Help Topics for Softerm Modular

Important: The READ.ME file on the Install diskette contains important information about changes and additions which have been made since the Softerm Modular manual was printed.

Session Manager

General Information
Stop Session
Exit Session
Quick Start

Session Manager Window
Session Object
Synopsis of Softerm Objects
Configuration Data Base
Customer Service
Modes of Operation
Softerm Status Line

Session Manager Menus

File Menu
The File Menu lets you create and load different Configuration files and Exit Softerm Modular.

Session Menu
The Session Menu supplies the tools to create, change and delete all objects, and to start and stop Session objects.

Options Menu
The Options Menu provides control of the Session Manager window and the special Show All installation mode.

Softerm Objects

Add Session Object
Auto-Start (Session Object)

Note: The objects marked with an • are Compound objects. The Simple objects are reached through their associated Compound objects.

- Connection Path Object
  - Connection Path Settings

  Modem Object
  - Modem Settings

- Terminal Emulation Object
  - Terminal Emulation Settings
    - Duplex [Echo] Setting
    - Printer Definitions

  Keyboard Object
  - Remap Keyboard
  - Find Character / Function

- File Transfer Object
  - Ind$File File Transfer Protocol Settings
    - Protocol Converter Object Module

- Script File Object
  - Script Variables

- System Environment Object
  - System Environment Settings
    - Colors
    - Default Path
    - Exit Action Options
    - Edit Action Options

  Nationality Object
  - Nationality Settings
    - Select Predefined Translations

  Print Path Object
  - Print Path Settings

- Telephone Network Object
  - Telephone Network Settings

Admittance Data

Admittance Data
- Phone Number
- Manual Connect Mode

Session (Runtime) Window

General Information
Exit

Session Window Menus

File Menu
File Menu options include File Transfer; Data Capture; Connect / Disconnect; and the Scrollback Buffer.

Edit Menu
The Edit Menu lets you Mark and Copy Terminal Emulation data and Paste to Terminal Emulation..

Options Menu
Options Menu options include defining and using Keyboard Playback IDs (macros) and performing Terminal Functions.

Settings Menu
The Settings Menu lets you change (and save) operation settings "on-the-fly."

Help for Install Disk Path

In the Source Path field, please provide the path (drive and directory) where Softerm can locate the files necessary for installation.

Source Path

Type the path (disk drive and directory) where source files can be found. This can be a directory on a local hard drive, if you copied all the files from the distribution disks; a floppy disk drive, if you will use your distribution disks; or a network drive.

Help for Install Disk Path

Softerm was unable to locate the necessary files in the specified drive and directory. Please correct the Source Path information or cancel.

Source Path

Type the path (disk drive and directory) where source files can be found. This can be a directory on a local hard drive, if you copied all the files from the distribution disks; a floppy disk drive, if you will use your distribution disks; or a network drive.

Help for Keyboard Object

This is an optional object. You will not need to make a special Keyboard object if the following are true:

1. You are using a 101-key keyboard,
2. You do not need to remap any keys, and
3. You will not assign Record Mode keyboard macros to a key.

The Keyboard object provides almost total control over the keyboard by changing key assignments (mappings). Keys can be mapped to output:

- A different character
- A string of characters
- A function
- A combination of all

Note: Keyboard Record Mode Playback IDs are treated as functions. Use the Keyboard object to map a key to a Playback ID.

Important: A Keyboard object is linked to a Terminal Emulation object and passes its characters to the emulation. The emulation then is responsible for how the characters are passed to the display and to the host.

Add
Use to create a new Keyboard object and add it to the configuration data base file.

Change Object
Choose the existing object you wish to modify or examine and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Keyboard Objects

The list box shows the names of all Keyboard objects which are present in the configuration data base file.

Select Add to create a Keyboard object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add Keyboard Object

Create a object and add it to the configuration data base file.

Change Keyboard Object

Choose the existing object you wish to modify or examine and select Change.

Delete Keyboard Object

Choose the object you wish to remove from the configuration file and select Delete.

Help for Add Keyboard

Complete this dialog to define the physical layout of your keyboard, the terminal emulation which will use this keyboard definition, and the default nationality of your keyboard.

For more information, select:

Keyboard Layout
Terminal Keyboard Type
Nationality

Keyboard Layout

Choose from the list of keyboard types the one which most closely matches the keyboard you are using, such as 101-Key Enhanced.

Terminal Keyboard Type

Choose the terminal emulation to which **this** Keyboard object will be linked. This list shows installed terminal emulations. If only one emulation has been installed, only that one will appear on this list.

Note: This parameter ensures that a key mapping for one terminal emulation is not attached accidentally to an incompatible terminal emulation.

Nationality

Choose the nationality which best describes the default nationality and physical key mapping of your keyboard.

Help for Keyboard Object Settings

Complete the Keyboard Object Settings dialog to create a complete description of a keyboard mapping which can be linked to a Terminal Emulation object.

To make changes to a Keyboard setting, choose the applicable string from the list box and select Change.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Type any desired remarks in this optional, 64-character field.

List of Keyboard Object Settings

The setting strings applicable to the current keyboard are displayed. To examine or modify any settings, choose the applicable string and select Change.

Change

Choose the setting you wish to examine or modify and select Change.

Save

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Help for Save Keyboard Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Name for Keyboard Object

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Help for Delete Keyboard Object

If the Keyboard object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the Keyboard object may cause the affected Session objects to experience difficulties, unless a new Keyboard object is added in its place.

Sessions Using Object

This list displays all Session objects which use this Keyboard object.

Deleting the Keyboard object may cause the affected Session objects to experience difficulties, unless a new Keyboard object is added in its place.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Object

Stop the delete sequence. Exit this dialog without taking any action.

Help for Softerm Session Manager

Important: Help is available at all times. Select the Help pushbutton for general information about the dialog, or press F1 when the focus is on any field or pushbutton.

Note: A list of additional Help topics is at the end of this Help panel.

Softerm Session Manager

The Session Manager provides the tools to **manage** (create, change and delete) component **objects** and **assemble** them to form Session objects.

Session objects contain all the information to successfully complete an end-to-end communications session.

One or more Session objects can be set to activate automatically when Softerm is started.

Important: The maximum number of active sessions is **32**. Your system hardware may limit the number which can be active at the same time.

Connect to Another System

To call (connect to) another computer system, start the appropriate Session object. When a connection is established, the Session Manager transfers control to a **Session Window**. This window also is called a Runtime Window, a Terminal Emulation Window or the Online Window.

For more information, select:

Session Menu

Use the Session Manager's Session menu to:

- Start a new communications connection in a new Session Window
- Stop a running Session Window
- Manage (add/change/delete) Session objects
- Setup (manage) component objects

Important: The maximum number of active sessions is **32**. Your system hardware may limit the number which can be active at the same time.

Start Session

Select this Session menu option to activate the Session Object whose name is highlighted. You also can choose a Session object name and press Enter, or click on the object name.

Important: The maximum number of active sessions is **32**. Your system hardware may limit the number which can be active at the same time.

Stop Session

When you select Stop from the Session Menu, a list of all active sessions is displayed. You can stop one or more Sessions. When a Session is stopped, all its resources are cleared from memory and any active connections are terminated.

Exit Session

Use the File menu's Exit option or the System icon's Close option to quit Softerm, no matter how many Sessions are active. All active connections are broken and all resources are cleared from memory.

Important: If any Session Windows are active and the program detects that changes have been made to any objects used by the window, you will be able to save the changes before exiting.

Help for File Menu

Use the File menu to

- Make an entirely-new configuration file
- Make a new configuration file using the current file as the base
- Load a different configuration file
- Exit Softerm Modular, closing all Session Windows

Important: Under the OS/2 and Windows operating systems, active (runtime) sessions are processes separate from the manager which started them. Thus, replacing the current configuration file and Session Manager with a new one will not terminate any active sessions.

Add Configuration

This option is intended to assemble a new Session object using existing component objects. If a field is empty, no component object has been created. However, component objects can be created and modified from this menu.

Note: A Session object generally consists of Terminal Emulation, Connection Path and System Environment objects, but there are exceptions.

Important: If a object field is greyed, the module has not been installed. Additional modules are available from Softronics, Inc.

Change Configuration

Use to examine or modify a Session object. Choose the appropriate object and select this option.

Delete Configuration

Use to remove a Session object from the display and the configuration file. Choose the object you wish to remove and select this option.

New (Configuration File)

Use to make an entirely-new configuration file. (If you want to use an existing file as the starting point, make sure it is the active configuration and use the Save As option.)

Open (Configuration File)

Use to load a different, existing configuration file.

Important: Under the OS/2 and Windows operating systems, active (runtime) sessions are processes separate from the manager which started them. Thus, replacing the current configuration file and Session Manager with a new one will not terminate any active sessions.

Save As

Make a new configuration file based on the current one.

Exit Session

Use the File menu's Exit option or the System icon's Close option to quit Softerm, no matter how many Sessions are active. All active connections are broken and all resources are cleared from memory.

Important: If any Session Windows are active and the program detects that changes have been made to any objects used by the window, you will be able to save the changes before exiting.

Options Menu

The Options menu provides access to these Session Manager functions:

1. Saving the parameters being used by the Session Manager Window
2. Setting whether the Session Manager window should minimize to an icon as soon as a Session Object is activated
3. Turning on and off the special Show All option

Setup Objects

This Session Manager Session Menu option is designed to quickly create, change, examine and delete multiple objects.

When this option is chosen, a dialog presents a list of all installed compound Object Managers (such as Terminal Emulation, Keyboard, Print Path). Note that each simple Object Manager is accessed through its parent Object Manager.

Select the button of a Object Module name to modify or examine an existing object or create new objects.

Important: If a object name is greyed, the module has not been installed. Additional modules are available from Softronics, Inc.

Sound

Select this option to turn multimedia effects on and off and assign multimedia files to Softerm actions.

Softerm will play any multimedia file type supported by Windows. Contact Microsoft to obtain drivers for multimedia files.

All multimedia files defined to Softerm actions, are written to SYSTEM.INI file in your Windows directory. To save multimedia on/off option, select Save window from Softerm's options pull down menu.

Save Window

Use to save the current position and size, and the setting of the Minimize On Use option of the Session Manager window.

Minimize on Use

If this option is checked, the Session Manager window will minimize to an icon as soon as a Session object is started. To make this the default, select the Save Window option to update the data base.

Dynamic Install

When creating objects, setting this option makes available all the resources on the Softerm distribution disks, rather than only the resources which already have been installed. Prompts will request that the applicable disk be placed in the disk drive you designate.

For more information, select:

Dynamic Install - On

Help

Use these choices to find out how to use help, to get general help, to go to a list of keys, to go to the help index, or to view product and copyright information.

General help
Descriptions of the Softerm Session Manager and objects.

Keys help
Displays a list of keys.

Help index
Displays the help index.

Product information
Displays product and copyright information.

Keys Help

For information, select one of these topics:

Help for Softerm Session Manager

Important: Help is available at all times. Select the Help pushbutton for general information about the dialog, or press F1 when the focus is on any field or pushbutton.

Note: A list of additional Help topics is at the end of this Help panel.

Softerm Session Manager

The Session Manager provides the tools to **manage** (create, change and delete) component **objects** and **assemble** them to form Session objects.

Session objects contain all the information to successfully complete an end-to-end communications session.

One or more Session objects can be set to activate automatically when Softerm is started.

Important: The maximum number of active sessions is **32**. Your system hardware may limit the number which can be active at the same time.

Connect to Another System

To call (connect to) another computer system, start the appropriate Session object. When a connection is established, the Session Manager transfers control to a **Session Window**. This window also is called a Runtime Window, a Terminal Emulation Window or the Online Window.

For more information, select:

Help for Product Information

Use this choice to display the copyright and product information.

OK

Select OK to accept the dialog and continue.

Cancel

Exit this dialog without taking any action.

Configuration File Name

Type the name for the configuration data base file.

Drive

If not entered into the name field, use this field to choose the desired disk drive.

Directory

If not entered into the name field, use this field to choose the desired directory.

File

If not entered into the name field, use this field to choose the desired file name.

Help for Save As

Use this dialog to make a new configuration file based on the current one. Remember that when the new configuration is activated, a backup also is made.

Enter a new path and file name to use. When the new file is created, it becomes the active configuration file, and session and object changes will affect it.

Help for New Configuration File

Important: Under the OS/2 and Windows operating systems, active (runtime) sessions are processes separate from the manager which started them. Thus, replacing the current configuration file and Session Manager with a new one will not terminate any active sessions.

Use this dialog to make an entirely-new configuration file. (If you want to use an existing file as the starting point, make sure it is the active configuration and use the Save As option.) Remember that when a new configuration file is activated, a backup also is made.

Specify a path and a file name. The file can be created in any valid path.

When you select the OK pushbutton, Softerm creates the file and writes the basic information which is required by all configuration files. At the finish of this process, which may require a couple minutes, you will return to a blank Session Manager window. In a LAN environment, if this is a shared file, other users will be locked out until the process is complete. Use the Session menu to create component and Session objects.

Help for Open File

Important: Under the OS/2 and Windows operating systems, active (runtime) sessions are processes separate from the manager which started them. Thus, replacing the current configuration file and Session Manager with a new one will not terminate any active sessions.

Use this dialog to load a different, existing configuration file.

Provide a path and a file name. (If necessary, use the File and Directory list boxes.) Select OK when the displayed information is correct. If the file is not a valid configuration file, Softerm prompts you to choose a different file.

OK

Select this button to save all Session Manager objects to the indicated file name and directory.

Help for Stop Session

This dialog displays a list of all active sessions. One or more Sessions can be stopped. When a Session is stopped, all its resources are cleared from memory and any active connections are terminated.

Select Stop to stop the highlighted Session.

Select Cancel to exit this dialog without taking any action.

List of Active Sessions

This list displays the names of all active Sessions. To stop a Session, choose the name and select Stop.

Stop

Stop the selected Session and its connection (if it is active). Clear the Session's resources from the computer's memory.

Import Objects

Select this option to Import a Softerm exported file.

Export Objects

Select this option to export objects to disk a disk file.

Help for Exit Session

Quit Softerm, no matter how many Sessions are active. All active connections are broken and all resources are cleared from memory.

Important: If any Session Windows are active and the program detects that changes have been made to any objects used by the window, you can save the changes before exiting by checking the Save Settings box.

Save Settings

Changes have been made to one or more objects. Check this option box if you want to save the changes before exiting.

Exit

Deactivate all Session Windows and exit Softerm.

Do Not Exit

Exit this dialog without taking any action. Return to the Session Manager.

Help for Dynamic Install - On

Selecting Dynamic Install makes available all the resources on the Softerm distribution disks, rather than only those which already have been installed. This function remains active until turned off or until you exit Softerm.

Important: Two installation data base files are required. If they are not available in Softerm's directory, Softerm will attempt to copy them from the Source Path **as soon as** you select the Dynamic Install pushbutton.

When you create and change objects, the list of available resources normally shows only those which already are installed. With the Dynamic Install option turned on, the list will show all the supplied resources. When a resource, such as a terminal emulation, is chosen and is not already installed, Softerm will install it from the drive and directory you specify here.

All necessary files will be copied to the local disk and the active configuration data base file will be updated.

Note: If the resource is not found in the specified path, Softerm will prompt you to provide a new path.

Source Path

Type the path (disk drive and directory) where source files can be found. This can be a directory on a local hard drive, if you copied all the files from the distribution disks; a floppy disk drive, if you will use your distribution disks; or a network drive.

Note: Softerm will have to copy two data base files which contain information about available resources and their location. When Dynamic Install is turned off or when you exit Softerm, these files automatically will be deleted.

Help for Dynamic Install - Off

Selecting Dynamic Install-Off restricts resources to those which already have been installed.

For more information, select:

Dynamic Install

Dynamic Install

Select this button to initiate the Dynamic Install mode.

Dynamic Install-Off

Select this button to turn off the Dynamic Install mode.

Help for Script File Object

Important: Script files must be profiled so that they can be started from the Session Window.

Script Files are similar to Batch and Command files in that they automate repetitive tasks. A Script File object may contain only the name of a Script File or it can pre-set up to five variables which are used in the Script File. A Script File can be designated as Auto-Start and can be activated automatically when a Session object starts.

Please refer to the *Session Manager: Introduction* and *Script File* chapters.

Add
Use to create a new Script File object and add it to the configuration data base file.

Change Object
Choose the existing object you wish to modify or examine and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Script File Objects

The list box shows the names of all Script File objects which are present in the configuration data base file.

Select Add to create a Script File object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add Script File Object

Create a object and add it to the configuration data base file.

Change Script File Object

Choose the existing object you wish to modify or examine and select Change.

Delete Script File Object

Choose the object you wish to remove from the configuration file and select Delete.

Help for Add Script File

Use this dialog to select the specific **existing** Script File to object.

Enter the path (if necessary) and file name in the Script File Name field (80 characters maximum), or use the Drive, File and Directory lists to locate the Script File. Notice that the Directory list defaults to displaying file names having the .SCR extension.

When the information displayed is correct, select Add.

Script File Name

Enter the path (if necessary) and file name in this 80-character field, or use the Drive, File and Directory lists to locate the Script File. Notice that the Directory list defaults to displaying file names having the .SCR extension.

When the information displayed is correct, select Add.

Drive

If you do not know the exact path and filename, use the Drive, Files and Directory options to locate and select the Script File you wish to object.

File

If you do not know the exact path and filename, use the Drive, Files and Directory options to locate and select the Script File you wish to object.

Directory

If you do not know the exact path and filename, use the Drive, Files and Directory options to locate and select the Script File you wish to object.

Help for Script File Settings

To make changes to a Script File variable setting, select Change.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Place any explanatory remarks in this optional, 64-character field.

List of Script File Settings

The only settings applicable to the Script object are the variables. To examine or modify any variables, select Change.

Help for Script Variables

Use this dialog to pre-set up to five variables which are in the Script File being profiled.

For additional information, please refer to the *Script Files* chapter.

Script Variables 1-5

These correspond to the Script Variables covered in the *Script Files* chapter. That is, Script Variable 2 corresponds to SV2 in the Script File.

If the Script File being profiled uses no Script variables, or if they are set from within the Script, leave these fields blank.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Help for Save Script

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Save

Save the object to the configuration data base file.

Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Help for Delete Script Object

If the Script object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the Script object may cause an affected Session object to experience difficulties, unless a new Script object is added in its place or the Session object is changed so that it does not have an auto-start Script.

Sessions Using This Object

This list displays all Session objects which use this Script object.

Deleting the Script object may cause an affected Session object to experience difficulties, unless a new Script object is added in its place or the Session object is changed so that it does not have an auto-start Script.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Object

Stop the delete sequence and exit this dialog without taking any action.

Help for System Environment Object

This is an optional object. A System Environment object maintains system-wide parameters for a Session object by assembling Nationality and Print Path objects, and setting a Default Directory, Exit Action options, Edit Action options and Colors.

Important: This is a particularly powerful and useful object. For example, even though only 25 Keyboard Playback files can exist in a directory, each Session object can be assigned a different Default Path to a directory which contains its own set of Keyboard Playback files. The Default Path setting also affects the default directory used for file transfer operations and files created automatically when a "disk" printer is used.

Using a different Color combination for each Session gives you a handy visual reference which identifies which Session Window you are working with. This is especially useful if you have several Sessions active at the same time.

In an international communications environment, the Nationality object will customize the communications display for each task.

Providing a System Environment object for each Session helps to eliminate confusion.

Add
Use to create a new System Environment object and add it to the configuration data base file.

Change Object
Choose the existing object you wish to modify or examine and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of System Environment Objects

The list box shows the names of all System Environment objects which are present in the configuration data base file.

Select Add to create a System Environment object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add System Environment Object

Create a object and add it to the configuration data base file.

Change System Environment Object

Choose the existing object you wish to modify or examine and select Change.

Delete System Environment Object

Choose the object you wish to remove from the configuration file and select Delete.

Help for System Environment Settings

A System Environment object maintains system-wide parameters for a Session object by assembling Nationality and Print Path objects, and setting a Default Directory, Exit Action options, Edit Action options and Colors.

Important: This is a particularly powerful and useful object. For example, even though only 25 Keyboard Playback files can exist in a directory, each Session object can be assigned a different Default Path to a directory which contains its own set of Keyboard Playback files. The Default Path setting also affects the default directory used for file transfer operations and files created automatically when a "disk" printer is used.

Using a different Color combination for each Session gives you a handy visual reference which identifies which Session Window you are working with. This is especially useful if you have several Sessions active at the same time.

In an international communications environment, the Nationality object will customize the communications display for each task.

Providing a System Environment object for each Session helps to eliminate confusion.

To make changes to a System Environment setting, choose the applicable string from the list box and select Change.

For additional information, select:

Nationality Objects
Print Path Objects
Default Path
Colors
Exit Action options
Edit Action options

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Place any explanatory remarks in this optional, 64-character field.

List of Nationality Objects

This is an optional entry. In many cases, no Nationality object will be required.

This drop-down list displays all existing Nationality objects. If one is required, choose it, or select Setup to examine, change or create one.

Setup Nationality Object

Select this button to examine, change or create a Nationality object.

List of Print Path Objects

This is an optional entry. However, it generally is useful to link a predefined print device to a Session.

This drop-down list displays all existing Print Path objects. If one is required, choose it, or select Setup to examine, change or create one.

Setup Print Path

Select this button to examine, change or create a Print Path object.

List of System Environment Settings

The settings applicable to the System Environment are displayed. To examine or modify any settings, choose the applicable setting and select Change.

Change

Choose the setting you wish to examine or modify and select this button.

Save with Current Name

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Help for Save System Environment Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

System Environment Object Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Delete System Environment Object

If the System Environment object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the System Environment object probably will cause the affected Session objects to experience difficulties, unless a new System Environment object is added in its place.

Sessions Using This Object

This list displays all Session objects which use this System Environment object.

Deleting the System Environment object probably will cause the affected Session objects to experience difficulties, unless a new System Environment object is added in its place.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Object

Stop the delete sequence and exit this dialog without taking any action.

Default Path

Type the complete default path, such as:

```
S:\SOFTERM\USER\RIK
```

You also can use the Drive and Directory list to choose the Default Path.

Drive

If necessary, use this list to choose the drive.

Directory

If necessary, use this list to choose the directory.

List of Code Pages

The drop-down list shows all supports Code Pages. Choose the most appropriate for your application.

Help for Set Video Code Page

The Video Code Page determines the appearance of the characters displayed in the Client Area (Terminal Emulation screen) by outgoing and received data and by messages displayed by Script file functions.

Although most are identical (for example, 041 hex always displays an "A"), many of the upper ASCII range (80 - FF Hex) produce different characters. For example, 09B hex produces the dollar ($) currency symbol using the United States Code Page (437), but a lower-case stroked "o" using the Multinational Code Page (850).

