returned by the modem when a human voice is detected when connecting. (Default: "VOICE")

The following topics provide a brief description of the user interface for SPRY Dialer, including all commands and dialog boxes.

 **File Menu**

 **View Menu**

 **Modem Menu**

 **Network Menu**

[Dialer Setup](#)

[Login Setup](#)

[Adding events to your Auto Login](#)

[Auto Login Options](#)

[Editing or Deleting Auto Login Events](#)

[Interface](#)

[SLIP Settings](#)

[PPP Settings](#)

[Trace](#)

[Start Packet Mode](#)

 **Options Menu**

Specifies information about your SLIP/PPP account that is used by the Dialer when making a connection. You will have to fill out this dialog box properly in order to connect to a SLIP/PPP host or Internet Service Provider.

**Dial Before/Dial After** These settings are useful if you:

- Need to dial a code to get an outside phone line (as with a PBX phone system).
- Want to disable call waiting so that incoming calls do not disconnect your Dialer sessions. To suppress call waiting, many phone systems require you to type **\*70**, in the **Dial Before:** box (for pulse dial, type **1170**).
- Want to set up a calling card for use with the Dialer.

Note that you can add a pause (delay) to a field by adding a comma (,) to the number. For example, if your phone system requires you to dial 9 and then wait a few seconds for a dial tone, you might specify **9**, and then the number: **9,555-9292**. Add as many commas as needed.

**Phone Number** Specifies the number that you dial to connect to the Internet Service Provider or SLIP/PPP host in order to establish a dial-up session. Include complete dialing information for your Service Provider's dedicated dial-up (not voice) line. Dashes are permitted.

**Your IP Address** You may be required to use an IP Address for your Internet account. This is a unique number identifying your computer on the Internet. An IP Address uses the format A.B.C.D, where A, B, C, and D can be from 1 to 3 numbers. Sample IP address: **165.121.36.6**

If you use a dynamic IP address (a different IP address each time you login), type **0.0.0.0** in this box.

**Name Server1 and 2** These are also referred to as **DNS** or **Domain Name Servers**. A Name Server is a machine that you connect to that contains a large list of IP addresses, an "address book" for Internet hosts. This makes it possible for you to specify hosts in your applications by their Fully Qualified Domain Names, such as **rocky.bullwinkle.com**, instead of by their IP address (**165.121.6.6**), which is what is actually used to reach the host.

You need to specify a Name Server address in order to have this "address book lookup" happen automatically. Specify a Name Server address in the **Name Server 1** box. **Name Server 2** is optional; use this only if a second Name Server is available.

**Netmask** Also known as a subnet mask, a netmask is a number based on your IP address that identifies what type of network you are on. Your Service Provider or network administrator will be able to provide you with subnet mask information.

If you know the first three digits of your IP address, you can try the subnet masks in the table below.

<u>If your IP address starts with...</u>	<u>Your netmask setting is:</u>
1-126	255.0.0.0
128-191	255.255.0.0
192-223	255.255.255.0
Dynamic IP address (see above)	255.255.0.0

<b>Your Host Name</b>	A name used to identify your PC on your network or the Internet. If your Internet Service Provider or network administrator supplied you with a host name, type the host name here. Otherwise, choose any name you like (perhaps your first name or login ID).
<b>Domain Name</b>	<p>The name used to identify your network or Internet Service Provider. A sample domain name is <b>bakerstreet.com</b>.</p> <p>Your Internet Service Provider or network administrator should supply you with a domain name. If you use a domain name, you can contact hosts within your domain by using only the first part of their fully qualified domain name (for example, you could send mail to user <b>sholmes</b>, rather than <b>sholmes@bakerstreet.com</b>).</p>
<b>Configure using BOOTP</b>	Uses BOOTP to obtain your IP address "on demand" from the remote host that supplies your connection. Most hosts do not use BOOTP; they instead use a fixed IP address or dynamically assign an IP address. Contact your Internet Service Provider or network administrator to find out whether you should use BOOTP.
<b>Timers button</b>	Sets options for redialing, hanging up, and more. See <a href="#">Timers</a> for more information.

Specifies how you want to login and connect to your SLIP/PPP host or Internet Service Provider.