Important: The Video Code Page does not affect characters transmitted between the host system and the terminal emulation. Such character translation is handled by the active Nationality object.

Set

Accept (set) the displayed Video Code Page.

Help for Default Path

If you plan to perform several operations in a particular directory, setting the Default Directory is a good way to avoid having to enter complete path names each time you want to access files.

The Default Path affects Keyboard Playback ID files, file transfer operations, and printing.

Each active Session can have its own Default Path.

OK

Select OK to accept the dialog and continue.

Add

Select Add to accept the information and, after providing a name, add it to the configuration data base file.

Cancel

Select this button to exit this dialog without taking any action.

Help for Setup Objects

This dialog presents all the Compound object modules which are installed. Select the appropriate Object Module name button to transfer to that object's manager so you can modify or examine an existing object or create new objects. Note that Simple object modules are accessed through the related Compound object manager.

When you are finished, select Cancel or Close to return to the point from which you accessed this dialog.

Select Object Modules

Select the appropriate Object Module name button to modify or examine an existing object or create new objects.

Setup Object

When you select Setup, the manager for the marked object is activated. You can create, examine, change and delete objects.

Save with Current Name

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Help for Options Menu

This dialog lets you set the Start Session and Auto Start parameters for this Session object.

The Start Session parameter determines the initial size of the Session Window. Auto Start determines if this Session object will be activated automatically when Softerm starts. Multiple sessions can be designated as Auto-Start.

For additional information, select:

Auto-Start (Session Object)
Start Session Options

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Save with Current Name

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Save with Current Name

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Object Already Exists

You already have used this name for an existing object.

Select:

Replace
To replace the existing object with the new one.

Cancel
To provide a different name.

Save

Save any changes you have made to the object.

Close

Select Close to leave this dialog and continue.

Help for Add / Change Session Object

This dialog is intended to be used to create or modify a Session object using **existing** component objects. An empty field indicates that the current configuration data base file does not contain that type of component object.

Use the drop-down list boxes to choose the component objects to be assigned to this Session object.

Setup Objects Button
If you need to create or modify a component object, select the Setup objects button and then the appropriate named component object button in the next dialog.

Note: A Session object generally requires, as a minimum, Terminal Emulation, Connection Path and System Environment objects, but there are exceptions.

Options Button
Select the Options button to set the Auto-Start and default window parameters for the Session object.

Add / OK Button
When the necessary objects are assembled and displayed, select Add / OK to save the Session object. You will be able to save the object to a new Session name, or current name, if performing a Change.

Comment

Type any explanatory remarks in this optional, 64-character field.

Terminal Emulation Objects

Use the drop down list to choose the Terminal Emulation object to be used by this Session object.

If the required object is not available or if you need to examine a object's settings, select the Setup objects button.

Note: If you do not select a Terminal Emulation object for the Session, "[None]", the Session must have a Auto-Start script defined. A Session must define a Connection Path object and ether a Terminal Emulation object or an Auto-Start Script object.

Options

Select this button to set the default window and Auto Start parameters for this Session object.

Connection Path Objects

Use the drop down list to choose the Connection Path object to be used by this Session object.

If the required object is not available or if you need to examine a object's settings, select the Setup objects button.

Note: A Session must define a Connection Path object and ether a Terminal Emulation object or an Auto-Start Script object.

Setup Objects

Select this button to transfer to the Setup Objects dialog to examine, create, modify or delete objects.

System Environment Objects

Use the drop down list to choose the System Environment object to be used by this Session object.

If the required object is not available or if you need to examine a object's settings, select the Setup objects button.

Note: If you do not select a System Environment Object for the Session, "[None]" for the System Environment Object, Softerm to will use the following default Environment:

Nationality	None - English
Print Path	Disk Printer using Temp Files
Colors	Default Colors
Default Path	Softerm Modular Directory
Exit Action	Prompt if changes made
Edit Action	Copy to Clipboard, No formatting

Setup System Environment

Select Setup to transfer to the System Environment Module to examine, create, modify or delete objects.

File Transfer Objects

Use the drop down list to choose the File Transfer object to be used by this Session object.

If the required object is not available or if you need to examine a object's settings, select the Setup objects button.

Note: Selecting a File Transfer Object for the Session is needed for Drag and Drop functionality. Otherwise, Drag and Drop will use the Character Protocol.

Auto-Start Script Objects

Use the drop down list to choose a Script object which will start automatically when this Session starts.

If the required object is not available or if you need to examine a object's settings, select the Setup objects button.

Auto-Start (Session Object)

If this box is checked, this Session object will be activated automatically when Softerm starts. Multiple sessions can be designated as Auto-Start, and each will activate when Softerm starts (depending, of course, on the physical resources available to the personal computer).

Important: The maximum number of active sessions is **32**. Your system hardware may limit the number which can be active at the same time.

Note: You can also Auto-Start a Session object when you Start Softerm Modular, by entering the Session object name within " " followed by switch /P.

Example: SOFTERM.EXE SOFTERM.MDB "MY SESSION"/P

Also, to Auto-Start a Session object and bypass the Session Manager, going directly to the Session Window, add the /R switch before the Object Name.

Example: SOFTERM.EXE /R SOFTERM.MDB "MY SESSION"/P

For more information, please see Appendix E, Softerm Modular switches in the Manual.

Start Session Options

This option determines the initial size of the Session Window.

Start Minimized
This Session will be minimized to an icon when it starts.

Start Windowed
This Session will be the size of a normal window when it starts. This is the default setting.

Start Maximized
When started, this Session will use a window approximately 80 columns wide and 25 rows deep.

Add Session Object

Select this button to add this Session object to the current configuration data base file. You will be prompted to provide a name.

Help for Save Session Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Name for Session Object

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

OK - Change Session Object

Select this button to update changes to this Session object to the current configuration data base file. You will be given the option to save under another name (Save as).

Help For Delete Session Object

Delete will remove the highlighted Session Object from the Data base.

Note: Deleteing a Session Object will not effect any of it's sub-objects. Only the Session Profie with its Saved Windowed information and Addmentance data will be deleted from the data base.

Delete

Select Delete push button to remove the highlighted Session Object from the data base.

Note: Deleteing a Session Object will not effect any of it's sub-objects. Only the Session Profie with its Saved Windowed information and Addmentance data will be deleted from the data base.

Do Not Delete

Select Do Not Delete push button to cancel the delete operation and return without any action taken.

Note: Deleteing a Session Object will not effect any of it's sub-objects. Only the Session Profie with its Saved Windowed information and Addmentance data will be deleted from the data base.

Help for Telephone Network Objects

The Telephone Network object defines the Prefix and Suffix to be used to access a particular telephone network, such as a PBX, and forms part of the Admittance Data.

Important: This object is valid only when the Session object includes a Modem object.

Add
Use to create a new Telephone Network object and add it to the configuration data base file.

Change Object
Choose the existing object you wish to modify or examine and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Telephone Network Objects

The list box shows the names of all Telephone Network objects which are present in the configuration data base file.

Select Add to create a Telephone Network object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add

Create a object and add it to the configuration data base file.

Change

Choose the existing object you wish to modify or examine and select Change.

Delete

Choose the object you wish to remove from the configuration data base file and select Delete.

Help for Telephone Network Settings

Complete the Telephone Network Settings dialog to define the Prefix and Suffix to be used to access a particular telephone network, such as a PBX, and forms part of the Admittance Data.

Note: This object is valid only when the Session object includes a Modem object.

To make changes, choose the applicable string from the list box and select Change.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Place any explanatory remarks in this optional, 64-character field.

List of Telephone Network Settings

Settings which are applicable to the Telephone Network are grouped into related sets of parameters. Choose the parameter set you wish to modify or examine and select Change.

Change

Choose the parameter set you wish to modify or examine and select Change.

Save

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Help for Save Telephone Network Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Name for Telephone Network Object

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Help for Delete Telephone Network Object

If the Telephone Network object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the Telephone Network object may cause the affected Session object(s) to experience difficulties, unless a new Telephone Network object is added in its place.

Sessions Using Object

This list displays all Session objects which use this Telephone Network object.

Deleting the Telephone Network object may cause the affected Session object(s) to experience difficulties, unless a new Telephone Network object is added in its place.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Object

Stop the delete sequence. Exit this dialog without taking any action.

Help for Nationality Object

This is an optional object. In most cases, you will **not** need to use one.

Caution:

1. Significant problems can be created by the incorrect use of this feature.
2. The Nationality object **does not** affect characters displayed in the Terminal Emulation user area. The Video Code Page setting in the System Environment object determines which characters appear.
3. The Nationality object only affects characters transmitted between the PC and the host systems. It does not affect keyboard output.

Softerm is designed to operate correctly between personal computers and host systems which do not use the United States character set.

When the host system transmits an Ä, we want to receive an Ä. Conversely, when we send a ß, we want the host to receive and understand it as a ß. Frequently, though, the host and the personal computer speak different languages. The Nationality object provides the translation between the host system and the PC.

Add
Create a new Nationality object and add it to the configuration data base file.

Change Object
Choose the existing object you wish to modify or examine and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Nationality Objects

Important: This is an optional object. In most cases, you will **not** need to use one.

The list box shows the names of all Nationality objects which are present in the configuration data base file.

Select Add to create a Nationality object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add Nationality Object

Create a object and add it to the configuration data base file.

Change Nationality Object

Select the existing object you wish to modify or examine and select Change.

Delete Nationality Object

Choose the object you wish to remove from the configuration data base file and select Delete.

Help for Nationality Settings

This is an optional object. In most cases, you will **not** need to use one.

Caution:

1. Significant problems can be created by the incorrect use of this feature. You should have a thorough understanding of the host system's requirements before translating characters. If character translation is necessary, the requirements may be satisfied by choosing a Predefined Translation.
2. The Nationality object **does not** affect characters displayed in the Terminal Emulation user area. The Video Code Page setting in the System Environment object determines which characters appear.
3. The Nationality object only affects characters transmitted between the PC and the host systems. It does not affect keyboard output.

Softerm is designed to operate correctly between personal computers and host systems which do not use the United States character set.

When the host system transmits an Ä, we want to receive an Ä. Conversely, when we send a ß, we want the host to receive and understand it as a ß. Frequently, though, the host and the personal computer speak different languages. The Nationality object provides the translation between the host system and the PC.

Complete the Nationality Settings dialog to create a complete description of a character mapping which can be linked to a Session object through a System Environment object.

To make changes to a Nationality setting, choose the applicable string from the list box and select Change.

For additional information, select:

Select Predefined Translations
Remap Incoming Data
Remap Outgoing Data
View/Delete Translations

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Softerm Internal Values

Because a starting point is required for translation, Softerm uses the following standards for storage and display:

- Values in the range 0 through 7F hexadecimal are stored and displayed using the United States ASCII standard representation. For example, Softerm associates hexadecimal value 41 with the character 'A'.

- Values in the range A0 through FF hexadecimal are stored and displayed using the International Standards Organization 8859-1 standard.

- The 32 values in the range 80 through 9F hexadecimal are reserved for internal use by Softerm.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Nationality Settings

All applicable groups of settings are displayed. To examine or modify any settings, choose the applicable setting and select Change.

Note: We recommend that you change settings only if you are familiar with your host system's requirements

Change Nationality Settings

Choose the setting you wish to examine or change and select Change.

Save with Current Name

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Help for Save Nationality Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Nationality Object Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Help for Delete Nationality Object

If the Nationality object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the Nationality object may cause the affected Session objects to experience difficulties, unless a new Nationality object is added in its place.

System Environment Using Object

This list displays all System Environment objects which use this Nationality object.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete

Exit this dialog without taking any action.

Help for Remap Incoming Data

Use this dialog to remap a single received character to a single character.

Example:

The host system associates the value 24 hexadecimal with the character 'Ä'. Softerm associates that value with the character '$'.

When the host sends value 24, we want Softerm to understand that its **meaning** is Ä.

Use the Incoming Translation drop-down list box to choose the value sent by the host system. This might appear similar to:

```
24(H)     36(D)     44(O)
```

Use the Translated Character drop-down list box to choose the character which represents the character as Softerm **should** understand it. This might appear similar to:

```
Ä    Upper case umlaut A    C4H
```

Select the Translate push button when the Incoming Translation and Translated Character fields show the correct translations. Another dialog will ask if you want to automatically map the reverse translation. This would be the normal procedure.

Example:

Before being transmitted to the host, the value C4 hexadecimal would be translated back to the value 24 hexadecimal.

Select OK to update the translate table when you are finished making the incoming translations.

Select Cancel to exit the dialog without taking any action.

Incoming Translation Values

Use the Incoming Translation drop-down list box to choose the value sent by the host system. This might appear similar to:

```
24(H)     36(D)     44(O)
```

Note: Select the Help push button for a more detailed explanation.

Translated Character

Use the Translated Character drop-down list box to choose the character which represents the character as Softerm **should** understand it. This might appear similar to:

```
Ä    Upper case umlaut A    C4H
```

Select Translate to make the change.

Note: Select the Help push button for a more detailed explanation.

Translate

When the Incoming Translation and Translated Character fields show the correct translations, select the Translate push button to make the change. Another dialog will ask if you want to automatically map the reverse translation. This would be the normal procedure.

Help for Translate Reverse

If you select Apply, the reverse of the displayed translation will be added to the Outgoing Character Translation table. In most cases, this will be the desired action. If it is not the case, select Do Not Apply.

Example:

If the Incoming Translation is:

```
24(H) -> Ä
```

the reverse:

```
Ä -> 24(H)
```

automatically will be added to the Outgoing Character Translation table.

Apply

Add the reverse of the displayed translation to the Outgoing Character Translation table.

Do Not Apply

Do not add the reverse of the displayed translation to the Outgoing Character Translation table.

Help for Remap Outgoing Data

Use this dialog to:

- Remap a **single** transmitted character to another single character.
- Remap a single transmitted character to a **sequence** of up to four characters.

Note: In general, most Outgoing Data Translations will have been created by choosing Translate Reverse when Incoming data was translated. However, the host system might require a code sequence to represent a character.

Single Character Translation

Use the Outgoing Translation list to choose the value which is used by Softerm and which must be translated to the equivalent value used by the host system, such as:

```
Ä    Upper case umlaut A    C4H
```

Use the list of Translated Character values to choose the equivalent value which is understood by the host system, such as:

```
24(H)    36(D)    44(O)
```

When the fields are correct, select Translate. Another dialog will ask if you want to automatically map the reverse translation. This would be the normal procedure.

When finished, select OK to add all translations to the appropriate tables.

Select Cancel to exit this dialog without taking any action.

Multiple Character Translation

A single character may need to be sent as a multi-character string. For example, the host may recognize the following Escape **sequence** as the Ä character:

```
Esc A :  (01BH 041H 03AH)
```

In this case, you would display the following string in the Outgoing Translation list:

```
Ä   Upper case umlaut A   C4H
```

Using the Translated Character values list, you would choose these three strings:

```
1B(H)    27(D)    33(O)
41(H)    65(D)   101(O)
3A(H)    58(D)    72(O)
```

When the list is correct, select Translate.

If the list is not correct, select Clear to erase the entire list so you can start again.

When finished, select OK to add all translations to the appropriate tables.

Select Cancel to exit this dialog without taking any action.

List of Outgoing Translations

Use this list to choose the value which is used by Softerm and which must be translated to the equivalent value used by the host system, such as:

```
Ä   Upper case umlaut A   C4H
```

Note: Select the Help push button for a more detailed explanation.

List of Translated Character Values

Use this list to choose the equivalent value or **sequence** which is understood by the host system, such as:

```
24(H)     36(D)     44(O)
```

You will notice that the above string is displayed in the Current Translations list.

Note: Select the Help push button for a more detailed explanation.

List of Current Translations

This list displays either:

The single value to which a single outgoing character can be translated, such as:

```
  24(H)     36(D)     44(O)
```

or up to four codes which will be transmitted to the host to represent a single character, such as:

```
  1B(H)     27(D)     33(O)
  41(H)     65(D)    101(O)
  3A(H)     58(D)     72(O)
```

If the displayed values are not correct, select Clear to erase the display so you can start again.

Translate

When the fields are correct, select Translate. Another dialog will ask if you want to automatically map the reverse translation. This would be the normal procedure.

Clear

Select Clear to erase all entries displayed in the Current Translations list.

Help for Select Predefined Translations

If translations are required, choosing a predefined set probably will be all you will need to do. If additional translations are necessary, it may be easier to modify a predefined table than to create a table.

The drop-down list displays Code Pages (as defined by IBM Corporation) and the DEC Multi-National set.

Choose the appropriate predefined translation and select OK.

Select Cancel to exit without taking any action.

Note: After choosing a predefined translation, you can choose the View/Delete Data Translations settings option to examine the contents of the table.

List of Predefined Translations

If translations are required, choosing a predefined set probably will be all you will need to do. If additional translations are necessary, it may be easier to modify a predefined table than to create a table.

The drop-down list displays Code Pages (as defined by IBM Corporation) and the DEC Multi-National set.

Choose the appropriate predefined translation and select OK.

Select Cancel to exit without taking any action.

Note: After choosing a predefined translation, you can choose the View/Delete Data Translations settings option to examine the contents of the table.

Help for View/Delete Translations

Note: Help is available for each field and push button. Press **F1** when the field or push button is selected.

Use this dialog to display all Incoming and Outgoing translations defined for this object and to delete selected combinations. When you delete an Incoming Translation, it means that the character will not receive special processing when it is received by Softerm.

Delete Incoming

When an Incoming character is selected from the drop-down list, such as:

```
8B(H)  139(D)   213(O)
```

the character to which it will be translated is shown in the Translated character field, such as:

```
o   Lower case o   6FH
```

To delete this character from the translation table, select Mark for Delete. The display will change to resemble:

```
8B(H)* 139(D)*  213(O)
```

You can Mark as many as you want.

Important: The deletions will not be accomplished until you select Delete **and** exit the dialog by choosing OK. If you exit the dialog by choosing Cancel, no action will have been taken.

Delete Outgoing

When an Outgoing character is selected from the drop-down list, such as:

```
[ACK]   Acknowledge   06H
```

the value (or sequence of values) to which it will be translated is shown in the Translated Characters list, such as:

```
7E(H)   126(D)   176(O)
```

To delete this character from the translation table, select Mark for Delete. The display will change to resemble:

```
[ACK]** Acknowledge **06H
```

You can Mark as many as you want.

Important: The deletions will not be accomplished until you select Delete **and** exit the dialog by choosing OK. If you exit the dialog by choosing Cancel, no action will have been taken.

List of Incoming Translations

This drop-down list will show all incoming values which receive special processing by Softerm.

When you delete an Incoming Translation, it means that the character will not receive special processing when it is received by Softerm.

To delete an Incoming Character from Softerm's translate table, choose it from the list and select Mark for Delete. You can Mark as many as you want.

Important: The deletions will not be accomplished until you select Delete **and** exit the dialog by choosing OK. If you exit the dialog by choosing Cancel, no action will be taken.

Note: Select the Help push button for a more detailed explanation.

Translated Character

This field only displays the character representation used by Softerm for the value transmitted by the host.

Note: Select the Help push button for a more detailed explanation.

Outgoing Character

This drop-down list will show all Outgoing Characters which receive special processing by Softerm.

When you delete an Outgoing Translation, it means that the character will not receive special processing when it is transmitted by Softerm.

To delete an Outgoing Character from Softerm's translate table, choose it from the list and select Mark for Delete. You can Mark as many as you want.

Important: The deletions will not be accomplished until you select Delete **and** exit the dialog by choosing OK. If you exit the dialog by choosing Cancel, no action will be taken.

Note: Select the Help push button for a more detailed explanation.

List of Translated Characters

This list only displays the value or sequence of values transmitted by Softerm to represent the correct character to the host.

Note: Select the Help push button for a more detailed explanation.

Mark for Delete

Select this button to mark the Incoming Character to be removed from Softerm's translate table.

Important: The deletions will not be accomplished until you select Delete **and** exit the dialog by choosing OK. If you exit the dialog by choosing Cancel, no action will be taken.

Note: Select the Help push button for a more detailed explanation.

Mark for Delete

Select this button to mark the Outgoing Character to be removed from Softerm's translate table.

Important: The deletions will not be accomplished until you select Delete **and** exit the dialog by choosing OK. If you exit the dialog by choosing Cancel, no action will be taken.

Note: Select the Help push button for a more detailed explanation.

Delete

Select Delete to remove the marked translations from Softerm's translate table.

Important: The deletions will not be accomplished until you exit the dialog by choosing OK. If you exit the dialog by choosing Cancel, no action will be taken.

Help for Translate Reverse

If you select Apply, the reverse of the displayed translation will be added to the Incoming Character Translation table. In most cases, this will be the desired action. If it is not the case, select Do Not Apply.

Example:

If the Outgoing Translation is:

```
Ä -> 24(H)
```

the reverse:

```
24(H) -> Ä
```

automatically will be added to the Incoming Character Translation table.

Apply

Add the reverse of the displayed translation to the Incoming Character Translation table.

Do Not Apply

Do not add the reverse of the displayed translation to the Incoming Character Translation table.

Help for Modem Object

A Modem object forms a part of any Connection Path object which **could** use a modem, whether or not one is used. Many connections fall into this category.

A Modem object defines the **method** of the communications interface to be used by the connection and can be a hardwire connection or one which uses some type of modem. The Modem object does **not** define a specific communications port; that is done by the Connection Path object.

Important: If a Connection Path requires a Modem object, but none is provided, it will default to using a Standard COM hardwire method.

Add
Use to create a new Modem object and add it to the configuration data base file.

Change Object
Choose the existing object you wish to modify or examine and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Modem Objects

The list box shows the names of all Modem objects which are present in the configuration data base file.

Select Add to create a Modem object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add Modem Object

Create a object and add it to the configuration data base file.

Change Modem Object

Choose the existing object you wish to modify and select Change.

Delete Modem Object

Choose the existing object you wish to remove from the configuration file and select Delete.

Communications Interface Type

Choose Standard COM.

Communications Interface Type

Choose Standard COM.

Help for Connection Method

The connection methods are listed. Choose:

- Hardwire if the PC is connected directly to the host system or through a local area network which is connected directly to the host system.
- Auto-dial for most other applications. The Admittance Data dialog will include Telephone Network object and Telephone Number fields to further automate the connection procedure.
- Auto-answer if you will use this Session object to place your PC in Host Mode.
- Manual if your modem is not in the list of supported modems, or if you want to issue commands directly to the modem from the on-line screen

List of Connection Methods

The connection methods are listed. Choose:

- Hardwire if the PC is connected directly to the host system or through a local area network which is connected directly to the host system.
- Auto-dial for most other applications. The Admittance Data dialog will include Telephone Network object and Telephone Number fields to further automate the connection procedure.
- Auto-answer if you will use this Session object to place your PC in Host Mode.
- Manual if your modem is not in the list of supported modems, or if you want to issue commands directly to the modem from the on-line screen

Help for Add Modem

From the list of supported modems choose the most appropriate.

Note: If neither your specific modem nor a good substitute is supported, please contact the Softronics' Sales Department and ask about the availability of additional modules.

List of Modems

The list box displays all supported modems. Choose the one which is most applicable.

Note: If neither your specific modem nor a good substitute is supported, please contact the Softronics' Sales Department and ask about the availability of additional modules.

Help for Modem Settings

Complete the Modem Settings dialog to create a complete description of the communications **method** to be used by the connection and which can be linked to a Connection Path object.

Important: If a Connection Path requires a Modem object, but none is provided, it will default to using a Standard COM hardwire method.

To make changes, choose the applicable string from the list box and select Change.

Note: Modem settings strings can use modem-specific control characters and any of the Dial Modifiers.

Note: We recommend that you change strings only if you are familiar with your modem and your phone system's requirements.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Place any explanatory remarks in this optional, 64-character field.

List of Modem Settings

The modem setting strings applicable to the current connection method are displayed. To examine or modify any settings, choose the applicable string and select Change.

Note: We recommend that you change strings only if you are familiar with your modem and your phone system's requirements.

Change

Select Change to examine or modify the selected modem setting string.

Note: We recommend that you change strings only if you are familiar with your modem and your phone system's requirements.

Save with Current Name

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to create a new object which is based on the object to which you have made changes.

Help for Save Modem Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Name for Modem Object

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Help for Delete Modem Object

If the Modem object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the Modem object may cause the affected Session objects to fail.

Sessions Using Object

This list displays all Session objects which use this Modem object.

Deleting the Modem object may cause the affected Session objects to fail unless this is replaced by a new Modem object.

Delete Modem Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Modem Object

Stop the delete sequence. Exit this dialog without taking any action.

Help for Dialing Strings

Define the Dialing Prefix and Dialing Suffix strings.

The Dialing Prefix will be transmitted to the modem before the telephone number. This string commands the modem to dial the phone.

The Dialing Suffix will be transmitted to the modem to indicate the end of the modem dialing command. This usually is a Carriage Return.

Any ASCII character and the dial modifiers can be used.

Dialing Prefix

Type up to 255 characters to be transmitted to the modem before the telephone number. This string commands the modem to dial the phone. For example, the default Dialing Prefix for a Hayes or compatible modem is:

```
ATD
```

If your modem is in a data group or modem pool, the first part of the string may be a sequence of commands, separated by appropriate pauses, used to connect to the CBX or computer. If your PC is directly connected to a modem, this string should contain the dialing commands for that modem.

Any ASCII character and the dial modifiers can be used.

Note: If it is specified, the Telephone Network Prefix is transmitted immediately after this string.

Dialing Suffix

Type up to 255 characters to indicate the end of the modem dialing command. This usually is a Carriage Return [CR].

If your PC is connected to a modem or ROLMphone 244PC, or has direct control through a CBX or computer, other commands may be added to the string.

Any ASCII character and the dial modifiers can be used.

Note: If it is specified, the Telephone Network Suffix is transmitted immediately before this string.

Device Initialization String

Softerm will send the initialization string to the modem before attempting to establish the connection.

Any ASCII character and the dial modifiers can be used.

Initialization String

Type a maximum of 255 characters to specify the modem command string that initializes the modem and sets the defaults. The first part of this string might be a command to take the modem out of its native command set and put it in the Hayes Attention or V.25bis command mode.

Softerm will send this string to the modem before attempting to establish the connection.

Any ASCII character and the dial modifiers can be used.

Response Strings

For more information about changing the default messages which will be displayed in the following circumstances, select:

Successful Command Response
Unsuccessful Command Response
Incoming Command Response
Valid Connection Response

Successful Command Response

Type up to 24 characters to indicate the response to a successful command.

The successful command response for a Hayes modem is the OK response. For V.25bis, it is the VAL response.

Command strings can consist of one or more commands. Each command within a string is ended by a carriage return character. Softerm halts transmission of a command string after each carriage return and monitors for a successful or unsuccessful command response.

Unsuccessful Command Response

Type up to 24 characters to indicate the response to a command error.

The unsuccessful command response for a Hayes modem is the ERROR response. For V.25bis, it is the INV response.

Command strings can consist of one or more commands. Each command within a string is ended by a carriage return character. Softerm halts transmission of a command string after each carriage return and monitors for a successful or unsuccessful command response.

Incoming Call Response

Type up to 24 characters to specify the response for an incoming call.

This is the Hayes RING response and the V.25bis INC response. When the port is configured for the DTE to perform the auto-answer delay, Softerm monitors for this response prior to commanding the modem to answer an incoming call.

Valid Connection Response

Type up to 24 characters to indicate the message returned from the modem to your PC when a valid connection is made.

For a Hayes modem, the message is CONNECT. There is no defined response for V.25bis modems.

If your modem does not return a message for a valid connection or if you have set the device initialization string so that the connection response will not be returned, leave this field empty.

Some modems can change speed to match the speed of the answering modem, and they will include as part of this message the speed at which they connect. Do not include modem speed as part of this string. Do not include a Carriage Return or Line Feed at the end of this response.

If your modem does error corrections or compression, be sure this is the modem response for the COM port speed and not the response describing the link between the modems.

Device Carrier Exchange Time Out

Specify the number of seconds to allow for the connection to be established. This is the amount of time Softerm will wait for the connection to be completed before reporting an error. This accepts a value from 1 through 255 seconds.

Time Out

Specify the number of seconds to allow for the connection to be established. This is the amount of time for which Softerm will wait for the connection to be completed before reporting an error. This accepts a value from 1 through 255 seconds.

Call Failure Type and Response Strings

Note: This option is provided primarily for non-United States telephone systems.

Modems return a response string which indicate why a connection was not established. Softerm matches the response string to a call failure type which is used in further processing. To successfully edit the response strings, you must know the exact response strings returned by your modem.

Note: It may be more clear to read the dialog from right to left.

Example 1:

This shows the default strings for a Hayes modem using the Standard COM communications interface and an auto-dial connection method:

Type	Response String
Busy	NO CARRIER
Other	NO DIALTONE
Wrong number	BUSY
Other	NO ANSWER

Type
Softerm processes the NO CARRIER response string as a Busy signal type. Using the drop-down list, you could set Softerm to process the NO CARRIER response string as Other, Wrong Number or None.

Response String
The Response String field can contain 24 characters and can be edited. A modem might report CFIET rather than NO CARRIER. If the correct string was not shown, it would have to be changed so Softerm would recognize that response from the modem. If an invalid string is entered, Softerm will ignore it and no special processing will occur.

Note: This field is not case sensitive.

Help for Hang-up String

Type up to 255 characters to specify the hang-up command to force the modem from data mode to command mode and to cause it to hang-up. For example, this would be ATH0 for a Hayes-compatible modem.

This field should be left blank if your PC connects to a CBX to get to the modem.

This string normally ends with a carriage return or other end of command character.

Any ASCII character and the dial modifiers can be used.

Hang-up String

Type up to 255 characters to specify the hang-up command to force the modem from data mode to command mode and to cause it to hangup. For example, this would be ATH0 for a Hayes-compatible modem.

This field should be left blank if your PC connects to a CBX to get to the modem.

This string normally ends with a carriage return or other end of command character.

Voice-to-Data Strings

These modem control commands can be used only when your PC has direct control of the local modem. They cannot be used when your asynchronous device is a ROLMphone 244PC.

Originate String Force a directly-connected modem to go on-line using Originate Frequency after you have finished your voice transmission.

Answer String Force a directly-connected modem to go on-line using answer frequency during a voice conversation or when the modem is controlling auto-answer delay.

For more information, select:

Originate String
Answer String

Voice-to-Data Originate String

Type up to 255 characters to create a string of commands to force a directly-connected modem to go on-line using Originate Frequency after you have finished your voice transmission. For example, this would be ATD for a Hayes-compatible modem.

This command can only be used when your PC has direct control of the local modem. This string is not used when your asynchronous device is a ROLMphone 244PC.

This string normally ends with a carriage return or other end of command character.

Voice-to-Data Answer String

Type up to 255 characters to create a string of commands to force a directly-connected modem to go on-line using answer frequency during a voice conversation or when the modem is controlling auto-answer delay. For example, this would be ATA for a Hayes-compatible modem.

This command can only be used when your PC has direct control of the local modem. This string is not used when your asynchronous device is a ROLMphone 244PC.

This string normally ends with a carriage return or other end of command character.

Auto-Answer Strings

The Auto-Answer Enable and Disable strings are applicable only if:

1. You are using a modem which is capable of being placed in the Auto-Answer mode
2. You will be using it in that mode

For additional information, select:

Enable String
Disable String
Help for Auto-Answer String

Auto-Answer Enable String

Type up to 255 characters to specify the command to put the modem in auto-answer mode. For example, this would be `ATS0=1` for a Hayes-compatible modem.

This command string is used only if you have configured the modem to control auto-answer.

If your PC does not have its own directly-connected modem, but must go through a CBX or a computer to get to a modem, this string will contain the sequence of commands, separated by appropriate pauses, to direct the CBX or computer to gain access to a modem or have a call answered on behalf of your PC.

This string normally ends with a carriage return or other end of command character.

Auto-Answer Disable String

Type up to 255 characters to specify the command to disable the modem's auto-answer mode. For example, this would be `ATS0=0` for a Hayes-compatible modem.

This string normally ends with a carriage return or other end of command character.

Help for Auto-Answer String

Type up to 255 characters to specify the command to put the modem in auto-answer mode. For example, this would be `ATS0=1` for a Hayes-compatible modem.

This command string is used only if you have configured the modem to control auto-answer.

If your PC does not have its own directly-connected modem, but must go through a CBX or a computer to get to a modem, this string will contain the sequence of commands, separated by appropriate pauses, to direct the CBX or computer to gain access to a modem or have a call answered on behalf of your PC.

This string normally ends with a carriage return or other end of command character.

Any ASCII character and the dial modifiers can be used.

Auto-Answer String

Type up to 255 characters to specify the command to put the modem in auto-answer mode. For example, this would be `ATS0=1` for a Hayes-compatible modem.

This command string is used only if you have configured the modem to control auto-answer.

If your PC does not have its own directly-connected modem, but must go through a CBX or a computer to get to a modem, this string will contain the sequence of commands, separated by appropriate pauses, to direct the CBX or computer to gain access to a modem or have a call answered on behalf of your PC.

This string normally ends with a carriage return or other end of command character.

Any ASCII character and the dial modifiers can be used.

Help for Telephone Network Prefix

This string is optional.

The Prefix string will be transmitted immediately after the Dialing Prefix and before the telephone number, or equivalent.

Note: The Dialing Prefix depends on the Connection Path and may not be a configurable option.

The Telephone Network Prefix could be a string required to obtain an outside phone line (such as 9,,) or a special number for long-distance access. This string can include modem-specific controls, ASCII character and the dial modifiers.

The following are examples of valid Telephone Network Prefix and Suffix entries using the dial modifiers:

```
 Network Prefix          Phone #           Network Suffix

 1. [TONE]               17195939530
 2. [PULSE][DIALTONE]    1-719-593-9530
 3. [TONE]9[PULSE]       5551212            [VOICE]
 4. [TONE] [DIALTONE] 8 [PAUSE_1] 0160 [PAUSE_1]
                         1-719-593-9530
```

Notice that in example 4, the entire first line is the Telephone Network Prefix string.

Telephone Network Prefix

Type the Prefix string which will be transmitted immediately after the Dialing Prefix and before the telephone number, or equivalent.

The Telephone Network Prefix could be a string required to obtain an outside phone line (such as 9,,) or a special number for long-distance access.

This string can include modem-specific controls, ASCII character and the dial modifiers.

Note: For additional information, select the Help push button.

Help for Telephone Network Suffix

This string is optional.

The Suffix string will be transmitted immediately before the Dialing Suffix and after the telephone number, or equivalent.

Note: The Dialing Suffix, which is defined in the Modem object, depends on the Connection Path and may not be a configurable option.

The Telephone Network Suffix could be a long-distance dialing account number. This string can include modem-specific controls, ASCII character and the dial modifiers.

The following are examples of valid Telephone Network Prefix and Suffix entries using the dial modifiers:

```
 Network Prefix          Phone #           Network Suffix

 1. [TONE]               17195939530
 2. [PULSE][DIALTONE]    1-719-593-9530
 3. [TONE]9[PULSE]       5551212            [VOICE]
 4. [TONE] [DIALTONE] 8 [PAUSE_1] 0160 [PAUSE_1]
                         1-719-593-9530
```

Notice that in example 4, the entire first line is the Telephone Network Prefix string.

Telephone Network Suffix

Type the Suffix string which will be transmitted immediately before the Dialing Suffix and after the telephone number, or equivalent.

The Telephone Network Suffix could be a long-distance dialing account number.

This string can include modem-specific controls, ASCII character and the dial modifiers.

Note: For additional information, select the Help pushbutton.

Help for Print Path Object

A Print Path object specifies the default printer to be used by the Session. A printer can be a serial or parallel device, a disk file, or a print queue which is built in to the operating system.

Add
Use to create a new Print Path object.

Change Object
Choose the existing object you wish to modify or examine and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Print Path Objects

The list box shows the names of all Print Path objects which are present in the configuration data base file.

Select Add to create a Print Path object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add

Select Add to create a Print Path object and add it to the configuration data base file.

Change

Choose the existing object you wish to modify or examine and select Change.

Delete

Choose the object you wish to remove from the configuration data base file and select Delete.

Help for Add Print Path

The list shows all available printer devices. Choose a printer device and select OK.

Note: A parallel print device is selected by choosing the hardware port to use, such as LPT1 or LPT2.

List of Printer Types

The list shows all available printer devices. Choose a printer device and select OK.

Note: A parallel print device is selected by choosing the hardware port to use, such as LPT1 or LPT2.

Help for Print Path Settings

Complete the Print Path Settings dialog to create a complete description of a serial printer which can be linked to a Session object.

A serial printer requires a Connection Path object. If an appropriate Connection Path object does not exist, select Setup and create one. If you are using an older serial printer which does not support XON/XOFF pacing, you will want to set the Serial Printer Settings.

To make changes, choose the applicable string from the list box and select Change.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Connection Path Objects

This field requires an entry.

A Serial Printer requires a Connection Path object to specify the port and communications parameters, such as baud rate and flow control, to use. Either choose an appropriate existing object or select Setup and create a object.

Setup

Select Setup to create a Connection Path object to be used by the serial printer.

List of Print Path Settings

The setting strings applicable to the current print device are displayed. To examine or modify any settings, choose the applicable string and select Change.

Change Settings

Choose the setting you wish to examine or modify and select Change.

Save

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to make a new object. A dialog will prompt you to provide a new name.

Help for Print Path Settings

Complete the Print Path Settings dialog to create a complete description of a parallel or disk printer which can be linked to a Session object.

To make changes, choose the applicable string from the list box and select Change.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Print Path Settings

The setting strings applicable to the current print device are displayed. To examine or modify any settings, choose the applicable string and select Change.

Change Settings

Choose the setting you wish to examine or modify and select Change.

Save

Save any changes you have made to the Print Path object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Help for Save Print Path Object

Completing this dialog and choosing Save will add this object to the configuration data base file. Type a name which means something to you and select Save, or select Cancel and stop the process. All changes will be lost.

Print Path Object Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Help for Delete Print Path Object

If the Print Path object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the Print Path object may cause the affected Session objects to experience difficulties, unless a new Print Path object is added in its place.

Objects Using Object

This list displays all objects which use this Print Path object.

Deleting the Print Path object may cause the affected objects to experience difficulties, unless a new Print Path object is added in its place.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Object

Stop the delete sequence. Exit this dialog without taking any action.

Help for Printer File Name

Use this object to provide a predefined path and file name to be used by the DISK print device. Each Session object can use a DISK print device which is routed to a different path and file name, or to the same path and file name.

Note: If the active Print Path uses a DISK print device which has a predefined file name, the following procedure is used:

1. If the file already exists, the new data will **replace** existing data the first time the file is opened.
2. So long as you remain in the Session Window, opening the file again will **append** the new data to the file.
3. If you exit the Session Window and later restart the Session, the data in the file will be replaced if the file is opened again.

If you check the "Automatically Create Unique Print File" box, the other fields will be greyed and a file will be created automatically. The root consists of SOFTEMP and the extension is a sequential numeric designator from 000 through 999, such as: SOFTEMP.075

So long as you remain in the Session, new data will be appended to the file. If you leave the Session and return, a new SOFTEMP file will be created.

Printer File Name

Type a file name to which print data will be written any time this Print Path is active and a printer function is used. Include a drive and directory if necessary, or use the Drive and Directory listings to change the path displayed at the top of this dialog.

Example:

```
DISKPRNT.FIL
```

Drive

If desired, choose another drive to which to write data.

Directory

If desired, choose another directory to which to write data.

Unique Print File

If you check this box, a file will be created automatically. The root consists of SOFTEMP and the extension is a sequential numeric designator from 000 through 999, such as: SOFTEMP.075

So long as you remain in the Session Window, new data will be appended to the file. If you exit the window and later restart the Session, a new SOFTEMP file will be created.

Note: The handling of this file also is governed by the Append disk print file on close setting.

Save

Save any changes you have made to the System Environment object.

The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Save System Environment Object

Completing this dialog and choosing Save will add this object to the configuration data base file. Type a name which means something to you and select Save, or select Cancel and stop the process. All changes will be lost.

System Environment Object Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Help for File Transfer Object

If a File Transfer object is not created, the session will not be able to transfer files. If a File Transfer object is created but not linked specifically to a Session object, the Session will use the first File Transfer object it finds in the configuration data base.

The File Transfer object lets you link a file transfer protocol to a Session object. Protocol-specific parameters can be saved as part of the File Transfer object. Of course, they can be changed "on-the-fly".

Add
Use to create a new File Transfer object.

Change Object
Choose the existing object you wish to modify and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of File Transfer Objects

The list box shows the names of all File Transfer objects which are present in the configuration data base file.

Select Add to create a File Transfer object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add File Transfer Object

Create a object and add it to the configuration data base file.

Change File Transfer Object

Choose the existing object you wish to modify and select Change.

Delete File Transfer Object

Choose the existing object you wish to remove from the configuration file and select Delete.

Help for File Transfer Protocol

The list box displays all installed File Transfer protocols. Choose one and select OK.

Note: If the list does not display the protocol you want to use, please contact the Softronics' Sales Department and ask about the availability of additional modules.

List of File Transfer Protocols

The list box displays all installed File Transfer protocols. Choose one and select OK.

Note: If the list does not display the protocol you want to use, please contact the Softronics' Sales Department and ask about the availability of additional modules.

Help for File Transfer Protocol Settings

Complete the File Transfer Protocol Settings dialog to create a complete description of a File Transfer Protocol which can be used as a stand-alone resource or which can be linked to a Session object. Protocol settings can be fine-tuned and set for specific applications.

To make changes, choose the applicable setting from the list box and select Change.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of File Transfer Protocol Settings

The settings applicable to the current file transfer protocol are displayed. To examine or modify any settings, choose the applicable setting and select Change.

Change

Choose the setting you wish to examine or modify and select Change.

Save

Save any changes you have made to the File Transfer object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Help for Save File Transfer Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Name for File Transfer Object

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Delete File Transfer Object

If the File Transfer object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the File Transfer object may cause the affected Session objects to experience difficulties, unless a new File Transfer object is added in its place.

Sessions Using Object

This list displays all Session objects which use this File Transfer object.

Deleting the File Transfer object may cause the affected Session objects to experience difficulties, unless a new File Transfer object is added in its place.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Object

Stop the delete sequence. Exit this dialog without taking any action.

Help for Connection Path Object

A Connection Path object defines the **specific** communications interface to be used by the connection. The interface comprises the type, such as Standard COM (serial) or the IBM Asynchronous Communications Device Interface, and the specific hardware port, such as COM1 or COM3.

Add
Use to create a new Connection Path Object.

Change Object
Choose the existing object you wish to modify and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Connection Path Objects

The list box shows the names of all Connection Path objects which are present in the configuration data base file.

Select Add to create a Connection Path object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add Object

Create a object and add it to the configuration data base file.

Change Object

Choose the existing object you wish to modify and select Change.

Delete Object

Choose the existing object you wish to remove from the configuration file and select Delete.

Add Connection Path

Choose the appropriate communications interface, such as Standard COM, and select OK. If required, the specific COM port is selected in the next dialog.

If the required interface is not available, please contact the Softronics' Sales Department and ask about the availability of additional modules.

List of Communications Interfaces

Choose the appropriate communications interface, such as Standard COM, and select OK. If required, the specific COM port is selected in the next dialog.

If the required interface is not available, please contact the Softronics' Sales Department and ask about the availability of additional modules.

Help for Connection Path Settings

The Connection Path Settings let you adjust the characteristics of the connection. These include the Communications Parameters which control the speed (baud rate) of the connection, and Flow Control, which determines the handshaking method to be used to prevent data loss.

Note: These parameters are governed by the **host** computer system.

Important: If the Modem object field is active but it is left blank, a default hardwire connection method will be used.

To make changes, choose the applicable setting from the list box and select Change.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Type any explanatory remarks in this optional, 64-character field.

Modem Object Field

If this field is left blank, a default hardwire connection method will be used. The drop-down list box will show the names of existing Modem objects which are **applicable** to the communications interface.

Setup Modem Object

Select Setup to create, examine or change a Modem Object. If this field is left blank, a default hardwire connection method will be used. The drop-down list box will show the names of existing Modem objects which are **applicable** to the communications interface.

A Modem object defines a modem or a hardwire connection.

List of Connection Path Settings

Settings which are applicable to the communications interface are grouped into related sets of parameters and change according to the chosen communications driver.

Choose the parameter set you want to modify or examine and select **Change**.

Change

Select Change to examine or modify the selected group of settings.

Save

Save any changes you have made to this Connection Path object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Help for Save Connection Path Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Name for Connection Path Object

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Delete Connection Path Object

If the Connection Path object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the Connection Path object probably will cause the affected Session objects to fail.

Sessions Using Object

This list displays all Session objects which use this Connection Path object.

Deleting the Connection Path object probably will cause the affected Session objects to fail.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Object

Stop the delete sequence. Exit this dialog without taking any action.

COM Port

Select the physical serial (COM) port you want to assign to this connection.

Save

Save any changes you have made to the Telephone Network object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Save Telephone Network Object

Completing this dialog and choosing Save will add this object to the configuration data base file. Type a name which means something to you and select Save, or select Cancel and stop the process. All changes will be lost.

Telephone Network Object Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Help for Terminal Emulation Object

A Terminal Emulation object provides the interface so the host system believes it is communicating with the correct hardware terminal unit. The emulation correctly interprets host-initiated commands and control sequences and transmits the appropriate controls back to the host.