- |                   |   |
|-------------------|---|
| <b>Username</b>   | Enter the username or login name used to access your network. Your login script will use this value to login.   |
| <b>Password</b>   | Enter the password used to access your network. Your login script will use this value to login.   |
| <b>None</b>       | Choose this option if you are not required to login to the remote host (if your host uses an authentication protocol like PAP, you may not need to login to the host).  |
| <b>Manual</b>     | This is the default login option. When you login and connect to a host using this login method, the Dialer screen will appear and will prompt you for some information.   |
| <b>Auto</b>       | This method can be used to automatically log into and connect to the SLIP/PPP host. You must provide some information about what prompts are provided by your Service Provider or SLIP/PPP host to set up Auto Login. Click the <b>Edit</b> button to configure your SLIP/PPP auto login. |
| <b>CompuServe</b> | Choose this option to access CompuServe's Internet service directly or through any of the third party network providers. Choose a network provider from the list supplied.  |



**See Also**

[Auto Login](#)

Automates your login by setting up events that occur during login, and your responses to those events. For example, when you are prompted for a password (an event), you can have the Dialer automatically provide your password (response).

Before you try to use the Automatic Login, use Manual Login a few times, to familiarize yourself with the events that occur during your login. Note down the prompts you are provided with, and what you type as a response.



**See Also**

[Adding Events to your Auto Login](#)



You can automate your login/connection procedure by adding events to your Auto Login. The events will vary depending on your Service Provider or SLIP/PPP host, but three prompts typically appear after you connect:

- A Login or Username prompt.
- A password prompt.
- A prompt for you to start the connection.

**To add an event to your auto login:**

1. Click the **Edit** button in the [Login Setup](#) dialog box (or doubleclick the line to which you want to add an event).

2. Type the appropriate information under the **Command** area of the Auto Login Event dialog box.

**Wait For** Specify the first prompt that you will see (for example, **Username** or **Login:**).

**pause** Specify the amount of time you want to wait before sending the **Response**. Some amount of delay may be desirable, to allow the remote host time to "converse" with the Dialer.

**Response** Specify what you want to type when the **Wait For** text is provided (for instance, **sholmes** as your username). This is optional; you can have the Auto Login screens prompt you for the response, if you wish.

3. Complete the **Options** for displaying this event during the automatic login:

**Send response, do not prompt (NONE)** Sends the entry to the remote host, automatically.

**Prompt with response shown on screen (SHOW)** Prompts you for a response for the entry. If you select this option, you will need to manually enter the login information.

**Prompt with response encrypted on screen (ENCRYPT)** Similar to **(SHOW)**, but the response will not be shown on the screen, it will appear as \*\*\*\*\*.

If you choose the second or third option, you have the option of providing a **Brief on-screen message for the prompt**. For example, if you want to be prompted for your password on screen, you might type "Enter your Password Now". This will make any displayed portion of your automatic login easier to understand.

4. Click the **New** button to add an event for each "prompt" you are given by the Internet Service Provider during login, to completely automate your login. You can also [edit or delete](#) events at any time.

In the last event in the Auto Login, you may need to start packet mode. If you are using SLIP, you will need to use this option. If you are using PPP, you only need to use this option if you use the **Start Packet Mode** command when manually connecting to your host. Check the **Start Packet Mode after \_\_\_ seconds** option, and specify the number of seconds to wait before starting packet mode. (By default, packet mode will be started immediately after the "Event" occurs.)

There are additional [Auto Login Options](#) you may want to change before completing this screen.

The Auto Login you have defined will be used the next time you login or connect to your Service Provider. To disable the Auto Login, choose another Login Method in the Login Setup dialog box.

Specifies additional auto login options.

**Initial Carriage Returns** Specifies whether to send a few carriage returns to the remote host when you first connect. If you must press ENTER before you see a prompt from your host, enter a value here. Otherwise, do not change the default value (0, or no carriage returns).

**Timeout** Specifies how long (in seconds) the Auto Login routine will wait for all of the Auto Login events to occur before disconnecting. The default is 30 seconds.

**Attempts** Specifies how many attempts the Auto Login routine will make to connect to the remote host. The default is 3 attempts.

If you wish to edit any of the events you have created, click **Edit**. You will see the [Auto Login Event](#) dialog box. Make any appropriate changes, and click **OK**.

You can delete any events by clicking the **Delete** button. The event will be replaced by a blank line; you can add another event to this space immediately.

Configures the Dialer for use with SLIP (Serial Line Interface Protocol) or PPP (Point to Point Protocol) hosts. You can also configure advanced options for SLIP and PPP, such as the use of CSLIP, and PAP authentication protocols, a variety of compression methods, and more.