Important: Terminal Emulation and Keyboard objects are linked.

Add
Use to create a new Terminal Emulation object and add it to the configuration data base file.

Change Object
Choose the existing object you wish to modify or examine and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Terminal Emulation Objects

The list box shows the names of all Terminal Emulation objects which are present in the configuration data base file.

Select Add to create a Terminal emulation object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add Object

Create a object and add it to the configuration data base file.

Change Object

Choose the existing object you wish to modify or examine and select Change.

Delete Object

Choose the existing object you wish to remove from the configuration file and select Delete.

Help for Add Terminal Emulation

The list box displays all supported terminal emulations. Choose the one which is most applicable.

Note: If the desired terminal emulation is not listed, please contact the Softronics' Sales Department and ask about the availability of additional modules.

List of Terminal Types

The list box displays all supported terminal emulations. Choose the one which is most applicable.

Note: If the desired terminal emulation is not listed, please contact the Softronics' Sales Department and ask about the availability of additional modules.

Help for Terminal Emulation Settings

Complete the Terminal Emulation Settings dialog to create a complete description of an emulation which can be linked to a Session object. Terminal emulation-specific settings can be fine-tuned and set for specific applications.

The Keyboard object is optional. You will not need to make a special Keyboard object if the following are true:

1. You are using a 101-key keyboard,
2. You do not need to remap any keys, and
3. You will not assign Record Mode keyboard macros to a key.

To make changes, choose the applicable setting from the list box and select Change.

When you are finished, you can select Save or Save As to retain the settings or select Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Keyboard Objects

This is an optional object. You will not need to make a special Keyboard object if the following are true:

1. You are using a 101-key keyboard,
2. You do not need to remap any keys, and
3. You will not assign Record Mode keyboard macros to a key.

Important: Only Keyboard objects which are applicable to this Terminal Emulation are listed here. This prevents accidentally attaching inappropriate key functions to a Terminal Emulation.

Select Setup to transfer to the Keyboard object manager to create, examine and delete Keyboard objects.

Setup Keyboard Object

Select Setup to transfer to the Keyboard object manager to create, examine and delete Keyboard objects.

List of Terminal Emulation Settings

Each terminal emulation has settings which are grouped by function. For example, all buffer-related settings are grouped on the Buffer Definitions dialog. In some cases, there will be no difference between emulations as to the functions available and the options for each function. In other cases, some emulations will have functions with more options than others, and more functions than others.

Note: All functions and options have default settings which experience has shown to be correct for most requirements. In general, these settings will not need to be changed.

To examine and change settings, choose the function name and select Change.

Change Setting

To examine and change settings, choose the function name and select Change.

Save

Save any changes you have made to the Terminal Emulation object.

The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Help for Save Terminal Emulation Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Terminal Emulation Object Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Delete Terminal Emulation Module Object

If the Terminal Emulation object you have selected to delete is linked to any Session objects, they will be listed.

Deleting the Terminal Emulation object probably will cause the affected Session objects to fail, unless a new Terminal Emulation object is added in its place.

Sessions Using Object

This list displays all Session objects which use this Terminal Emulation object.

Deleting the Terminal Emulation object probably will cause the affected Session objects to fail, unless a new Terminal Emulation object is added in its place.

Delete Object

Delete the object from the configuration data base and exit this dialog.

Do Not Delete Object

Stop the delete sequence. Exit this dialog without taking any action.

Save

Save any changes you have made to the Nationality object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Help for Save Nationality Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Nationality Object Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Save

Save any changes you have made to the Modem object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Help for Save Modem Object

Type a name for this object to complete this dialog.

Select Save to add this object to the configuration data base file.

Select Cancel to exit the dialog without taking any action. All changes will be lost.

Modem Object Name

Type a name which means something to you. The name can use a maximum of 20 characters, including spaces.

Save

Save the object to the configuration data base file.

Dial Modifiers

Dial Modifiers can be used in any component of the dial string. These components include:

- Phone Number string
- Telephone Network Prefix and Suffix strings

The strings are free format; all characters except for the characters significant to the dial operation, and function acronyms enclosed in square brackets ([ ]), are considered to be formatting characters and are ignored. (If you need to send a '[' or ']', precede it with a tilde '~'.)

Certain functions and control codes can be included in the dial string. The functions are listed below. The first 32 ASCII characters (0 through 31) also are control codes which can be included by typing the appropriate acronym. These are listed in the ASCII column in ASCII Character Codes.

For example:

Acronym	Decimal Value	Name
[NUL]	0	Null character
[CR]	13	Carriage Return
[ESC]	27	Escape
[US]	31	Unit Separator

The following table lists the significant characters and functions used in the number field:

0-9
Numeric digits valid for dialing

***** and **#**
Valid touchtone special characters

[DIALTONE]
Wait for dial tone, maximum 3-second delay

[PAUSE_n]
Send a command string to the modem to pause it for n number of seconds, where n can be an integer from 1 through 9

[PULSE]
Select Pulse dialing

[TONE]
Select Touchtone dialing

[VOICE]
Go voice after dialing

[WAIT_n]
Internal program pause for n seconds where n is an integer from 1 through 9

The functions [PULSE] and [TONE] may be intermixed freely in the number field to indicate the type of dialing for remaining digits. If the modem does not have the capability to switch between tone and pulse dialing within a number, the [PULSE] and [TONE] functions are ignored except in the first character position. If neither function is specified, dialing will default to either pulse or touchtone depending on how the system definition Dial Mode is specified. Once a [PULSE] or [TONE] function is used in dialing a

phone number, it becomes the new mode for subsequent digits dialed in the current phone number.

The [VOICE] function is used in the last position of a dial string to indicate that Softerm should go into voice mode instead of data mode. If your modem supports this feature, it is returned to the command state after the number is dialed.

Functions and characters will be processed in the order that they are defined in the number field during a dial operation. The following are examples of valid number field entries:

```
[TONE]17195551212
[PULSE][DIALTONE]1-719-555-1212
[TONE] [DIALTONE] 8 [PAUSE_1] 0160 [PAUSE_1] (719) 555-1212
[TONE]9[PULSE]5551212[VOICE]
```

Help for Phone Number

When the Admittance Data dialog for this Session Object was completed, the Phone Number field was left blank. You can type in a Phone Number now or choose OK or Cancel to continue to the terminal emulation screen without dialing.

The Phone Number field accepts a maximum of 64 characters, and may contain modem-specific controls, ASCII character and dial modifiers.

You can enter a normal phone number, such as the number for the Softronics' Customer Service BBS:

```
1-719-593-9295
```

or, if you are using a communications server, the number could be in the form of a Server Name and a phone number or a Target ID, such as:

```
Softronics_BBS
```

If you are using such an arrangement, please refer to the documentation for your network for server-specific number strings.

Phone Number

This field is optional. If you choose OK or Cancel, Softerm will continue to the terminal emulation screen without dialing.

Type the telephone number to be dialed. This field accepts a maximum of 64 characters, and may contain modem-specific controls, ASCII character and dial modifiers.

You can enter a normal phone number, such as the number for the Softronics' Customer Service BBS:

```
1-719-593-9295
```

or, if you are using a communications server, the number could be in the form of a Server Name and a phone number or a Target ID, such as:

```
Softronics_BBS
```

If you are using such an arrangement, please refer to the documentation for your network for server-specific number strings.

Help for Capture in Progress

A Data Capture to Disk operation is active. You can exit this session and either Save or Discard any data which is in the capture buffer. Whichever method you choose, a file will have been created.

Save Data
Choose this push button if you want to save the contents of the capture buffer to the disk file before the file is closed.

Discard Data
Choose this push button if you want to cancel the capture. The capture buffer will be emptied and the file will be closed with no contents unless one or more buffers have been copied to the disk. The file name will appear in the directory, but the file may be empty.

Cursor Movement Keys

Use these keys to move the cursor in the editing area.

Up
Moves the cursor up one line.

Down
Moves the cursor down one line.

Right
Moves the cursor right one character.

Left
Moves the cursor left one character.

Ctrl+Right
Moves the cursor to the beginning of the next word.

Ctrl+Left
Moves the cursor to the beginning of the previous word.

Home
Moves the cursor to the beginning of the current line.

End
Moves the cursor to the end of the current line.

Action Bar Keys

Use these keys to select the System icon and action bar items.

F10
Switches between the action bar and the editing area.

Shift+Esc
Switches between the System icon and the editing area.

Right
Highlights the next action bar item or the System icon.

Left
Highlights the previous action bar item or the System icon.

Enter
Accesses the pull-down of the highlighted action bar item or System icon.

Mnemonic
The mnemonic key is the key corresponding with the underlined letter in the action bar items. It accesses the pull-down of the action bar item containing the mnemonic.

Escape
Returns to the editing area.

Menu Keys

Use these keys to select pull-down items.

Up
Moves up one pull-down item.

Down
Moves down one pull-down item.

Enter
Selects the highlighted pull-down item.

Mnemonic
The mnemonic key is the key corresponding with the underlined letter in the pull-down items. It selects the pull-down item containing the mnemonic.

Escape
Closes the pull-down.

Dialog Keys

Use these keys to select dialog box items.

Tab
Moves to the next control group on the dialog.

Shift+Tab
Moves to the previous control group on the dialog.

Right
Moves to the next button on the dialog.

Left
Moves to the previous button on the dialog.

Up
Moves up one item in a selection box.

Down
Moves down one item in a selection box.

Page Up
Scrolls up one page in a selection box with scroll bars.

Page Down
Scrolls down one page in a selection box with scroll bars.

Spacebar
Switches a check box on and off.

Enter
Starts the activity for the selected pushbutton.

Escape
Exits the dialog.

System Keys

Use these keys to switch between, move, and size Presentation Manager windows.

Alt+Tab
Switches to the next Presentation Manager window.

Alt+Shift+Tab
Switches to the previous Presentation Manager window.

Alt+Esc
Switches to the next application (including non-Presentation Manager applications).

Ctrl+Esc
Switches to the Task List.

Alt+F4
Closes the active window.

Alt+F5
Restores the active window.

Alt+F7
Moves the active window.

Alt+F8
Sizes the active window.

Alt+F9
Minimizes the active window.

Alt+F10
Maximizes the active window.

Bypass Connection Information Message

Note: To control a modem directly, you would check this box.

If this box is checked, Softerm will transmit the initialization string to the modem and will proceed to the on-line, terminal emulation screen whether or not a valid connection is established. This method also skips displaying an information message and dial time-out countdown counter while a connection is attempted.

If this box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established or until a connection has been attempted and an error has been received from the modem.

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

The Handshake Transmission and Phone Number fields accept any ASCII character and the Phone Number field also can include any dial modifiers.

Phone number strings are free format; all characters except for the characters significant to the dial operation, and function acronyms enclosed in square brackets ([ ]), are considered to be formatting characters and are ignored. (If you need to send a '[' or ']', precede it with a tilde '~'.)

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Phone Number
Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

The Handshake Transmission and Phone Number fields accept any ASCII character and the Phone Number field also can include any dial modifiers.

Phone number strings are free format; all characters except for the characters significant to the dial operation, and function acronyms enclosed in square brackets ([ ]), are considered to be formatting characters and are ignored. (If you need to send a '[' or ']', precede it with a tilde '~'.)

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Phone Number
Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

Handshake Transmission can accept any ASCII character.

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

Enter the name of the applicable ACS phone book entry in the Target Name field.

The Handshake Transmission field accepts any ASCII character.

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Target Name
Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

If required by the host system, enter the ASCII destination identifier which represents the CBX Data group name and an Accounting Identifier in the appropriate fields. You may need to ask the System Administrator for this information.

The Handshake Transmission field accepts any ASCII character.

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

CBX Data group ID
CBX Accounting ID
Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

Handshake Transmission can accept any ASCII character.

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

The Handshake Transmission and Phone Number fields accept any ASCII character and the Phone Number field also can include any dial modifiers.

Phone number strings are free format; all characters except for the characters significant to the dial operation, and function acronyms enclosed in square brackets ([ ]), are considered to be formatting characters and are ignored. (If you need to send a '[' or ']', precede it with a tilde '~'.)

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Phone Number
Handshake Transmission
Telephone Network Object Name
Bypass Connection Information Message
Display At Connect Time

Telephone Network Object Name

This field is optional.

If required, choose the name of the Telephone Network object which defines the Prefix and Suffix to be used to access a particular telephone network, such as a PBX.

If a object needs to be created or changed, select Setup.

Setup

Select Setup to examine, create or change a Telephone Network object.

Phone Number

This field is optional.

Type the telephone number to be dialed. This field accepts a maximum of 64 characters, and may contain modem-specific controls, ASCII character and dial modifiers.

You can enter a normal phone number, such as the number for the Softronics' Customer Service BBS:

```
1-719-593-9295
```

or, if you are using a communications server, the number could be in the form of a Server Name and a phone number or a Target ID, such as:

```
Softronics_BBS
```

If you are using such an arrangement, please refer to the documentation for your network for server-specific number strings.

Note: The Modem Object defines the modem specific commands for the modem, such as ATDT for Dial Tone. DO NOT enter the modem commands into the Phone Number Field. If you modem does not function properly, check the Modem Object's command strings or Create your own Custom Modem (Driver) object.

Use the Telephone Network Object to add commonly used extensions to the Phone Number. For Example, if you have to dial 9 to get an outside line before you can dial your number, Create a Telephone Network Object that defines a Dial prefix of "9[DIALTONE]". This will dial 9 and wait for a dial tone before it dials the phone number. Then you can use this Telephone Network Object instead of typing 9[DIALTONE] before every phone number.

Handshake Transmission

This field is optional.

Enter a string to be transmitted to the host as soon as a valid connection is made. This could be as simple as a carriage return, [CR], to "wake up" the remote system.

Any ASCII character can be used.

Save

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to create a new object which is based on the object to which you have made changes.

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

Handshake Transmission can accept any ASCII character.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Handshake Transmission
Display At Connect Time

Handshake Transmission

This field is optional.

Enter a string to be transmitted to the host as soon as a valid connection is made. This could be as simple as a carriage return, [CR], to "wake up" the remote system.

Any ASCII character can be used.

Save

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to create a new object which is based on the object to which you have made changes.

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

Handshake Transmission can accept any ASCII character.

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Manual Connect Mode
Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

Manual Connect Mode

The Connection Path is using a manual-dial modem. Choose:

Originate Mode
Force a directly-connected modem to go on-line using Originate Frequency. This is the default setting.

Answer Mode
Force a directly-connected modem to go on-line using answer frequency.

Handshake Transmission

This field is optional.

Enter a string to be transmitted to the modem as soon as a valid connection is made. This could be as simple as an "attention" command, such as AT and a carriage return, [CR].

Any ASCII character can be used.

Save

Select this button to save any changes you have made to the object's present name. Select Save As to make a new object.

Save As

Select this button to create a new object which is based on the object to which you have made changes.

Display At Connect Time

If you check this box, the Admittance Data dialog will be presented whenever this object is started.

This is designed to be used with a general-purpose Session object which provides semi-automated connections by maintaining the base parameters while letting you change others.

For instance, you could have a general-purpose dial connection which set non-changing parameters, such as COM port and baud rate, and would use this dialog to provide the telephone number.

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

The Handshake Transmission and Phone Number fields accept any ASCII character and the Phone Number field also can include any dial modifiers.

Phone number strings are free format; all characters except for the characters significant to the dial operation, and function acronyms enclosed in square brackets ([ ]), are considered to be formatting characters and are ignored. (If you need to send a '[' or ']', precede it with a tilde '~'.)

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Phone Number
Handshake Transmission
Telephone Network Object Name
Bypass Connection Information Message
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

Handshake Transmission can accept any ASCII character.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Handshake Transmission
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

Handshake Transmission can accept any ASCII character.

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Manual Connect Mode
Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

Enter the name of the applicable ACS phone book entry in the Target Name field.

The Handshake Transmission field accepts any ASCII character.

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

Phone Number
Target Name
Handshake Transmission
Telephone Network Object Name
Bypass Connection Information Message
Display At Connect Time

Target Name

The ACS Connection Type is set to Auto-Dial (Target Name). Enter the name of the applicable ACS phone book entry.

Help for Admittance Data

Use this optional dialog to add the final bits of information to automate a connection.

If required by the host system, enter the ASCII destination identifier which represents the CBX Data group name and an Accounting Identifier in the appropriate fields. You may need to ask the System Administrator for this information.

The Handshake Transmission field accepts any ASCII character.

Bypass Connection Information Message
Check this option to proceed to the on-line, terminal emulation screen whether or not a valid connection is established.

Display At Connect Time
If you check this box, the Admittance Data dialog will be presented whenever this object is started.

When you are finished, you can select one of these push buttons:

OK
To continue. If the Bypass Connection Information Message box is not checked, Softerm will not go to the on-line, terminal emulation screen until a valid connection is established.

Cancel
To exit the dialog without taking action.

Save or **Save As**
To retain the settings using the current name or creating a new object.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

For more information, select:

CBX Data group ID
CBX Accounting ID
Handshake Transmission
Bypass Connection Information Message
Display At Connect Time

CBX Data group ID

The ACS Connection Type is set to CBX. Enter the ASCII destination identifier which represents the CBX Data group name.

Ask the System Administrator if you do not know the ASCII destination identifier.

CBX Accounting ID

The connection is being made though the CBX or another device which records accounting information. If you are required to furnish an Accounting Identifier, enter it here.

Help for Remap Keyboard

The Keyboard Object provides almost total control over the keyboard by changing key assignments (mappings). Keys can be be mapped to output:

- A different character
- A string of characters
- A function
- A combination of all

Note: Keyboard Record Mode Playback IDs are treated as functions. Use the Keyboard Object to map a key to a Playback ID.

Important: A Keyboard Object is linked to a Terminal Emulation Object and passes its characters to the emulation. The emulation then is responsible for how the characters are passed to the display and to the host.

The Keyboard Dialog

This dialog is divided into the following sections:

Keyboard Representation
The keyboard which is displayed shows, as accurately as possible, the physical keyboard (key layout and nationality) and the selected terminal emulation which have been defined.

The keyboard is dynamic. If you select (use a mouse or keyboard equivalent) a shift key (Shift, Control or Alt), the key caps will display the actual character which will be output by a physical key.

When a key is selected (click the display or select and press Space), its mapped states are displayed in the Key Output fields and can be remapped.

Key Output
When a key is selected, its mapped states are displayed in the Key Output fields. Each state of the key can be changed by choosing the appropriate **Open** button. An Open/Edit Key dialog overlays this dialog.

You also can set whether or not the NumLock and CapsLock keys affect the displayed key.

Pushbuttons
The following dialog pushbuttons are available:

Open Base, Shift, Control, Alt, AltGr

Note: Certain key shift states, such as Alt+Escape and Ctrl+Escape, cannot be changed because they are reserved for use by the computer operating system.

Use to remap (change the key assignment of) a key. For example, the real DEC VT100 terminal keyboard has function keys along the top of the keypad on the right side of the keyboard. The personal computer, on the other hand, has its function keys along the top or on the left side of the keyboard. To make operator transition easier, you might remap the top row of the personal computer's keypad to perform as the DEC VT100's function keys.

Find
Use to locate the key to which a particular character or function is assigned. For example, if the terminal emulation has an Insert Line function and that function is mapped to a key, you could use Find to identify the key which performs the Insert Line function.

Remap
Put into effect the key mappings defined by this object.

Dead Keys
Assign valid follow-on characters to a dead key.

Key Output

The Keyboard Object dialog's Key Output fields display and let you change a key's mappings.

When a key is selected (click on the displayed keyboard or use the cursor keys to select and choose by pressing Space), its mapped states are displayed in the Key Output fields. For example, 'A' might be displayed as:

```
Base        a
Shift       A
Control     Clear to End of Line
Alt
AltGr
```

In this particular terminal emulation, pressing Ctrl-A performs the Clear to End of Line function. Alt-A and AltGr-A are not defined.

Important: AltGr is a shift state, rather than a specific key.

On some keyboards, it is labelled as AltGr; on others, the Right Alt key performs as AltGr; and on keyboards without a Right Alt or a key labelled AltGr, the Left Alt + Shift or Left Alt + Control key combinations perform the AltGr function.

Map Key State

Each state of the key can be changed by choosing the appropriate Open button. An Open/Edit Key dialog overlays this dialog.

Note: Certain key shift states, such as Alt+Escape and Ctrl+Escape, cannot be changed because they are reserved for use by the computer operating system.

NumLock / CapsLock Affect

If the NumLock Affects box is not checked, the NumLock key will not affect the displayed key by reversing the shifted and unshifted states.

If the CapsLock Affects box is not checked, the Caps Lock key will not affect the displayed key by reversing the shifted and unshifted states.

Remap

Choose the Remap button to update the Keyboard Object and to put into effect any changes you have made to the keyboard. If you do not want to put any changes in effect, choose Cancel.

Dead Keys

Choose this push button to assign valid follow-on characters to a dead key. A Keyboard Dead Key Followers dialog will overlay the Key Output dialog.

Find

Choose this Keyboard Object Setting dialog button to determine which physical keyboard key is assigned to output a function, character or string.

Keyboard Representation

The graphic keyboard is dynamic. If you click (or keyboard equivalent) a shift key (Shift, Control or Alt), the key caps will display the actual character which will be output by a physical key.

When a key is selected (click the display or select and press Space), its mapped states are displayed in the Key Output fields and can be remapped.

Help for Dead Key Followers

Use this Keyboard Object Settings dialog to assign valid follow-on characters to a dead key.

Note: If the base keyboard nationality is other than United States, the appropriate fields already will contain the standard valid follow-on characters.

Keeping in mind that this will apply to this Keyboard Object only, add or delete valid follow-on keys in each category. If you want the diacritical mark applied to a character's upper-case and lower-case, you will need to enter both cases in the field. A maximum of 16 individual characters can be assigned as valid follow-on characters to each dead key.

For example, the Umlaut field might be completed as:

```
Umlaut     aAeEiIoOuU
```

Dead Key Follower

Keeping in mind that this will apply to this Keyboard Object only, add or delete valid follow-on keys in each category. If you want the diacritical mark applied to a character's upper-case and lower-case, you will need to enter both cases in the field. A maximum of 16 individual characters can be assigned as valid follow-on characters to each dead key.

For example, the Umlaut field might be completed as:

```
Umlaut      aAeEiIoOuU
```

Help for Find Character / Function

To locate the key assigned a particular mapping, use one or more os these methods:

1. Type a character or character string in the Key Contents field, or
2. Choose (use mouse or keyboard equivalent) from the list of available characters, functions, and Keyboard Playback IDs, or
3. Type a function in the form `[function_name]`, or
4. Use all methods.

Characters, strings, functions and Keyboard Playback IDs can be mixed.

For example, if the terminal emulation has an Insert Line function or if you have mapped that function to a key, you could use Find to identify the key which performs the Insert Line function. The Key Input field might resemble:

```
Key Input   [Insert line]
```

When you choose Find, the appropriate keyboard key will be highlighted and the Key Output fields will be filled-in. If no key is assigned the function, character or combination of functions and characters which were entered in the Key Contents field, no action takes place.

Key Contents

The Key Contents field operates in the same manner for the **Open** and the **Find** functions. The only difference is that it shows the current key mapping when you choose the Open function.

Type the character(s) or function or combination to which you want to map the key or which you want to locate on the keyboard.

If you do not know the exact form, use the Functions and Characters lists to find the correct items and place them in this field by clicking or using the keyboard equivalent.

List of Functions

All functions which are applicable to the current terminal emulation are listed.

List of Characters

All characters which are applicable to the current terminal emulation are listed.

Find

Choose Find when the Key Contents field shows the function or character assignment for which you are looking. If the associated key is found, it will be highlighted and the Key Output fields will show the key's mappings.

Help for Open/Edit

Note: Certain key shift states, such as Alt+Escape and Ctrl+Escape, cannot be changed because they are reserved for use by the computer operating system.

To change the displayed key state mapping, use one or more of these methods:

1. Type a new character or character string in the Key Contents field, or
2. Choose (click or keyboard equivalent) from the list of available characters, functions, "dead" keys, and Keyboard Playback IDs, or
3. Type a function in the form `[function_name]`, or
4. Combine all methods.

Characters, strings, functions and Keyboard Playback IDs can be mixed.

For example, the real DEC VT100 terminal keyboard has function keys along the top of the keypad on the right side of the keyboard. The personal computer, on the other hand, has its function keys along the top or on the left side of the keyboard. To make operator transition easier, you might remap the top row of the personal computer's keypad to perform as the DEC VT100's function keys.

Help for Colors

The System Environment Object's Color Utility is used to change the colors used by terminal emulation screens in the current window. This utility **does not** affect the appearance of the menus, which can be changed by the GUI's Control Panel function.

Note: When invoked from the Session Window, changes are in effect only so long as the Session is open. To make color changes permanent, use the Save Window option.

The View Attributes field displays the 16 video attribute combinations exactly as they appear and shows the effects of any changes you make.

This is not an active field in the sense that you change it directly. Rather, it reacts to changes made when you select an attribute and then modify the foreground and background colors.

Change Colors

Using the Keyboard
The Tab key moves among the four fields: View Attributes; Foreground Color; Background Color; and push-buttons.

View Attributes Field
Up and Down arrow keys are used to highlight the attributes. Press Tab to move to the Foreground Color field.

Color Fields
All arrow keys move the outline box among the colors. The Space Bar and Enter key change the View Attributes field to the outlined color. Tab moves to the next field.

Using a Mouse
Clicking selects and implements color changes.

View Attributes

The View Attributes field displays the 16 video attribute combinations exactly as they appear. This includes showing each attribute and its foreground and background colors and if it is set for blinking or underline.

This is not an active field in the sense that you change it directly. Rather, it reacts to changes made when you select an attribute and then modify the foreground and background colors.

This field shows the effects of any changes you make.

Refresh

Updates the terminal emulation window using the selected attributes. This lets you see the effects of changes without having to exit the Colors dialog. This option is available only when the Color Utility has been invoked from the Session Window.

Defaults

Return all attributes to their default settings.

Foreground Color

This field is used to change the foreground color used by the selected video attribute. 16 colors are available.

All arrow keys move the outline box among the colors. The Space Bar and Enter key change the View Attributes field to the outlined color. Tab moves to the next field.

When using a Mouse, clicking selects and implements color changes.

Background Color

This field is used to change the background color used by the selected video attribute. 16 colors are available.

All arrow keys move the outline box among the colors. The Space Bar and Enter key change the View Attributes field to the outlined color. Tab moves to the next field.

When using a Mouse, clicking selects and implements color changes.

Help for Page Formatting Settings

The Page Formatting settings define the physical layout of the printed page when a Capture to Print using **Text** mode is performed. In general, these default settings will not require modification.

For more information, select:

Help for Data Capture to Print
Page Length
Skip Count
Number of Columns
Initialization String
Deactivation String

Page Length

This is the number of lines of the forms being used in the printer. The page length in conjunction with the skip count prevents printing on the creases when using continuous forms. Page length may be specified from 3 to 255 lines.

Skip Count

This option defines the number of lines to be skipped between printed pages. The value entered for skip count can be from 0 to 255. If a value of 0 is entered, automatic paging is suppressed. The number of lines printed on a page is the difference between page length and skip count.

Number of Columns

This defines the number of columns available on the printer, from 0 to 255. If 0 is specified, no checking is performed.

Initialization String

This field can hold a 10-character maximum string which will be sent to the printer before printing starts. This string is designed to let you send codes to the printer to set it to a particular printing mode (such as condensed or bold-face).

Note: If the codes are not recognized by the printer, the Initialization String will be printed as text.

For more information, select:

Send Initialize / Deactivate String Once

Deactivation String

This field can hold a 10-character maximum string which will be sent to the printer when printing terminates. This string is designed to let you send codes to the printer to reset it to a particular printing mode.

Note: If the codes are not recognized by the printer, the Deactivation String will be printed as text.

For more information, select:

Send Initialize / Deactivate String Once

Help for Data Formatting Settings

These settings define how a printer will handle long lines, graphic character and linefeed controls when a Capture to Print using **Text** mode is performed.

For more information, select:

Help for Data Capture to Print
Fold Long Lines
Line Feed After Carriage Return
Print Graphics Characters

Fold Long Lines

Print lines which are longer than set by the Number of Columns parameter can be truncated or folded. Folding means that a long print line is continued on (wrapped to) the next line. Truncation means that lines longer than specified by the Number of Columns setting are simply cut off. Check this box for Folding.

Line Feed After Carriage Return

Determines the line termination characters required by the printer at the end of each printed line. Check this box if a line feed character is required to advance the paper after printing a line, and overprinting is not desired. Leave this box unchecked if the inclusion of a line feed character after carriage returns results in double spacing of the output.

Print Graphics Characters

Specify whether or not the printer has the capability to print graphic characters in the ranges 00 through 1F hexadecimal and 80 through FF hexadecimal. If this is not checked, graphic characters automatically are translated to spaces for all print operations. If checked, graphic characters are sent to the printer unaltered.

Help for Hardware Form Feed Capability

Hardware Form Feed refers to the printer's ability to advance to the top of the next page when the ASCII Form Feed character (0C hexadecimal) is received. If the printer has hardware form feed capability, check this option. If no form feed capability is available, do not check this option. Line feeds will be used to advance the paper.

Hardware Form Feed Capability

Hardware Form Feed refers to the printer's ability to advance to the top of the next page when the ASCII Form Feed character (0C hexadecimal) is received. If the printer has hardware form feed capability, check this option. If no form feed capability is available, do not check this option. Line feeds will be used to advance the paper.

Help for Serial Printer Settings

These settings are used to provide pacing control to serial printers which do not support start/stop (XON/XOFF) protocol.

For more information, select:

Fill Character
Fills After Carriage Return
Fills After Line Feed
Fills After Form Feed

Fill Character

Fill characters are used to pad certain functions to provide pacing control for printers which do not support start/stop (XON/XOFF) protocol. A fill character is a character which is ignored by the printer, such as a null (00) which is the default value. Fill characters may be sent after carriage returns, line feeds, and form feeds to provide time for these functions to be completed before additional print data is transmitted. The fill character may be specified as any hexadecimal character code in the range 00 to 7F. Please refer to ASCII Character Codes, for the method used to indicate a normally non-displayable character.

Fills After Carriage Return

This is the number of fill characters to be transmitted to the serial printer after a carriage return (CR) is transmitted. The value for this option is in the range 0-255.

Fills After Line Feed

This is the number of fill characters to be transmitted to the serial printer after a line feed (LF) is transmitted. The value for this option is in the range 0-255.

Fills After Form Feed

This is the number of fill characters to be transmitted to the serial printer after a form feed (FF) is transmitted. The value for this option is in the range 0-255.

Help for Binary Page Formatting Settings

The Page Formatting settings define the physical layout of the printed page when a Capture to Print using **Binary** mode is performed.

Note: In general, you would not want to format binary data and would, therefore, leave these options disabled.

For more information, select:

Help for Data Capture to Print
Page Length
Skip Count
Number of Columns
Initialization String
Deactivation String

Page Length

This is the number of lines of the forms being used in the printer. The page length in conjunction with the skip count prevents printing on the creases when using continuous forms. Page length may be specified from 3 to 255 lines.

Skip Count

This option defines the number of lines to be skipped between printed pages. The value entered for skip count can be from 0 to 255. If a value of 0 is entered, automatic paging is suppressed. The number of lines printed on a page is the difference between page length and skip count.

Number of Columns

This defines the number of columns available on the printer, from 0 to 255. If 0 is specified, no checking is performed.

Initialization String

This field can hold a 10-character maximum string which will be sent to the printer before printing starts. This string is designed to let you send codes to the printer to set it to a particular printing mode (such as condensed or bold-face).

Note: If the codes are not recognized by the printer, the Initialization String will be printed as text.

For more information, select:

Send Initialize / Deactivate String Once

Deactivation String

This field can hold a 10-character maximum string which will be sent to the printer when printing terminates. This string is designed to let you send codes to the printer to reset it to a particular printing mode.

Note: If the codes are not recognized by the printer, the Deactivation String will be printed as text.

For more information, select:

Send Initialize / Deactivate String Once

Help for Binary Data Formatting Settings

These settings define how a printer will handle long lines, graphic character and linefeed controls when a Capture to Print using **Binary** mode is performed.

Note: In general, you would not want to format binary data and would, therefore, leave these options disabled.

For more information, select:

Help for Data Capture to Print
Fold Long Lines
Line Feed After Carriage Return

Fold Long Lines

Print lines which are longer than set by the Number of Columns parameter can be truncated or folded. Folding means that a long print line is continued on (wrapped to) the next line. Truncation means that lines longer than specified by the Number of Columns setting are simply cut off. Check this box for Folding.

Line Feed After Carriage Return

Determines the line termination characters required by the printer at the end of each printed line. Check this box if a line feed character is required to advance the paper after printing a line, and overprinting is not desired. Leave this box unchecked if the inclusion of a line feed character after carriage returns results in double spacing of the output.

Help for Keyboard Settings

To make changes, select the applicable setting from the list box and choose Change.

When you have finished, choose OK to put the changes into effect and return to the Session Window. Changes can be saved to the configuration database by choosing Save from the Settings menu.

Choose Cancel to return to the Session Window without taking any action.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Keyboard Settings

The setting strings applicable to the current System Environment are displayed. To examine or modify any settings, select the applicable string and choose Change.

Change Settings

Select the setting you wish to examine or modify and choose Change.

Help for Begin Keyboard Record Mode

The Record function creates Playback Macros by saving all further key strokes to a named disk file. The disk file's root name is KBPLAYBK and the extension is a sequential value from 001 through 025, corresponding to keyboard playbacks 1 through 25. Example:

```
KBPLAYBK.014
```

What Are Macros
Macros let you store and replay a series of keystrokes. If you need to repeatedly perform the same set of keystrokes, macros are an excellent way to save time.

How Many Can I Have
A maximum of 25 macros **per directory** can exist at any one time. To be able to create and use more macros, you may want to provide each Session with a different Default Path. The System Environment provides this capability.

Select Playback ID

Each Keyboard has 25 Playback IDs which identify the disk files to which specific keystrokes can be assigned. Select the ID and choose Record.

Record

Select Record to begin saving all further keystrokes to the disk file designated by the Playback ID.

Steps to Create A Macro

1. Turn on Keyboard Record Mode
2. Select the ID
3. Type the desired keystrokes
4. Turn off Keyboard Record Mode

Running A Macro

To run a Keyboard Playback macro, either use the Change Keyboard function and assign a key to the Playback ID, or use the Perform Function option to replay the desired ID.

Select Playback ID

Select the Playback ID which will identify the disk file to which keystrokes will be saved. Choose Record to start saving keystrokes.

Record

Choose Record to begin recording all further keystrokes. When finished recording, choose End Keyboard Record Mode from the Options menu.

Cancel

Exit this dialog without taking any action.

Help for Perform Function

Use Perform Function during on-line terminal emulation to perform a keyboard function which does not have a mapped key, or if you cannot remember the specific key which performs the function.

To run a function, select the function name from the list and choose Perform.

If this is a function which you need to perform frequently, you may want to use the Keyboard object to map the function to a specific key or key combination.

List of Functions

Select the name of the function and choose Perform.

Perform

Perform the selected function.

Cancel

Exit this dialog without taking any action.

Help for System Environment Settings

To make changes, select the applicable setting from the list box and choose Change.

When you have finished, choose OK to put the changes into effect and return to the Session Window. Changes can be saved to the configuration data base by choosing Save from the Settings menu.

Choose Cancel to return to the Session Window without taking any action.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of System Environment Settings

The setting strings applicable to the current System Environment are displayed. To examine or modify any settings, select the applicable string and choose Change.

Change Settings

Select the setting you wish to examine or modify and choose Change.

File Menu

The Session Window's File menu provides the following functions:

- File transfer (Send and Receive)
  - Drag and Drop (automated Send)
  - Auto-Detect File Transfer (automated Receive)
- Connect (Dial) to host system
- Disconnect (Hangup) from host system
- Continuous capture of displayed data to a disk file or to a printer
- Capture of the screen display to a disk file or to a printer
- Send command strings to a printer
- View and save received data held in the Scrollback buffer
- Exit Session Window, disconnect from host and close the Session Window

For more information, select:

Send File
Drag and Drop
Receive File
Auto-Detecte File Transfer
Connect (Dial)
Disconnect (Hangup)
Data Capture to Print
Data Capture to Disk
Send Command to Printer
Screen Snapshot
Scrollback
Exit

Send File

Choose this File menu option to transfer a file from your PC to the remote system. Files may be in standard ASCII text or binary format. Using the File Transfer Edit Options, the data can be formatted as it is transferred.

Note: The file transfer protocol you select must be supported by the remote system. For example, don't select Kermit if the remote supports only Xmodem. Protocol-specific parameters can be changed "on-the-fly."

Drag and Drop

You may also transfer file(s) from your PC to the remote system by dragging file icon(s) and/or path folder icon(s) from the File Manager and drop them into the on-line session window.

Drag and Drop will send the file(s) using the default File Transfer Object defined for the session. If the session does not define a File Transfer object, Drag and Drop will send the file(s) using the Character Protocol (ASCII).

Drag and Drop will accept multiple files for all File Transfer protocol types. It will send the files one at a time. It you drop directory folder icon(s) into the on-line session, it will send all files within the directory(s).

Note: Most host systems must be prepared to receive a file. To enable Drag and Drop to function properly, put the commands to prepare host for receiving a file in the Host Transmit field of the File Transfer Protocol object. This command will be sent before each file is transferred.

If the protocol does not support wild characters (*.*) and the host requires the received file name as part of the command to prepare it to receive a file, then manually prepare the host to receive a file and Drop only the single file.

Receive File

Choose this File menu option to transfer a file from the remote system to your PC. Files may be in standard ASCII text or binary format. Using the File Transfer Edit Options, the data can be formatted as it is transferred.

Note: The file transfer protocol you select must be supported by the remote system. For example, don't select Kermit if the remote supports only Xmodem.

Auto-Detect File Transfer

The auto-Detect file transfer supports the following File Transfer Protocols:

Zmodem
Compuserve B+

If the remote system sends a file to the PC using a protocol listed above, the on-line session will automatically start receiving the file(s).

Auto-Detect File transfer can be **turned off** in the Auto Download dialog by selecting Auto Download list option from the Terminal Emulation menu option under the Settings pull-down menu. Terminal Emulations default Auto Download to enabled except for a few who frequently use the commands sent by the file transfer protocol. The default path to receive the file too and the action to take if the file already exist is also defined within this dialog.

Help for Data Capture to Print

Choose this File menu option to send data to your printer in either of two modes:

Text and Binary

The saved data can be data received from the host or data entered at your keyboard.

Recommendation: If you plan to edit the data or use it in a document, select the Data Capture to Disk option.

If the standard Softerm Status Line is enabled, it will reflect the capture status.

Important: If the active Print Path uses a DISK print device which has a predefined file name, the following procedure is used:

1. If the file already exists, the new data will **replace** existing data the first time you choose this option.
2. So long as you remain in the Session, choosing this option again will **append** the new data to the file.
3. If you leave this Session and return, the data in the file will be replaced if you use this option again.

If a file name was not provided when defining the DISK print device, a file will be created automatically. The root consists of SOFTEMP and the extension is a sequential numeric designator from 000 through 999, such as: SOFTEMP.075

So long as you remain in this Session, new data will be appended to the file. If you leave this Session and return, a new SOFTEMP file will be created.

For more information, select:

Text Page Formatting Settings
Text Data Formatting Settings
Binary Page Formatting Settings
Binary Data Formatting Settings
Close Capture
Send Command to Printer

Text

Text mode can be thought of as a What-You-See-Is-What-You-Get (WYSIWYG) capture, and is the more frequently used mode. The captured data generally will appear identical to the window display.

For additional information, select:

Data Capture to Print

Binary

Binary mode captures all control codes and escape sequences along with the visible data, and often is used for print format.

For additional information, select:

Data Capture to Print

Help for Data Capture to Disk

Recommendation: If you plan to edit the data or use it in a document, select this capture option.

Choose this File menu option to send data to a disk file in either of two modes:

Text and Binary

The saved data can be data received from the host or data entered at your keyboard.

If the standard Softerm Status Line is enabled, it will reflect the capture status.

For more information, select:

Close Capture

Text

Text mode can be thought of as a What-You-See-Is-What-You-Get (WYSIWYG) capture, and is the more frequently used mode. The captured data generally will appear identical to the window display.

For additional information, select:

Data Capture to Disk

Binary

Binary mode captures all control codes and escape sequences along with the visible data, and often is used for print formatting.

For additional information, select:

Data Capture to Disk

Close Capture

Stop a capture which was started by one of the Data Capture options.

If the standard Softerm Status Line is enabled, it will reflect the capture status.

Refer also to:

Save Capture
Discard Capture
Close Appended Capture

Save Capture

Turn off capture and save all available data.

If the capture is to a disk file, the contents of the capture buffer are saved to the disk file and the file is closed.

If the capture is to a printer, the contents of the data buffer will be sent to the printer. This is different than discarding a capture, which does not save the buffer.

Refer also to:

Close Capture
Discard Capture
Close Appended Capture

Discard Capture

Cancel the capture and discard any data. To save what you already have, turn capture off by selecting the Save Capture option.

If the capture is to a disk file, the buffer is emptied and the file is closed with no contents unless one or more buffers have been copied to the disk. The file name will appear in the directory, but the file may be empty.

If the capture is to a printer, the capture buffer is emptied and printing stops as soon as the printer's internal buffer is empty.

Refer also to:

Close Capture
Save Capture
Close Appended Capture

Send Command to Printer

Use to send command strings to your printer.

Important: Data Capture to Print must be enabled before this option can be used. The reason for this is that other processes could access the printer between the command you send and a subsequent capture that you start. In such a case, the commands you sent might no longer be in effect.

Screen Snapshot

Save the current display (but without menus) to a printer or a disk file. This is similar to taking a picture of your screen and printing it immediately, or saving it so it can be printed or edited later.

Screen to Snapshot Printer

Important: If the active Print Path uses a DISK print device which has a predefined file name, the following procedure is used:

1. If the file already exists, the new data will **replace** existing data the first time you choose this option.
2. So long as you remain in the Session, choosing this option again will **append** the new data to the file.
3. If you leave this Session and return, the data in the file will be replaced if you use this option again.

If a file name was not provided when defining the DISK print device, a file will be created automatically. The root consists of SOFTEMP and the extension is a sequential numeric designator from 000 through 999, such as: SOFTEMP.075

So long as you remain in this Session, new data will be appended to the file. If you leave this Session and return, a new SOFTEMP file will be created.

Refer also to:

Screen Snapshot
Screen Snapshot to Disk

Screen to Snapshot Disk

Save the display to a named disk file. You will be prompted to supply the file name.

Refer also to:

Screen Snapshot
Screen Snapshot to Print

Scrollback

Select this File menu option to view and save the first-in/first-out buffer of received data.

Note: The amount of data contained in this buffer is controlled by the Scrollback Buffer Size set in the Terminal Emulation object.

Exit

Choose the Exit option or the System icon's Close option to close a Session Window (communications connection) and clear its resources from the computer's memory.

Close Appended Capture

If the Terminal Emulation printer definition option Append Disk Printer File On Close is enabled and printer data has been redirected to a disk file, use this option to permanently close the file.

Important: A capture cannot be active when this option is used.

Edit Menu

Use to copy selected text from the Terminal Emulation screen to a **clipboard** or **transmit to host** and **Paste**. If copied to a clipboard, the data in the clipboard then can be pasted into another application program which supports the Paste function, such as a text editor. If transmitted to host, the data is sent to the host as if you had typed it into the keyboard.

To use **Hot Spots**, simply double click on a word and it will be copied, excluding punctuation, to the clipboard or transmitted to the host, as defined in the Session's System Environment object's Edit Action options.

For more information, select:

Mark
Copy to Clipboard
Transmit to host
Hot Spots
Paste

Mark

Mark the text you want to copy by:

1. Clicking and dragging with a mouse, or
2. Selecting the Mark option from the menu.

When you select Mark from the Edit menu, an inverse block will appear at the cursor position. This Mark indicator is independent of the cursor, and can be positioned using the arrow keys. To block the desired text, use your **arrow** keys in combination with the Left and Right **Shift** keys.

To **turn off** the Mark function, click anywhere outside the marked data or select the Edit menu's Mark option again.

To Copy the marked data, click anywhere inside the marked area, or select the Edit menu's Copy to clipboard or Transmit to host options.

To use **Hot Spots**, simply double click on a word and it will be copied, excluding punctuation, to the clipboard or transmitted to the host, as defined in the Session's System Environment object's Edit Action options.

For additional information, select:

Copy to Clipboard
Transmit to host
Hot Spots
Paste

Copy

To copy the marked data:

1. Click anywhere within the marked area, or
2. Select the Copy to clipboard or Transmit to host option from the menu.

The marked text is copied to the destination selected or as defined in the System Environment object's Edit Action options.

Note: Performing a Copy to clipboard function will replace the clipboard contents with the new text.

To **turn off** the Mark function without copying the data, click anywhere outside the marked data or select the Edit menu's Mark option again.

For additional information, select:

Mark
Copy to Clipboard
Transmit to host
Hot Spots
Paste

Copy to clipboard

To copy the marked data to a clipboard:

1. If the System Environment object's Edit Action options. is set to Copy to clipboard, (Default action), click anywhere within the marked area, or
2. Select the Copy to clipboard option from the menu.