**To choose a network interface:**

1. Click Interface on the Network menu.
2. Choose **SLIP** or **PPP**. (The default is PPP).
3. To configure advanced settings for SLIP or PPP, click the **Settings** button.

In most cases, you will not need to configure these advanced settings unless directed to by your Internet Service Provider or network administrator.



**See Also**

[SLIP Settings](#)

[PPP Settings](#)

Configures settings for the SLIP (Serial Line Interface protocol) interface. These settings are advanced and should not be changed unless you are having difficulty making your SLIP connection or are instructed to change them by your Service Provider or network administrator.

**Address Acquisition** Specifies whether your IP address is **Static** (the default) or **Dynamic**. Dynamic addressing assigns a new IP address each time you start a SLIP session; a static address uses one IP address that never changes. Your Internet Service Provider or network administrator will be able to tell you which method you will use.

**TIP** If you are assigned a specific IP address for your account, such as **165.121.6.6**, then you are using static addressing.

If you choose **Static**, the IP address you provide in the Dialer Setup dialog box will be used as your IP address.

If you choose **Dynamic**, the address you should use will be sent back from the SLIP server, and the Dialer will extract or "parse" it from the host screen each session. Often, it is the first address that is sent back from the Dialer. In some cases, however, the SLIP server will send back several addresses. If so, you need to specify which address should be used as your IP address by selecting a number from the **Parse the \_\_\_ IP Address sent from the remote host** list.

**Compression** If your SLIP host supports CSLIP (Compressed SLIP transmission), click **Enable VJ CSLIP**. This will result in better performance with your host.

**Maximum Transmission**

**Unit (MTU)** Represents the size in bytes of data sent in SLIP packets. In most cases, you will not have to change this value; change it only if directed to by your Internet Service Provider or Network Administrator. The default MTU used for SLIP is 1006.

**Defaults** Restores these options to their original settings.

Configures settings for the PPP (Point to Point Protocol) interface. These settings are advanced and should not be changed unless you are having difficulty making your PPP connection or are instructed to change them by your Service Provider or network administrator.

Some PPP hosts use authentication methods like PAP or CHAP to verify that you are a valid user of an account. The Dialer will automatically detect whether the host requires an authentication protocol and configure itself accordingly.

<b>PPP Start</b>	Specifies the method used to start PPP. Nearly all PPP hosts are <b>Active open</b> . If your PPP host or Internet Service Provider is passive open, choose <b>Passive Open</b> and the Dialer will send an additional Packet Command to initiate PPP on the remote host.
<b>Compression</b>	Specifies several different compression methods for data sent over a PPP connection. The three options— <b>PFC</b> , <b>ACFC</b> , and <b>VJ</b> —specify which parts of a PPP packet are compressed. Check with your Internet Service Provider or network administrator to see which compression methods are recognized.
<b>General</b>	<p><b>MRU</b> (or Maximum Receive Units) indicates the size in bytes of data that is received in PPP packets. The allowable range is 128-1500. The default value for this option is 296.</p> <p>In cases where you are doing batch file transfers or other operations involving large throughput, you may want to increase the size of the MRU to improve performance and increase speed. However, increasing this value will slow down interactive operations (like reading news articles or using Mosaic).</p> <p><b>ACCM</b> indicates whether PPP will use the Asynchronous Control Character Map, and indicates a value to be used. A default value of FFFFFFFF is provided.</p> <p><b>Magic Number Negotiation</b> Allows use of a unique (or “magic”) number that the remote host uses to identify you. This option is on by default.</p>
<b>Defaults</b>	Restores these options to their original settings.

Runs the **Trace** program, which can be used to get detailed statistical information about your current SLIP/PPP connection. See the online help in the **Trace** program for more information.


Initiates the Dialer's Packet Mode. Packet mode is required to initiate a session with SLIP hosts, but is not usually required for PPP hosts (unless the SLIP/PPP host is "passive open," in which case you will need to send an additional Packet Command).

The Start Packet Mode command is equivalent to invoking **Start Packet Mode** in your [Auto Login](#).



The following topics provide a brief description of the user interface for SPRY Dialer, including all commands and dialog boxes.

 **File Menu**

 **View Menu**

 **Modem Menu**

 **Network Menu**

 **Options Menu**

[Toolbar Style](#)

[Connection Timer Settings](#)

[Dialing Status](#)

[Icon Always On Top](#)

[Dashboard Icon](#)

[Save Settings on Exit](#)

Changes the style of the toolbar buttons. You can choose **Text only**, **Picture only**, or **Picture and Text**.