The marked text is copied to a clipboard, replacing the clipboard contents with the new text.

To **turn off** the Mark function without copying the data, click anywhere outside the marked data or select the Edit menu's Mark option again.

For additional information, select:

Mark
Transmit to host
Hot Spots

Transmit To Host

To transmit the marked data to the host:

1. If the System Environment object's Edit Action options. is set to Transmit To Host, click anywhere within the marked area, or
2. Select the Transmit to host option from the menu.

The marked text is transmitted to the host system as if it was typed into the keyboard.

To **turn off** the Mark function without copying the data, click anywhere outside the marked data or select the Edit menu's Mark option again.

For additional information, select:

Mark
Copy to Clipboard
Hot Spots

Hot Spots

To use Hot Spots effectively, set Edit Action options., defined in the System Environment, to Transmit to host and Format with Carriage Return and/or Line Feed as required by host.

Double click on a word in the terminal display and Hot Spots will search for the start of the word and then to the end of the word or any punctuation and then transmit the word to the host. It will then transmit the Format options, Carriage Return and/or Line Feed as selected.

If you double clink on a space, Hot Spots will send just the Format options, Carriage Return and/or Line Feed as selected.

If the System Environment Mark/Copy Action option is set to Copy to clipboard, or the Session does not have a System Environment object defined, Hot Spots will copy to the clipboard instead of the host.

Note: These options can be changed without exiting the on-line session by selecting System Environment menu option under the Settings Menu.

Refer also to:

System Environment Object
Edit Action options

Paste

To use Paste select the Paste option from the Edit menu. Paste will copy text from the clipboard and transmit it to the host.

Note: The Paste option is not available when the clipboard is empty or contains anything other than text.

Refer also to:

Mark
Copy to Clipboard
Transmit to host
Hot Spots

Options Menu

The Options Menu provides the following functions:

1. Select the font style and size to be used by the window
2. Turn on or off the various toolbars
3. Setup the User Defined toolbar
4. Control the multimedia effects associated with Softerm functions
5. Save the parameters (size, location) of the current window
6. Process Keyboard functions, including creating Keyboard Playback macros
7. Run profiled Script Files (if the Script module is installed)
8. Reset the terminal emulation

For more information, select:

Font
Toolbars
User Defined buttons
Sound
Save Window
Perform Keyboard Function
Display Keyboard
Begin Keyboard Record Mode
End Keyboard Record Mode
Start Script
Reset Terminal

Font

Select the font you want this window to use.

Softerm supports all the fonts installed in your system and a special font supplied by Softerm.

When you select Font, you will be able to choose a Dynamic font or a Fixed font.

For more information, select:

Fixed
Dynamic
Save Window

Fixed

Select Fixed to use a non-changing font and size with the Session Window. An additional dialog will be displayed so you can select the font name and size.

To save this Font setting for this Session object, select the Save Window option. The Configuration data base file will be updated.

Refer also to:

Font
Dynamic

Dynamic

If you choose Dynamic, the Session Window will use the special Softerm font which automatically changes size to produce the maximum number of characters as the window size changes.

The dimensions which are used vary from a 1-pixel by 1-pixel character matrix, to an 8 by 14 (VGA standard) matrix.

To save this Font setting for this Session object, select the Save Window option. The Configuration data base file will be updated.

Refer also to:

Font
Fixed

Save Window

Choose this option to save the current window size, window position, font of the current window, tool bar options, user defined button definitions and sound enable option. The saved window information will be linked to this Session object and will be used the next time this Session is activated.

Perform Keyboard Function

Use this Options menu option to perform a keyboard function which does not have a mapped key, or if you cannot remember the specific key which performs the function.

A menu lists available functions by name. To run a function, highlight the name and choose Perform.

Display Keyboard

View the current keyboard mapping and locate characters and functions assigned to keys. Keys cannot be remapped.

To make changes, please use the Keyboard option on the Settings Menu or change the Keyboard object from the Session Manager.

Begin Keyboard Record Mode

The Record function creates Playback Macros by saving all further key strokes to a disk file.

End Keyboard Record Mode

End the Record Mode and save the keystrokes to the chosen file ID.

Start Script

Select this option to run an **existing** Script object.

Important: Script files cannot be run until they have been profiled.

Sound

Select this option to turn multimedia effects on or off and to assign multimedia files to Softerm actions.

Softerm will play any multimedia file type supported by Windows. Contact Microsoft to obtain drivers for multimedia files.

All Softerm actions which have multimedia files defined are written to the SYSTEM.INI file in your Windows directory. To save the multimedia on/off option, select Save window from Softerm's options pull down menu.

Softerm Sound Configuration

This dialog allows you to turn multimedia effects on and off and assign a multimedia file to a Softerm action. Select the desired action from the list and press the Change push button.

Softerm will play any multimedia file type supported by Windows. Contact Microsoft to obtain drivers for multimedia files.

All Softerm actions which have multimedia files defined are written to the SYSTEM.INI file in your Windows directory. To save multimedia on/off option, select Save window from Softerm's options pull down menu.

Select Change to assign a multimedia file to select action.
Select Remove to deassign any multimedia file from the selected action.
Select Test to play multimedia file assigned to the selected action.

Refer also to:

Sound Actions

Sound Actions

This list displays the Softerm actions to which a multimedia file may be assigned and the multimedia file assigned to it. If no multimedia file is assigned, "[NONE]" is displayed.

Select the action for which you wish to change the multimedia file assignment and select Change, Remove or Test.

Refer also to:

Softerm Sound Configuration

Change

Select Change to change the multimedia file assignment for the selected action.

Refer also to:

Softerm Sound Configuration
Sound Actions

Remove

Select remove to eliminate the multimedia file assignment for the selected action.

Refer also to:

Softerm Sound Configuration
Sound Actions

Test

Select test to play multimedia file assignment for the selected action.

Refer also to:

Softerm Sound Configuration
Sound Actions

Sound Enabled

Check this option to turn multimedia effects on or uncheck to turn effects off.

Refer also to:

Softerm Sound Configuration
Sound Actions

Select Sound File

Select the multimedia file to assign to the selected Softerm action.

Refer also to:

Softerm Sound Configuration
Sound Actions

File Name

Enter the multimedia file name you wish to assign to the selected action, or enter a template for the files displayed in the file list.

Refer also to:

Softerm Sound Configuration
Sound Actions

File List

Select the multimedia file from this list that you want to assign to the selected action.

Refer also to:

Softerm Sound Configuration
Sound Actions

File Types

Select from a list of common multimedia file types to narrow the file list of available files. If Windows will support a different multimedia file type than those in this list, you can enter the filename template in file name field.

Refer also to:

Softerm Sound Configuration
Sound Actions
File Name

Directories

Select the directory from which the files are listed by double clicking mouse button on the desired directory.

Drives

Select the drive for the multimedia file list.

Settings Menu

The Settings Menu provides "on-the-fly" changes to the active object settings. Changes can be temporary or can be saved to the same or to a new object. An entire new Session object can be created "on-the-fly."

When choosing to change object settings, you will transfer directly to the same object Settings dialog used by the Softerm Session Manager.

Settings Menu provides the following options:

Terminal Emulation
Connection Path
Keyboard
System Environment
Print Path
Save

Terminal Emulation

Transfer to the Terminal Emulation Object Settings dialog. All functions, except Setup, are available. When finished, you will return to this Session Window.

If the standard Softerm Status Line is enabled, it will reflect the new settings.

Refer also to:

Settings Menu
Save

Connection Path

Transfer to the Connection Path Object Settings dialog. All functions, except Setup, are available. When finished, you will return to this Session Window.

Refer also to:

Settings Menu
Save

Keyboard

Transfer to the Keyboard Object Settings dialog. All functions, except Setup, are available. When finished, you will return to this Session Window.

Refer also to:

Settings Menu
Save

System Environment

Transfer to the System Environment Object Settings dialog. All functions, except Setup, are available. When finished, you will return to this Session Window.

Refer also to:

Settings Menu
Save

Print Path

Transfer to the Print Path Object Settings dialog. All functions, except Setup, are available. When finished, you will return to this Session Window.

Refer also to:

Settings Menu
Save

Save

Use to save changes which have been made to any object. The changes can be ignored (that is, used just this one time), saved to the same object or the new settings can be given a new name and saved. When Save is chosen, a dialog box will be presented for each changed object.

Important: We recommend you use the Save As option when saving changes. Changes saved to the existing object will be in effect the next time it is activated by any Session object using the object.

Note: If changes are made and not saved here, the prompts are repeated when exiting this Session Window from the System icon menu.

Refer also to:

Settings Menu

Toolbars

Select this option to turn on or off the Button toolbar, Connection toolbar and User Defined button bar.

Select save window option to save toolbar settings.

Toolbars

To enable a toolbar, check its associated box; to disable a toolbar, uncheck the box. If the connection type you are using does not have a toolbar, the Connection toolbar option will be grayed.

Select Save Window option to save toolbar settings.

Refer also to:

Button toolbar
Connection toolbar
User Defined toolbar

Button Toolbar

This tool bar is an extension of the menu for quick access to the most commonly used menu options. Use the User Defined tool bar to add your own additional functionality.

Refer also to:

Toolbars
Define Button Function

Connection Toolbar

Check this option to turn the Connection Toolbar on or uncheck to turn off.

The connection toolbar option will be grayed if the connection type does not have a toolbar.

User Defined toolbar

Check this option to turn the User Defined toolbar on or uncheck to turn off.

The User Defined toolbar allows you to define a function and label to buttons. This tool bar has Up and Down buttons at the right end of the toolbar to allow you to scroll through 24 different user defined buttons.

Refer also to:

Define Button Function
Modify User Defined Buttons

User Defined buttons

Select this option to enter Labels and definitions for the User Defined toolbar.

Select the save window option to save the user defined button definitions.

Refer also to:

Modify User Defined Buttons
Define Button Function

Modify User Defined Buttons

From this dialog, you may redefine or remove definitions from user defined buttons. Select the Change push button to define the button function and label.

Select the Undefine push button to remove the button's definition.

Remember, select the Save Window option to save button definitions.

Refer also to:

Define Button Function

Current Button Definition List

Select the button from this list that you wish to change. This list displays all 24 user defined buttons label names and the functions that they are assigned too.

Remember, select the Save Window option to save button definitions.

Refer also to:

Modify User Defined Buttons
Define Button Function

Change

Select this button to change the definition of the selected user defined button.

Remember, select the Save Window option to save button definitions.

Refer also to:

Modify User Defined Buttons
Define Button Function

Undefine

Select this button to remove the current definition for the selected user defined button.

Remember, select the Save Window option to save button definitions.

Refer also to:

Modify User Defined Buttons
Define Button Function

Define Button Function

User defined buttons allow you to define a function, either a recorded keyboard playback buffer or a menu option, and to associate a label to be displayed on the button.

For example:

1. Turn on record keyboard and select to record to Playback1.

2. Enter the host command:
   cd Q:\DBASE
   DBASE
   to start your host application.

3. Turn off keyboard record.

4. Select a user defined button that has not been defined (or select User Defined Buttons from the options menu) and enter the label text:
   Go Dbase

5. Select Playback1 from function list.

Now you can simply press the button labeled Go Dbase to execute Dbase on your host.

Remember, select the Save Window option to save button definitions.

Refer also to:

Button Text
Function List
Modify User Defined Buttons

Button Text

Enter a label for this button that means something to you.

Refer also to:

Define Button Function

Function List

Select a function from the list to assign to this button.

Refer also to:

Define Button Function
Button Text

Define

Press this button to accept definition for this button.

Remember, select Save Window option to save button definitions.

Refer also to:

Define Button Function
Modify User Defined Buttons

Help

Use these choices to find out how to use help, to get general help, to go to a list of keys, to go to the help index, or to view product and copyright information.

General help
Description of the Softerm Session Window and the functions available on the menus.

Keys help
Displays a list of keys.
NOTE: To get Emulation keyboard help, select display keyboard option from the Options menu.

Help index
Displays the help index.

Product information
Displays product and copyright information.

Keys Help

Select one of the following groups to get help for keys that do a specific task:

Cursor movement keys
Action bar keys
Menu keys
Dialog keys
System keys

Help for Session Window

Note: Help is available for each menu choice, dialog field and pushbutton. Press **F1** when the item is highlighted.

A Session Window (also called a Runtime Window) is a terminal emulation and communications combination used for interaction with a remote computer system.

The number of windows which can be open at the same time is limited by the PC's hardware or to a maximum of **32**.

If the Status Line is enabled, it will be displayed at the bottom of the window. In addition, the Status Line may be specific to the emulation, or it may be the standard Softerm Status Line.

Primary Action Bar Menus

These menus provide real-time operational control over the job in progress. They **do not** duplicate functions built-in to the operating system, such as directory file management.

For more information, select:

File Menu
Edit Menu
Options Menu
Settings Menu

Runtime Window Functions

The following are some of the functions available in the Runtime Window:

Exit
Begin Keyboard Record Mode
Perform Function
Send File
Drag and Drop
Receive File
Auto-Detect File Transfer
Data Capture to Print
Data Capture to Disk
Send Command to Printer
Screen Snapshot
Scrollback
Connect (Dial)
Disconnect (Hangup)
Font
Hot Spots

Help for Product Information

Use this choice to display copyright and product information.

OK

Choose OK to proceed with this operation.

Cancel

Exit this dialog without taking any action.

File Name

Enter a path (if not to the current directory) and file name to which you want the screen data saved. If you are not sure, use the Drive and Directory fields to set the parameters.

Note: If you enter the name of an existing file, a prompt will ask if you want to Append to the existing file, Replace the contents of the existing file, or Cancel the capture.

Drive

If necessary, select the drive to which to write the data.

Directory

If necessary, select the directory to which to write the data.

Multi-Page Emulation

Some terminal emulations support multiple pages of video memory. To print only the contents of the current screen, select Current Page. To print the contents of all pages of video memory, select All Pages.

Help for File Already Exists

A file with the given name already exists in the designated path. The available options are:

Append
Add the new data to the end of the existing file.

Replace
The new data will replace the contents of the existing file.

Cancel
Stops the data capture operation and returns you to the previous dialog so you can enter a different filename.

Replace

The new data will replace the contents of the existing file.

Append

Add the new data to the end of the existing file.

Cancel

Stops the data capture operation and returns you to the previous dialog so you can enter a different filename.

Help for No Connection

The dial connection has not been completed.

Choose:

Repeat
To redial.

Continue
To enter the Session Window. You should have a connection to your modem and can dial manually.

Cancel
To return to the Session Manager.

Repeat

Choose Repeat to redial.

Continue

Choose Continue to enter the Session Window. You should have a valid connection to your modem and can dial manually.

Help for Capture to Disk

Complete this dialog and choose OK to start saving all displayed data to a disk file. You can specify a file name to use, or let Softerm automatically create a unique file for you.

Data will continue to be saved until you stop the operation by choosing Close Capture from the File Menu.

Help for Send Command to Printer

Important: Data Capture to Print must be enabled before this option can be used. The reason is that other processes could access the printer between your sending it a command and then starting a capture, and the commands you sent might no longer be in effect.

Use to send command strings to your printer.

Note: If the printer cannot process the string as control codes, the string will be printed as normal text.

Up to 30 characters may be typed at the input field. For instance, you could enter the code to set an Epson or compatible printer to its compressed mode. This code is 0F Hex, which is entered as:

```
[SI]
```

The first 32 ASCII characters (0 through 31) are control codes which can be included by typing the appropriate acronym enclosed in square brackets ([ ]). (If you need to send a '[' or ']', precede it with the lead-in character, a tilde '~'.) Acronyms are listed in ASCII Character Codes.

Choose Send to transmit the string to the printer or Cancel to exit without taking any action.

Printer Command String

Up to 30 characters may be typed in this field. For instance, you could enter the code to set an Epson or compatible printer to its compressed mode. This code is 0F Hex, which is entered as:

```
[SI]
```

The first 32 ASCII characters (0 through 31) are control codes which can be included by typing the appropriate acronym enclosed in square brackets ([ ]). (If you need to send a '[' or ']', precede it with the lead-in character, a tilde '~'.) Acronyms are listed in ASCII Character Codes.

Send

Transmit the string to the printer.

Help for Snap-Shot to Print

Complete this dialog and choose OK to save the current display (but without menus) to a printer. This is similar to taking a picture of your screen and printing it immediately.

Important: If the active Print Path uses a DISK print device which has a predefined file name, the following procedure is used:

1. If the file already exists, the new data will **replace** existing data the first time you choose this option.
2. So long as you remain in the Session, choosing this option again will **append** the new data to the file.
3. If you leave this Session and return, the data in the file will be replaced if you use this option again.

If "Automatically Create Unique Print File" was checked when defining the DISK print device, a file will be created automatically. The root consists of SOFTEMP and the extension is a sequential numeric designator from 000 through 999, such as: SOFTEMP.075

So long as you remain in this Session Window, new data will be appended to the file. If you leave this Window and return, a new SOFTEMP file will be created.

Add Form Feed

If you check this box, a Form Feed printer control code will be sent when the capture is completed, and the printer will advance the paper to the next page.

Help for Snap-Shot to Disk

Complete this dialog and choose OK to save the current display (but without menus) to a disk file. This is similar to taking a picture of your screen and saving it so it can be printed or edited later.

You can specify a file name to use, or let Softerm automatically create a unique file for you.

Create Unique File

If you check "Automatically Create Unique Capture File, a file will be created automatically. The root consists of SOFTEMP and the extension is a sequential numeric designator from 000 through 999, such as: SOFTEMP.075

So long as you remain in this Session Window, new data will be appended to the file. If you leave this Window and return, a new SOFTEMP file will be created.

Help for Exit

This choice ends this Session Window (communications connection).

The Save settings box will be enabled if you have made changes to any of the objects and have not yet saved the changes.

To save changes, check this box and then choose Exit. Dialogs specific to each changed object will be presented and allow you to:

- Save changes to the current object name
- Make a new object
- Ignore the changes

To end this Session Window, click on Exit (or select it and press Enter).

To continue working with this Session Window, click on Do Not Exit (or select it and press Enter).

Save Settings

The Save settings box will be enabled if you have made changes to any of the objects and have not yet saved the changes.

To save changes, check this box and then choose Exit. Dialogs specific to each changed object will be presented and allow you to:

- Save changes to the current object name
- Make a new object
- Ignore the changes

Exit

Close this communications connection and clear its resources from the computer's memory.

Do Not Exit

Stop the Exit procedure and return to the Session Window.

Save Terminal Emulation Object

You have made changes to the active Terminal Emulation object. To save the changes so they will be in effect the next time you use this object, choose Save.

Choose Save As to make a new Terminal Emulation object which is based on the active object and which has the changes.

Choose Cancel to ignore the changes.

Save

Choose Save to save the changes to the active object.

Save As

Choose Save As to make a new object which is based on the active object and which has the changes.

Save Connection Path Object

You have made changes to the active Connection Path object. To save the changes so they will be in effect the next time you use this object, choose Save.

Choose Save As to make a new Connection Path object which is based on the active object and which has the changes.

Choose Cancel to ignore the changes.

Save Keyboard Object

You have made changes to the active Keyboard object. To save the changes so they will be in effect the next time you use this object, choose Save.

Choose Save As to make a new Keyboard object which is based on the active object and which has the changes.

Choose Cancel to ignore the changes.

Save Print Path Object

You have made changes to the active Print Path object. To save the changes so they will be in effect the next time you use this object, choose Save.

Choose Save As to make a new Print Path object which is based on the active object and which has the changes.

Choose Cancel to ignore the changes.

Save System Environment Object

You have made changes to the active System Environment object. To save the changes so they will be in effect the next time you use this object, choose Save.

Choose Save As to make a new System Environment object which is based on the active object and which has the changes.

Choose Cancel to ignore the changes.

Connect (Dial)

Choose this File Menu option to display the Admittance Process dialog so you can redial a number **or** change the dialing parameters to dial a different number.

This is a useful option if a general Session object uses settings which are applicable to several applications, and all you would like to do is change a phone number.

Disconnect (Hangup)

Choose this File Menu option to break a communications connection without exiting this terminal emulation window. You can use the Connect option to redial using the same or different parameters.

Using Help

Choose this option to receive help on how to use the Help system.

Help for Fixed Font

Select the font name and size you wish to use. For more information, select:

Font Name
Font Size

Font Name

Fixed uses a non-changing font with the Session Window.

The choices for the Name (such as Softerm or Courier) depend on which are installed in your system.

Font Size

Fixed uses a non-changing font size with the Session Window.

The choices for the Size depend on which are installed in your system. **Note:** If the selected font has more than one weight available, the size will include a 'B' to indicate Bold (heavy) weight, or an 'L' to indicate Light weight. Sizes without the 'B' or 'L' indicate standard weight.

The default Size is 8 x 14, which is the standard VGA character cell measuring 8 pixels wide and 14 pixels high.

Reset Terminal

Select this option to force Emulation to reset to initial state.

Help for Change Session

This dialog can be used to modify a Session object using **existing** component objects. An empty field indicates that the current configuration data base file does not contain that type of component object.

Use the drop-down list boxes to select the component objects.

When the necessary objects are assembled and displayed, choose OK to save the modified Session object. You will be able to save changes to the object's current name or to make a new object.

Choose Cancel to exit this dialog without taking any action.

Comment

Type new or edit existing explanatory remarks in this optional, 64-character field.

Terminal Emulation Object

Use the drop down list to choose the Terminal Emulation object to be used by this Session object.

Connection Path Object

Use the drop down list to choose the Connection Path object to be used by this Session object.

System Environment Object

Use the drop down list to choose the System Environment object to be used by this Session object.

File Transfer Object

Use the drop down list to choose the File Transfer object to be used by this Session object.

Auto-Start

If this box is checked, this Session object will be activated automatically when Softerm starts. Multiple sessions can be designated as Auto-Start, and each will activate when Softerm starts (depending, of course, on the physical resources available to the personal computer).

Window Options

This option determines the initial size of the Session Window.

Start Minimized
This Session will be minimized to an icon when it starts.

Start Windowed
This Session will be the size of a normal window when it starts.

Start Maximized
When started, this Session will use a window approximately 80 columns wide and 25 rows deep.

Help for Print Path Setting

To make changes, select the applicable setting from the list box and choose Change.

When you have finished, choose OK to put the changes into effect and return to the Session Window. Changes can be saved to the configuration data base by choosing Save from the Settings menu.

Choose Cancel to return to the Session Window without taking any action.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Print Path Settings

The setting strings applicable to the current print device are displayed. To examine or modify any settings, select the applicable string and choose Change.

Change Settings

Select the setting you wish to examine or modify and choose Change.

Help for Print Path Settings

To make changes, select the applicable setting from the list box and choose Change.

When you have finished, choose OK to put the changes into effect and return to the Session Window. Changes can be saved to the configuration data base by choosing Save from the Settings menu.

Choose Cancel to return to the Session Window without taking any action.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Print Path Settings

The setting strings applicable to the current print device are displayed. To examine or modify any settings, select the applicable string and choose Change.

Change Settings

Select the setting you wish to examine or modify and choose Change.

Help for File Transfer Protocol Settings

To make changes, select the applicable setting from the list box and choose Change.

When you have finished, choose Temporary Save to put the changes into effect for this one file transfer operation only and return to the File Transfer dialog. Changes can be saved to the configuration data base by choosing Save from the Settings menu.

Choose Cancel to return to the File Transfer dialog without taking any action.

Important: Temporary Save means that any changes which have been made to the file transfer protocol settings will be in effect **only** for this file transfer operation. Changes are lost as soon as the transfer is completed or as soon as you exit the File Transfer dialog.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of File Transfer Protocol Settings

The settings applicable to the current file transfer protocol are displayed. To examine or modify any settings, select the applicable setting and choose Change.

Change

Select the setting you wish to examine or modify and choose Change.

Temporary Save

Choose Temporary Save to put the changes into effect for this one file transfer operation **only** and return to the File Transfer dialog.

Save

Save any changes you have made to the File Transfer object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Help for Connection Path Settings

To make changes, select the applicable setting from the list box and choose Change.

When you have finished, choose OK to put the changes into effect and return to the Session Window. Changes can be saved to the configuration data base by choosing Save from the Settings menu.

Choose Cancel to return to the Session Window without taking any action.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Connection Path Settings

Settings which are applicable to the communications interface are grouped into related sets of parameters and change according to the chosen communications driver.

Select the parameter set you want to modify or examine and choose Change.

Change

Choose Change to examine or modify the selected group of settings.

Help for Terminal Emulation Settings

To make changes, select the applicable setting from the list box and choose Change.

When you have finished, choose OK to put the changes into effect and return to the Session Window. Changes can be saved to the configuration data base by choosing Save from the Settings menu.

Choose Cancel to return to the Session Window without taking any action.

Comment

Place any explanatory remarks in this optional, 64-character field.

List of Terminal Emulation Settings

All general and terminal emulation-specific settings are available to be examined and changed.

Select the settings group you wish to examine or change and choose Change.

Change

Select the settings group you wish to examine or change and choose Change.

File List

Select a file from the list using the mouse or arrow keys and press space bar. To get a list of desired file types, enter file templates, (i.e.. *.MDB;*.TXT;*.DOC) into the file name field.

File Type

Select file type to list only files you are interested in.

Drive

Select desired drive that you want for a directory listing.

Directory

Select the desired directory.

Multi-pick File List

Select files from list or inter desired files matching a template in the file name field, (i.e. *.* or new?.txt).

Select desired files by clicking mouse once on the file name or use space bar.

OK

Select OK to accept this dialog.

File Name

Enter a file name or full drive, path and file name, or file templates, (i.e.. *.MDB;*.TXT;*.DOC).

Transmit Delay / Trigger String

Transmit Delay (also known as Character Delay) sets a delay between transmitted characters.

The Host Trigger String provides a way for the host computer system to activate a series of Softerm functions.

For more information, select:

Transmit Delay
Host Trigger String

Transmit Delay

Note: This function also is known as Character Delay.

Some host computers are not able to receive the bursts of data which may result when using some of Softerm's extended capabilities. The Transmit Delay option allows an adjustable delay between transmitted characters, from 0 (no delay) to 255 (255 millisecond, or one-quarter second, delay). This option is in effect only for data transmitted as a result of Keyboard Playbacks, remapped keys or file transfer during online terminal operation.

Host Trigger String

If defined, this 5-character maximum string always will be searched for in incoming data while terminal emulation is active. Case sensitivity is applied to the matching of the defined host trigger string and incoming data (for example, "c" does not equal "C").

When the trigger string has been received, the very next character is expected to be either a:

1. 'K' indicating that a Keyboard Playback ID follows, or a
2. 'C' indicating that a Script object name or a Script file name follows. (The Script string must be terminated by any of the first 31 ASCII character codes.)

Examples:

```
<trigger string>K17 <trigger string>CHOST[LF]
<trigger string>CS:\SOFTERM\HOST.SCR[CR]
```

When the trigger string is received, Softerm either will process the specified Keyboard Playback ID or will perform the steps necessary to run the specified Script object or Script file (if the Script Module is installed).

Note: Softerm first will search the active configuration file for the Script object name. If a matching object name is not found, Softerm searches the specified path (if provided) or the default path for a matching Script file name.

Buffer Definitions

Softerm maintains three user-settable buffers to hold received data:

1. The Capture Buffer is used when captures to disk and print are activated
2. The Receive Buffer is used during file transfer receive operations
3. The Scrollback Buffer is used to store data which has scrolled off the Terminal Emulation screen

Scrollback Buffer Size

Softerm maintains a buffer of the most recently received data. The contents of this buffer can be viewed and saved by using the Scrollback option on the Runtime Window's File menu. The larger this buffer is, the more data Softerm will be able to retain.

The information saved to the Scrollback Buffer consists of both the character and attribute for each displayed location. Trailing blanks that have the same attributes are stripped before storage; as a result, the number of lines saved for a particular buffer size is typically greater than the buffer size divided by the line length.

The buffer size value determines the number of character positions, in 1024 byte increments, that can be stored in the Scrollback Buffer.

Note: Selecting the maximum buffer size is not always better. The larger the buffer size, the more memory that will be necessary to run the program.

Capture Buffer Size

Set the size of the data buffer for user- and host-initiated captures to disk and print. A larger buffer size will improve data throughput under most circumstances but will, of course, require more system memory.

Note: The buffer size can be changed "on-the-fly" any time that a capture operation is not in progress.

Receive Buffer Size

This provides a buffer for received data when the Receive Pacing parameter is set to None. If data from the host is being lost or becoming garbled, increasing the size of the Receive Buffer may help.

The buffer also may improve system response when you are using an especially fast PC and communications connection.

Note: Selecting the maximum buffer size is not always better. The larger the buffer size, the more memory will be necessary to run the program.

Help for Video Definitions

These options let you set default values which affect the appearance and behavior of the display.

For more information, select:

Cursor Type
Auto-line Wrap
Page Mode
CR after LF
LF after CR

Cursor Type

The cursor type selection determines the display characteristics of the terminal emulation cursor. The choices are:

1. Full Block - the cursor covers the entire character display cell.

2. Partial Block - the cursor covers the center portion of the character display cell.

3. Underline - the cursor is a line at the bottom of the character display cell.

Any of the cursor display shapes may be chosen to display as either blinking or solid.

Auto Line Wrap

Note: This parameter also is referred to as Automatic New Line.

When enabled, this option specifies that the cursor should automatically move to the first character position in the next line when data is entered in the last position on the current line. If the current line is the last line on the screen and scrolling is enabled, the screen will scroll.

If this option is disabled, the cursor will stick at the last position of the current line. Additional data entered or received will overwrite the display position until a cursor movement command, such as a carriage return, is processed.

Page Mode

This option sets the scrolling mode of the terminal. When Page Mode is enabled, scrolling is disabled and functions which normally cause scrolling will cause a wraparound to the top row.

When Page Mode is disabled, scrolling is enabled and the cursor will continue to scroll down one line at a time, each time the cursor is sent past the column limit on the last line of the displayed screen area.

Note: Page Mode is dependent on the Auto-line Wrap option being enabled.

CR after LF

If this option is enabled, Softerm automatically performs a carriage return function (cursor to first display position) in addition to a linefeed function (cursor down one line) whenever a linefeed character (0A hex) is received. If this option is disabled, no additional processing is performed for linefeed characters.

LF after CR

If this option is enabled, Softerm automatically performs a linefeed function (cursor down one line) in addition to a carriage return function (cursor to first display position) whenever a carriage return character (0D hex) is received. If this option is disabled, no additional processing is performed for carriage return characters.

Help for Duplex [Echo] Setting

Set duplex to match the requirements of the host system.

Note: If you are connected to a host and your screen displays ddoouubbllee characters, try toggling to full duplex mode. This condition generally indicates that you are in half duplex mode and both your system and the remote system are sending characters to your screen.

For more information, select:

Duplex Setting

Duplex Setting

Full Duplex
Characters entered at the keyboard are transmitted to the remote system without being displayed or processed locally. The remote system processes the characters and echoes them back to your screen.

Half Duplex
Characters entered at the keyboard are transmitted to the remote computer and are processed and displayed locally.

Note: If you are connected to a host and your screen displays ddoouubbllee characters, try toggling to full duplex mode. This condition generally indicates that you are in half duplex mode and both your system and the remote system are sending characters to your screen.

Help for Printer Definitions

New Line On Close Capture is used to enable or disable the automatic newline sequence (carriage return + line feed) when sending data to a printer. Most users will prefer to leave this option disabled.

Append Disk Printer File On Close is provided primarily to handle hosts which initiate printing of small amounts of data on a frequent basis. Most users will prefer to leave this option enabled.

The Send Initialize / Deactivate String Once is used only by append printer operations which have been redirected to a disk file, and prevents the printer initialization and deactivation strings from being sent to the file each time it is opened and closed.

For more information, select:

New Line On Close Capture
Append Disk Printer File On Close
Send Initialize / Deactivate String Once

New Line On Close Capture

Function: Enable or disable the automatic newline sequence (carriage return + line feed) when sending data to a printer. Most users will prefer to leave this box unchecked.

This option works with all data Capture to Printer operations. Softerm normally appends a newline sequence to the end of a data capture. However, when transmitting data, some hosts will initiate a capture, send a line of data, terminate capture, and repeat the process until all data has been transmitted. Appending the newline sequence each time would destroy the data's format. Leave this option unchecked to stop the automatic newline sequence from being appended and to maintain the data's format.

Append Disk Printer File On Close

Function: This option is provided primarily to handle hosts which initiate printing of small amounts of data on a frequent basis. Most users will prefer to leave this option checked.

Important: The action of this function depends on the selected Print Path and whether or not a print device is busy.

Case 1: The Print Path uses a valid printer.

If the printer is available, all print activities (such as a capture to print or a host-initiated print function) will be sent to the printer.

If Append Disk Printer File on Close is disabled and the printer is not available (either off line, busy, etc.), all print activities (such as a capture to print or a host-initiated print function) will be sent to a temporary disk file. Each time the print activity is turned off, the temporary file will be closed.

If Append Disk Printer File on Close is enabled and the printer is not available (either off line, busy, etc.), all print activities (such as a capture to print or a host-initiated print job) will be sent to a temporary disk file. Each time the print activity is turned off, the temporary file will, in effect, remain open. When printing is turned on again, the data will be appended to the existing file.

The temporary file will be closed when one of the following happens:

1. You turn capture off from the File menu;
2. You clear the Append Disk Printer File on Close option;
3. You exit the Session Window; or
4. You exit Softerm.

Case 2: The Print Path uses a Disk printer with the "Automatically Create Unique Disk Print File" option checked. **Important:** If a Disk printer is given a user-specified file name, append is assumed and this setting does not affect the file.

If Append Disk Printer File on Close is disabled, every time the print activity is stopped, the disk file will be closed. Each new print activity will overwrite the disk file.

If Append Disk Printer File on Close is enabled, every time the print activity is stopped, the disk file will, in effect, remain open. Subsequent print activity initiation will append the new data to the original file.

The disk file will be closed when one of the following happens:

1. You turn capture off from the File menu;
2. You clear the Append Disk Printer File on Close option and close the capture;
3. You exit the Session Window; or
4. You exit Softerm.

Send Initialize / Deactivate String Once

Important: This setting works only with append printer operations which are redirected to a disk file. This includes a Print Path which uses a Disk printer.

When this option is enabled, the printer initialization and deactivation strings will be sent to the printer file only once.

If this option is not enabled, the printer initialization and deactivation strings will be sent to the printer file each time it is opened and closed.

Help for Status Line Definition

Determine the default setting for whether or not an information status line will be displayed when in the Session Window (online terminal emulation).

If a status line is to be displayed, determine the default setting for the date and time format to be used.

For more information, select:

Status Line Time Format
Status Line Display

Status Line Time Format

Date/Time
Choose this setting for the status line to display the current date and time.

Connect Time
Choose this setting for the status line to display the length of time the connection has been established.

Status Line Display

On
The status line will be displayed when you are in the Session Window (online terminal emulation mode).

Off
The status line will not be displayed when you are in the Session Window (online terminal emulation mode).

Help for Answerback Message

The Answerback Message string depends on the specific terminal emulation.

If the string is defined and if it is used by a terminal emulation, Softerm can be set to automatically transmit the Answerback Message when an answerback function request is received.

An Answerback Message also can be transmitted with a keyboard function.

For more information, select:

Answerback Message

Answerback Message

The Answerback Message string can contain up to 30 actual characters. Softerm automatically will use horizontal scrolling in the field if the entire string cannot be displayed as a result of non-displayable character codes.

Both displayable and non-displayable ASCII character codes may be included in an answerback string. To enter non-displayable ASCII character codes, use the acronym listed in ASCII Codes, such as [CR] for Carriage Return.

Auto Download

Auto Download, also referred to Auto-Detect File Transfer, monitors incoming data from the host for a Zmodem or Compuserve B+ Header, (an ENQ). If it detects that the host is trying to initiate the file transfer, Auto Download will automatically start receiving the file. You may specify a directory for Auto Download to receive files to and the action to take if the file you are receiving already exist.

Note: Some Terminals use the file transfer header for normal terminal functions. Using Auto Download may not allow the Terminal Emulation to function correctly. If you experience difficulties, Disable Auto Download.

Refer also to:
Enable
Default download path
If File Exist

Enable

Check this option to toggle Auto Download on and off. If checked, Auto Download is turned on otherwise Auto Download is turned off. Auto Download defaults to Enabled except for a few who frequently use the commands sent by the file transfer protocol.

Note: Some Terminals use the file transfer header for normal terminal functions. Using Auto Download may not allow the Terminal Emulation to function correctly. If you experience difficulties, Disable Auto Download.

Default download path

Specify a Drive and Path, up to 80 characters, for Auto Download to place files received into.

If File Exist

If the file being received already exist in the Download Path file transfer can:

Resume
Resume is a Zmodem Protocol function that allows you to Resume a file transfer of a file that had previously been stopped before completion. This option is only valid for Zmodem File Transfer protocol.

Replace
If the file that you are receiving already exist, the file will be replaced by the new file.

Append
If the file that you are receiving already exist, the new file will be appended to the end of the existing file.

Stop
If the file that you are receiving already exist, Auto Download will Stop the file transfer.

Open Capture

The capture function causes incoming data to be copied to a printer or disk file.

BINARY capture copies all incoming data including control codes and terminal commands.

TEXT capture copies data that has been processed by the terminal emulation, line-by-line, as it appears on the terminal emulation screen.

CLOSE APPENDED CAPTURE can be used if Append Disk Printer File On Close option is selected and data been saved to a disk printer file. This option will close the capture file. Capture must be incative to use this option.

Close Capture

Close Capture

SAVE DATA will write the captured data to a printer or disk file and stop further capture of data.

DISCARD DATA will stop the capture of data without writing data to a printer or disk file.

Open Capture

Session Window

A Session Window (also called a Runtime Window) is a terminal emulation and communications screen used for direct interaction with a remote computer system. The number of windows which can be open at the same time is limited by the PC's hardware or to a maximum of 32.

A Session Window is activated by starting a Session object.

Session Object

The Session object is the unified object that synthesizes all object modules.

When a session is started, the object's saved settings are applied to the activated on-line session.

Once you successfully configure a group of settings to perform a task, you name the group as a object and never need to configure that particular object again. You use the object by the name you gave it.

From these profiled building-blocks, as many Session objects as you need to perform any asynchronous communications task can be created.

For more information, select:

Synopsis of Softerm Objects
Configuration Data Base

Synopsis of Softerm Objects

Note: If a desired object module is not included in the version of Softerm you own or use, please contact the Softronics' Sales Department and ask about the availability of additional modules.

Connection Path Object
Defines the specific communications interface to be used by the connection. It combines the information in the Modem object, which specifies the method of connection, such as modem or hardwire, and a specific hardware communications port, such as COM1 or Novell ACS.

File Transfer Object
Specify a file transfer protocol as the default for a Session object. Protocol-specific parameters can be saved as part of the File Transfer object.

Keyboard Object
Lets you change key assignments (mappings). Keys can be mapped to output:

- A different character
- A string of characters
- A function
- A combination of these

Note: Keyboard Record Mode Playback IDs are treated as functions. Use the Keyboard object to map a key to a Playback ID.

Modem Object
Defines the method of the communications interface, such as hardwire or a specific modem, to be used by the connection.

Nationality Object
Softerm is designed to operate correctly between personal computers and host systems which do not use the United States character set.

When the host system transmits an Ä, we want to receive an Ä. Conversely, when we send a ß, we want the host to receive and understand it as a ß. Frequently, though, the host and the personal computer speak different languages. The Nationality object provides the translation between the host system and the PC.

Print Path Object
Specifies the default printer to be used by the Session. A printer can be a serial or parallel device, a disk file, or a print queue which may be a part of the operating system.

Protocol Converter Object
This object applies only to the Ind$File File Transfer Protocol and specifies which protocol converter is in the communications link between the personal computer and the host.

Script Object
Script Files are similar to Batch and Command files in that they automate repetitive tasks. A Script File can be activated automatically when a Session object starts.

System Environment Object
Maintains system-wide parameters for a Session object. These include the default print device, Nationality object, disk drive and directory path, Exit Action options, Edit Action Options and the user area (terminal emulation screen) colors.

Telephone Network Object

This optional object lets you define the Prefix and Suffix to be used to access a particular telephone network, such as a PBX, and forms part of the Admittance Data.

Note: This object is used only by a Session object which includes a Modem object.

Terminal Emulation Object
Provides the interface so the host system behaves as though it is communicating with the correct hardware terminal unit. The emulation correctly interprets host-initiated commands and control sequences and transmits the appropriate controls back to the host. The Terminal Emulation object also defines status and information required to allow file transfer to perform Auto-Detect File Transfers.

Connection Path Object

A Connection Path object defines the specific communications interface to be used by the connection. The interface comprises the type, such as Standard serial or the IBM Asynchronous Communications Device Interface, and the specific hardware port, such as COM1 or COM3.

The Connection Path object forms one half of the Access Protocol:

The Access Protocol, which provides end-to-end connections to remote computer systems, is divided into two modules: the Connection Path object and the Admittance Data. The Connection Path object contains the settings that are constant to all sessions using a specific connection type, such as a COM port connected to a modem. The Admittance Data contains the settings that are variable to individual sessions using a specific connection type, such as the phone number to be dialed.

Modem Object

A Modem object defines the method of the communications interface to be used by the connection. It does not define a specific communications port; that is done by the Connection Path object. In addition, the Modem object does not have to include a modem in the definition.

If a Modem object is not linked to a Connection Path object which can use a Modem object, the Connection Path will default to using a hardwire connection.

Additional Modules

Softronics, Inc. continually updates Softerm by providing new modules to provide more Local Area Network and Gateway support; additional file transfer protocols; new terminal emulations; and other capabilities.

To obtain information about Softronics' products or to place an order, please write to or call:


```
Softronics, Inc.
5085 List Drive
Colorado Springs, Colorado 80919

Phone: (800) 225-8590 or
       (719) 593-9540
Fax  : (719) 548-1878
```

What Is Softerm

Softerm is a Procognitive System for asynchronous communications and terminal emulation written specifically for the Graphical User Interface (GUI) of Microsoft Windows.

For more information, select:

What Will Softerm Do

Softerm will let your PC communicate with other computer systems by:

1. Emulating exactly any of the supported terminals
2. Transferring data (up-loading and down-loading) between your PC and other computer systems

What Are Softerm Object Modules

You customize your program by using Softerm's object modules. The user interface and features reflect your specific needs and make the program your personal tool.

Softerm object modules logically separate functionality and features into objects. Modules can define a single feature or can be grouped together to perform several functions.

By having a modular system, you can select the features you need. The Graphic User Interface dynamically modifies the display to show only the modular functionality that you chose. A modular architecture eradicates "Feature Glut."

For more information, select:

Synopsis of Softerm Objects
Configuration Data Base

Softerm Session Manager

The Session Manager is used to create and change objects. It is the core of Softerm.

Component Objects are created here and linked to form Session objects which, in turn, are activated to make the end-to-end communications connection.

Once the necessary Session objects are created, the Session Manager no longer needs to play a visible role. A Session object can be set to activate automatically when Softerm is started, avoiding the Session Manager completely.

Configuration Data Base

Softerm Modular maintains two types of data base configuration files: static and dynamic.

Static Record Data Base
This data base, named SOFTERM.MOD, contains read-only information -- that is, information which will not change but which is necessary for Softerm's operation. This information includes these types of records:

- Default list box text for each installed device
- Default configurations for each installed device
- Special list box text and configuration records for modems
- Information used to load each device
- Program initialization information

SOFTERM.MOD is created and changed only by Setup and Show All.

Important: Softerm will not start if it cannot find this file.

Dynamic Record Data Base
This data base holds the objects you create and use. Information in this file will be updated as required.

The default file name is SOFTERM.MDB (Modular Data Base). However, you can create and save as many configuration files as you need and load one from within Softerm or when starting the program. Please refer to Appendix E, Start-up Switches.

Note: As a safety measure, Softerm automatically maintains a backup copy of the .MDB configuration file being used. Should a severe problem arise with the primary file, Softerm automatically reverts to the backup copy. The disadvantage, of course, is that disk space, equal to the combined size of all configuration files used, is required.

The backup uses the same root name and the .BAK extension. This backup will replace a file having the same name. That is, the SOFTERM.BAK file which is created automatically will overwrite an existing SOFTERM.BAK file.

Softerm configuration files use multiple tree indices and variable record lengths. The advantages of this system are:

1. The size of the configuration file is kept to a minimum. Many specialized Session objects can be created from a small number of component objects because, just like any other data base, data can be used in multiple places.
2. Data manipulation can be performed very quickly.
3. Disks and directories are not cluttered with more files than necessary.

Customer Service

Customer Service

Although we have tried to make Softerm as easy to use as possible, there may come a time when you have a question.