Determines how long the Dialer waits before redialing, how many times it redials, and how long it waits after your Internet applications are closed or inactive before disconnecting.

<b>Attempt to redial: ___ times</b>	How many times to attempt to redial the connection phone number when the remote modem is busy or not available.
<b>Timeout after: ___ seconds</b>	How long to wait for a connection when dialing.
<b>Redial after: ___ seconds</b>	How long to wait, after a busy signal or no answer, before redialing.
<b>When any dialup application is open but inactive, hang up after: ___</b>	If all of your current applications are <b>inactive</b> (not in use), the Dialer will hang up after the amount of time you specify. Note that this may occur if you are merely reading information from the application; for an application to be considered <b>active</b> , you must either be searching for information or receiving information.
<b>Prompt on Hangup</b>	Indicates whether a dialog box will appear when you hang up, telling you that you are about to be disconnected from your Service Provider, and giving you a chance to continue your connection.
<b>Inbound Activity</b>	If checked, the Timer will consider applications active when they are downloading, returning results of searches, receiving data.
<b>Outbound Activity</b>	If checked, the Timer will consider applications active when they are sending or requesting information.
<b>When all dialup applications are closed, hang up after: ___</b>	Specifies how long the Dialer will wait to disconnect you after all of your applications are closed.
<b>Prompt on hangup</b>	Specifies whether you will be notified before being disconnected from your Service Provider.
<b>Prompt before reconnecting</b>	Specifies whether the Dialer displays a prompt before it tries to reconnect you to your Service Provider.

Specifies where the Dialer status information will be displayed.

If this command is checked, it will be displayed in a Connection Status dialog box, which appears on top of any other applications in the middle of your screen.

If you uncheck this command, status information will appear in the status bar (if the Dialer is open), or will be

indicated by changes to the Dialer icon (if the Dialer is minimized).

Specifies whether or not the Dialer icon appears on top of your other Windows applications. Check this command to keep the Dialer icon visible at all times.

If this command is checked, when you minimize the Dialer you will see a special dashboard icon instead of the normal Dialer icon. The dashboard icon gives you information about your current session, including modem status, transfer rate, and connection status.

### Connection Status Icon

The Connection Status icon (at the left hand of the Dashboard) will change to reflect the current status of the Dialer.

<u>Symbol</u>	<u>Indicates</u>
A phone that is hung up	On hook (modem line is hung up)
A modem with stethoscope	Initializing modem or disconnecting
A phone off the hook with a lightning bolt	Modem is dialing or connected
A key	Authenticating
Shaking hands	Negotiating

The Time indicator above the Indication Lights indicates how long you have been connected to the remote SLIP or PPP site. This will serve as an accurate indicator of your connect time, if you are paying for your connection.

### Dialer Status Indication Lights

The four lights on the Dashboard indicate the status of your modem.

<u>Indicator light</u>	<u>Indicates</u>
RX	Receiving data
TX	Transmitting data
CD	Carrier detect (indicates a proper connection has been achieved)
CTS	Clear to send (indicates the modem is ready to send information)

The CTS indicator can help you troubleshoot your communications setup. If this is not lit up, it indicates something is wrong with your modem hookup. If you are using an internal modem, no CTS light means your modem is probably not configured properly (most likely the wrong communications port has been selected).

### Throughput Indicators

The "Bytes/S" indicator indicates the current data throughput rate (sending and receiving data); this can range from 0-8192K.

The two status bars represent the send and receive throughput rates, as a percentage of the total possible throughput. Colors will appear in the top status bar when data is being sent, and in the bottom status bar when data is being received. When the throughput is 90% or higher, the bars will turn red.

Saves any changes you've made to Dialer settings.

**TIP** Certain Dialer functions can be accessed from the Dialer's minimized icon: just choose an item from the Dialer's control menu.

**Login Name**

The SLIP/PPP account login name assigned to you by your network administrator (if you are connecting to a remote network) or Internet Service Provider (if you are connecting to the Internet using an Internet Service Provider). This is also called Login ID, Account ID, or Username.

**Password**

The password associated with your SLIP/PPP account login name.

**terminal server**

A machine set up to allow dial-in access to a remote network. Internet Service Providers use terminal servers to allow you to dial in and obtain Internet access. You can also dial a terminal server in order to access a remote network connected to the terminal server.