Softronics maintains a dedicated Customer Service Department which is open weekdays from 8am through 5pm Mountain Time. The Customer Service Department also maintains a 24-hour computer bulletin board.

```
Softronics, Inc.
5085 List Drive
Colorado Springs, Colorado 80919

Phone: (719) 593-9550
Fax  : (719) 548-1878

Customer Assistance BBS:
(719) 593-9295
(300-14400 baud, 8 data bits,   1 stop bit, no parity)
```

Information and Ordering

To obtain information about Softronics' products, the availability of additional modules, or to place an order, please write to or call:

```
Softronics, Inc.
5085 List Drive
Colorado Springs, Colorado 80919

Phone: (800) 225-8590 or
       (719) 593-9540
Fax  : (719) 548-1878
```

Dead Key

You will notice that some Keyboard object functions are labeled "Dead Key." Dead Keys supply the means with which to send and display non-standard characters, such as characters which use diacritical marks.

"Dead" keys are so named because no action is taken until a valid follow-on key is pressed, at which time the dead key and the valid key are combined to form a character. Softerm treats "dead keys" as functions. That is, a key is mapped as a dead key by selecting the appropriate function name from the list, such as "circumflex dead key."

For example, the AltGr-~ key could be remapped to place a tilde (~) over a valid follow-on character, so that pressing AltGr-~ followed by "n" or "N" would produce a ñ or Ñ.

Important: Valid follow-on characters for each dead key assignment are defined by selecting Dead Keys... at the Keyboard Remap dialog box.

Objects - Description and Definition

A object is a named collection of settings and can include other objects.

1. The Session object is the unified object that synthesizes all object modules. Activate a Session object to form an end-to-end communications connection.
2. A Simple object module contains its own functional collection of settings.
3. A Compound object module contains its own functional collection of settings and at least one other object module.

For more information about objects, select:

Summary and List of Softerm Objects
Synopsis of Softerm Objects
Object (Configuration) Data Base
Object Modules

Summary and List of Softerm Objects

1. Every major function is defined by a object.
2. All objects are user named and then used by name.
3. Module objects (Simple and Compound) are combined to form a unified Session object.

Softerm objects are:

Session Object Module, which contains:

Terminal Emulation Object
Keyboard Object

Script Object

Connection Path Object
Modem Object (optional)

System Environment Object
Nationality Object
Print Path Object
Connection Path Object
(if a serial printer is used)

File Transfer Object
Protocol Converter Object
(only for the Ind$File protocol)

Telephone Network Object (optional)

Modes of Operation

When using Softerm, you will be in one of four Modes of Operation:

1. Terminal Emulation Mode
2. File Transfer Mode
3. User Interface Mode
4. Script

Terminal Emulation Mode
Terminal Emulation Mode transforms your PC into an asynchronous terminal. The PC keyboard, PC video monitor, and PC Communications Path function as a genuine terminal. Terminal Emulation mode is performed in the user area of the Softerm Session Window.

File Transfer Mode
File Transfer Mode exchanges data with a remote computer system. This process is accomplished with File Transfer Protocols. File Transfers are invoked from the main action bar of the Softerm Session Window.

User Interface Mode
User Interface Mode facilitates control of all aspects of configuration and operation. Softerm uses the Graphical User Interface (GUI) provided by the operating system to effectively control operation and configuration tasks.

Script Mode
Script files provide the means to automate repetitive tasks.

Softerm Status Line

If it is active, the standard Softerm Status Line appears on the last line of the emulation window. The standard Status Line provides information "at a glance." Some of this information never changes, some is either/or, and some is either displayed or blank.

Status Line Indicators

Online
Indicates Softerm is ready for terminal communications with a host computer. This field will show either Online or Local.

Local
Indicates that you have disconnected all communications with the host. In addition, characters and commands entered at your keyboard will act as though they were sent by the remote system. This field will show either Local or Online.

Connect
Indicates that you currently have a connection and the DCD (data carrier detect) signal is being received from the serial interface. This is not a settable option. If a connection is not established, this field will be blank.

Full Duplex

Indicates Softerm is operating in full duplex mode. Characters entered at the keyboard are transmitted to the remote system without being displayed or processed locally. The remote system processes the characters and echoes them back to your screen.

Note: Duplex is changed from the Terminal Emulation Settings dialog.

Half Duplex
Indicates Softerm is operating in half duplex mode. Characters entered at the keyboard are transmitted to the remote computer and are processed and displayed locally.

Note: If you are connected to a host and your screen displays ddoouubbllee characters, try toggling to full duplex mode. This condition generally indicates that you are in half duplex mode and both your system and the remote system are sending characters to your screen.

Note: Duplex is changed from the Terminal Emulation Settings dialog.

Capture Off
This indicates that none of the capture modes to print or disk are currently active. This field will show either Capture Off, Capture Dsk or Capture LPT.

Capture Dsk
Indicates that a capture to disk is active. In this mode, data received and processed during on-line terminal operation also is written to disk.

Capture Lpt
This indicates that a capture to print is currently active. In this mode, data received and processed during on-line terminal operation also is sent to the printer.

Note: If you have defined your printer as DISK, the data will be "printed" to a disk file.

UC and **lc**
Indicate the Caps Lock state of the keyboard. Pressing the Caps Lock key toggles the state between

upper and lower case.

Arrows
Indicates that the numeric keypad is in function mode with the cursor positioning keys and the Home, PgUp, PgDn, and End keys enabled. Pressing the NumLock key will toggle to numeric mode. This field will show either the arrows or NumLock.

NumLock
Indicates that the keypad is in numeric mode. Pressing the NumLock key will toggle to function mode.

07-01-91 12:00
Indicates the current date and time.

Connect: 00:45
Indicates the length of time (hours and minutes) the activity has been connected to the remote system.

Quick Start

To connect to (call) another system, start a Session object. You may use an existing Session object; create a new Session object; or modify an existing object to fit your own needs.

Using an Existing Session Object

To connect to another system using an existing Session object, follow these steps:

1. Choose a object displayed in the Session Phone book list.
2. Select the Start pushbutton.

When the connection is established successfully, the Session Manager is replaced by the Session Window (also called the Runtime Window; the on-line screen; and the terminal emulation screen).

Create or Change a Session Object

If you need to create a Session object or modify and existing Session object to meet your requirements, choose one of the following topics:

Change (or Examine) Session Objects
Add (Create) Session Objects

Session Manager Window

Description

The window Title Bar (the line of text at the top of the window) shows that this is the Session Manager module of the Softerm program, and the name of the configuration file (SOFTERM.MDB if the default file is used). Unless specified otherwise, Softerm automatically looks for SOFTERM.MDB when first starting. Any changes to the configuration will be saved to the active configuration file.

Areas of the Session Manager Window

The Session Manager window is divided into the following main areas:

1. The Title Bar
2. The Menu Bar (also called the Primary Action Bar) from which you access the File, Session, Options and Help menus
3. The Session Phone book list box which shows the following information:

Session Name
This column shows the name you provided to this unified Session object. Changes are made by marking the name and choosing the appropriate menu option.

Comments
This field displays the optional remarks associated with this Session. Use the scroll bar at the bottom of the screen to view comments which extend past the edge of the display area.

4. Pushbuttons: For your convenience, the four pushbuttons duplicate options available on the Session drop-down menu.
5. The Session Information Area which shows information about the highlighted Session object:

Telephone Number
If a number is included in the object, it will be shown here.

Communications Interface
This information field matches the Connection Path object data.

Auto-Start
Indicates either Yes or No to show whether or not the highlighted Session will be activated automatically when you start Softerm.

Session Manager Menus - Synopsis

The Session Manager provides configuration control through these menus:

File
Use to:

1. Create configuration files.
2. Load an existing configuration file in place of the current active file.
3. Exit Softerm Modular

Session Menu
Use to:

1. Start individual Session objects to form an end-to-end communications connection.
2. Stop a Session and clear its resources from the computer's memory.
3. Create and modify Session objects using component objects which already have been created using the Setup objects option from this Menu. However, the Add and Change dialogs can access all object manager modules.

Options Menu
Use to:

1. Save the parameters used by the Session Manager window.
2. Minimize the window when a Session is started.
3. Install new modules.

Help Menu
Obtain on-line help for Softerm and for the operating system.

Change (or Examine) a Session Object

To change, or just examine a Session object, follow these steps:

1. Choose a Session object from the display.
2. Select the Change pushbutton.
3. Examine or change information in the Change Session Dialog by choosing the Setup objects button and then choosing the appropriate object.
4. To save changes, choose Change and then Save or Save As.

Add (Create) Session Objects

To make a new Session object, follow these steps:

1. Select the Add pushbutton.
2. Choose component objects from those available in each category. If necessary, create component objects by choosing the Setup objects button and then choosing the appropriate object.

Note: In general, Softerm requires only the Terminal Emulation and Connection Path objects to make an end-to-end connection. Other objects, such as File Transfer, System Environment, and Print Path can be defined if they are needed. Select Manage objects from the Options menu to see a full list of installed object modules.

3. Select the Options button to set any Window Options or Auto Start features.
4. Select Add to save the new Session object.

Definitions

Communications Connection
This is the term usually used to describe the complete end-to-end connection between one computer system and another. It is very similar to the telephone system.

Connection Path
Defines the specific communications interface to be used by the connection.

The Connection Path object combines the information in the Modem object, which specifies the method of connection, such as modem or hardwire, and a specific hardware communications port, such as COM1 or Novell ACS.

On-line screen
See Session Window

Runtime Window
See Session Window

Session Object
Assembles the component objects necessary to form a complete communications connection between the personal computer and the remote system. To completely automate the process of obtaining a connection, the Session object adds the pieces of information which are specific to a connection; such as a telephone number.

Session Window
A Session Window (also called a Runtime Window) is a terminal emulation and communications screen used for direct interaction with a remote computer system. The number of windows which can be open at the same time is limited by the PC's hardware or to a maximum of 32.

Terminal Emulation screen
See Session Window

Terminal Emulation
A software method which makes the personal computer appear to the host computer as though it were a dedicated hardware terminal. It ensures that the two systems speak the same "language".

Access Protocol

The Access Protocol provides end-to-end connections to remote computer systems. To achieve a complete connection, the Access Protocol is divided into two modules: the Connection Path object and the Admittance Data. The Connection Path object contains the settings that are constant to all sessions using a specific connection type, such as a COM port connected to a modem. The Admittance Data contains the settings that are variable to individual sessions using a specific connection type, such as the phone number to be dialed.

Procognitive System Design Standard

A Procognitive System is one that extends "farther into the process of generating, organizing, and using knowledge through interaction among men, computers, and the body of knowledge."1

Criteria to be met by Procognitive Systems include:

1. Facilitate seemingly unconscious learning during interaction between user and system.
2. Achieve a higher level of user interface interaction through protracted use.
3. Adjust to the individual user by allowing a user-built feature set.
4. Build upon user success.
5. Allow the user to manage tasks by manipulating user-named objects.
6. Provide the user with immediate feedback during decision-intensive actions.
7. Assist the user with on-line Help.

1. Smith, Linda C. "User Friendly Future: Applications of New Information Technology." In *What is User Friendly?*, edited by F.W. Lancaster, pp. 109-110, University of Illinois at Urbana-Champaign: Graduate School of Library and Information Science, 1986.

Help for File Transfer Protocol Settings

Complete the File Transfer Protocol Settings dialog to create a complete description of a File Transfer Protocol which can be used as a stand-alone resource or which can be linked to a Session Object.

Note: An entry is required in the Protocol Converter Name field.

The Protocol Converter, which is required to connect the PC with an S/370 host, allows asynchronous devices to emulate 3270 (synchronous) devices by converting key sequences to the correct 3270 functions.

Use the drop-down list to choose an appropriate object, or select the Setup pushbutton to transfer to the Protocol Converter manager to create or change a object.

Protocol settings can be fine-tuned and set for specific applications. To make changes, select the applicable setting from the list box and choose Change.

When you are finished, you can choose Save or Save As to retain the settings or choose Cancel to exit the dialog without taking action.

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Comment

Type any explanatory remarks in this optional, 64-character field.

Protocol Converter Name

Note: An entry is required.

The Protocol Converter, which is required to connect the PC with an S/370 host, allows asynchronous devices to emulate 3270 (synchronous) devices by converting key sequences to the correct 3270 functions.

Choose the name of an appropriate existing Protocol Converter object or select Setup to create or change a object.

Setup Protocol Converter

Select Setup to create or change a Protocol Converter object.

List of File Transfer Protocol Settings

The settings applicable to the current file transfer protocol are displayed. To examine or modify any settings, select the applicable setting and choose Change.

Change

Select the setting you wish to examine or modify and choose Change.

Save

Save any changes you have made to the File Transfer Object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

Protocol Converter Object Module

A Protocol Converter object is required to be linked to an Ind$File File Transfer protocol object and specifies which protocol converter is in the communications link between the personal computer and the host.

Add
Use to create a new Protocol Converter Object.

Change Object
Choose the existing object you wish to modify and select Change.

Delete Object
Choose the existing object you wish to remove from the configuration file and select Delete.

Close
Return to the point from which you accessed this dialog.

List of Protocol Converter Objects

The list box shows the names of all Protocol Converter objects which are present in the configuration data base file.

Choose Add to create a Protocol Converter object. To examine or modify a object, choose it and select Change. To remove a object from the configuration data base file, choose it and select Delete.

Add Protocol Converter Object

Create a object and add it to the configuration data base file.

Change Protocol Converter Object

Choose the existing object you wish to modify and select Change.

Delete Protocol Converter Object

Choose the existing object you wish to remove from the configuration file and select Delete.

Help for Add Protocol Converter

Use the drop-down list box to choose the type of protocol converter which is in the communications link between your PC and the host.

To connect the PC with an S/370 host via an asynchronous emulator, such as Softerm, a protocol converter must exist in the network between the PC and the S/370 host.

The protocol converter, such as the IBM 3708 Network Controller, allows asynchronous devices to emulate 3270 (synchronous) devices by converting the asynchronous data into SNA 3270 data. To simulate 3270 devices, the protocol converter must take ASCII codes generated by specific key sequences on the emulator and convert them to the appropriate 3270 functions.

List of Protocol Converter Types

From this list of supported protocol converters, choose the type which is in the communications link between your PC and the host.

Help for Protocol Converter Settings

These Key Definitions define the 3270 functions which will be produced by the appropriate keys.

Select Change to examine and change the Key Definitions. The definitions which are shown will be applicable to the current selected protocol converter type and terminal emulation.

The Protocol Converter object applies only to the Ind$File File Transfer protocol and specifies which protocol converter is in the communications link between the personal computer and the host.

To connect the PC with an S/370 host via an asynchronous emulator, such as Softerm, a protocol converter must exist in the network between the PC and the S/370 host.

The protocol converter, such as the IBM 3708 Network Controller, allows asynchronous devices to emulate 3270 (synchronous) devices by converting the asynchronous data into SNA 3270 data. To simulate 3270 devices, the protocol converter must take ASCII codes generated by specific key sequences on the emulator and convert them to the appropriate 3270 functions.

Comment

Type any explanatory remarks in this optional, 64-character field.

List of Protocol Converter Settings

The settings applicable to the current Protocol Converter are displayed. To examine or modify any settings, choose the applicable setting and select Change.

Change

Choose the setting you wish to examine or modify and select Change.

Save

Save any changes you have made to the Protocol Converter Object. The changes will be applied to the current object name and the configuration data base file will be updated.

Note: To save the changes to a different object name, use the **Save As** button.

Save As

Note: Save As is a good choice when major changes have been made to a working object. The changes can be tested without replacing the working version.

ASCII Character Codes

These characters, codes and functions can be inserted in many of Softerm's string entry fields. The first 32 codes (0 through 31 decimal), also called the non-displayable characters, often are used as control codes. They can be entered in a text field by typing the code's acronym (listed in the ASCII column) between square brackets.

For example, a Carriage Return can be included in a string by typing the acronym and placing it between square brackets, such as:

```
     [CR]
```

Hex	Dec	ASCII	Name	Keyboard
00	0	[NUL]	null	Ctrl
01	1	[SOH]	start heading	Ctrl A
02	2	[STX]	start text	Ctrl B
03	3	[ETX]	end text	Ctrl C
04	4	[EOT]	end transmission	Ctrl D
05	5	[ENQ]	enquire	Ctrl E
06	6	[ACK]	acknowledge	Ctrl F
07	7	[BEL]	bell	Ctrl G
08	8	[BS]	backspace	Ctrl H
09	9	[HT]	horizontal tab	Ctrl I
0A	10	[LF]	line feed	Ctrl J
0B	11	[VT]	vertical tab	Ctrl K
0C	12	[FF]	form feed	Ctrl L
0D	13	[CR]	carriage return	Ctrl M
0E	14	[SO]	shift out	Ctrl N
0F	15	[SI]	shift in	Ctrl O
10	16	[DLE]	data link escape	Ctrl P
11	17	[DC1]	device control 1	Ctrl Q
12	18	[DC2]	device control 2	Ctrl R
13	19	[DC3]	device control 3	Ctrl S
14	20	[DC4]	device control 4	Ctrl T
15	21	[NAK]	negative ack	Ctrl U
16	22	[SYN]	synchronous idle	Ctrl V
17	23	[ETB]	end trans block	Ctrl W
18	24	[CAN]	cancel	Ctrl X
19	25	[EM]	end medium	Ctrl Y
1A	26	[SUB]	substitute	Ctrl Z
1B	27	[ESC]	escape	Esc
1C	28	[FS]	file separator	Ctrl \
1D	29	[GS]	group separator	Ctrl]
1E	30	[RS]	record separator	Ctrl ^
1F	31	[US]	unit separator	Ctrl _
20	32		space	Space Bar
21	33	!	exclamation	!
22	34	"	quotation	"
23	35	#	number sign	#
24	36	$	dollar sign	$
25	37	%	percent sign	%
26	38	&	ampersand	&
27	39	'	apostrophe	'
28	40	(	open parenthesis	(
29	41	)	close parenthesis	)

2A	42	*	asterisk	*
2B	43	+	plus sign	+
2C	44	,	comma	,
2D	45	-	minus	-
2E	46	.	period	.
2F	47	/	slash	/
30	48	0	zero	0
31	49	1	one	1
32	50	2	two	2
33	51	3	three	3
34	52	4	four	4
35	53	5	five	5
36	54	6	six	6
37	55	7	seven	7
38	56	8	eight	8
39	57	9	nine	9
3A	58	:	colon	:
3B	59	;	semicolon	;
3C	60	<	less than	<
3D	61	=	equal to	=
3E	62	>	greater than	>
3F	63	?	question mark	?
40	64	@	at sign	
41	65	A	A	A
42	66	B	B	B
43	67	C	C	C
44	68	D	D	D
45	69	E	E	E
46	70	F	F	F
47	71	G	G	G
48	72	H	H	H
49	73	I	I	I
4A	74	J	J	J
4B	75	K	K	K
4C	76	L	L	L
4D	77	M	M	M
4E	78	N	N	N
4F	79	O	O	O
50	80	P	P	P
51	81	Q	Q	Q
52	82	R	R	R
53	83	S	S	S
54	84	T	T	T
55	85	U	U	U
56	86	V	V	V
57	87	W	W	W
58	88	X	X	X
59	89	Y	Y	Y
5A	90	Z	Z	Z
5B	91	[	open bracket	[
5C	92	\	backslash	\
5D	93	]	close bracket	]
5E	94	^	circumflex	^
5F	95	_	underscore	_
60	96	`	grave accent	`
61	97	a	a	a
62	98	b	b	b

63	99	c	c	c
64	100	d	d	d
65	101	e	e	e
66	102	f	f	f
67	103	g	g	g
68	104	h	h	h
69	105	i	i	i
6A	106	j	j	j
6B	107	k	k	k
6C	108	l	l	l
6D	109	m	m	m
6E	110	n	n	n
6F	111	o	o	o
70	112	p	p	p
71	113	q	q	q
72	114	r	r	r
73	115	s	s	s
74	116	t	t	t
75	117	u	u	u
76	118	v	v	v
77	119	w	w	w
78	120	x	x	x
79	121	y	y	y
7A	122	z	z	z
7B	123	{	open brace	{
7C	124	|	line	|
7D	125	}	close brace	}
7E	126	~	tilde	~
7F	127	[RUB]	rubout (delete)	Shift Backspace

File Menu

The Scrollback Window's File menu provides the following function:

1. Save Scrollback Buffer to file
2. Exit scrollback window and return to Session Window.

For more information, select:
Save as
Exit

Save as

Select this option to save the entire contents of the Scrollback buffer to a file.

Exit

Select Exit or the System icon's Close option to close the Scrollback Window, clearing its resources from the computers memory, and return to the Session Window.

Help

Use these choices to find out how to use help, to get general help, to go to a list of keys, or to go to the help index.

Edit Menu

Use to copy selected text from the Scrollback Buffer screen to a **clipboard** or **transmit to a host**. If copied to a clipboard, the data in the clipboard then can be pasted into another application program which supports the Paste function, such as a text editor. If transmitted to host, the data will be sent to the host as if you had typed it into the keyboard from the Session Window.

To use Mark / Copy's **Hot Spots** function, simply double click on a word and it will be copied, excluding punctuation, to the clipboard or transmitted to the host, as defined in the Session's System Environment.

For more information, select:
Mark
Copy to Clipboard
Transmit to host
Hot Spots

Mark

Mark the text you want to copy by:

1. Clicking and dragging with a mouse, or
2. Selecting the Mark option from the menu.

When you select from the menu, an inverse block will appear at the cursor position. This Mark indicator is independent of the cursor, and can be positioned using the arrow keys.

To block the desired text, use your arrow keys in combination with the Left or Right **Shift** keys.

To **turn off** the Mark function, click anywhere outside the marked area or select the Edit menu's Mark option again.

To **Copy** the marked data, click anywhere inside the marked area or select Edit menu's **Copy to clipboard** or **Transmit to host** option.

To use Mark / Copy's **Hot Spots** function, simply double click on a word and it will be copied, excluding punctuation, to the clipboard or transmitted to the host, as defined in the Session's System Environment.

For more information, select:
Copy to Clipboard
Transmit to host
Hot Spots

Copy

To copy marked data:

1. Click anywhere within the marked area, or
2. Select the **Copy to clipboard** or **Transmit to host** option from the menu

The marked text is copied the destination selected or as defined in the Session's System Environment.

Note: Performing a Copy to clipboard function will replace the clipboard contents with the new text.

To **turn off** the Mark function, click anywhere outside the marked area or select the Edit menu's Mark option again.

For more information, select:
Mark
Copy to Clipboard
Transmit to host
Hot Spots

Options Menu

The Options Menu provides the following functions:

1. Select the font style and size to be used by the window
2. Save the parameters (size, location) of the current window

For more information, select:
Font
Save Window

Font

Select the font you want this window to use.

Softerm supports all the fonts installed in your system and a special font supplied by Softerm.

When you select Font, you will be able to choose a Dynamic font or a Fixed font.

For more information, select:
Fixed
Dynamic
Save Window

Fixed

Select Fixed to use a non-changing font and size with the Session Window. An additional dialog will be displayed so you can select the font name and size.

To save this Font setting for this Session object, select the Save Window option. The Configuration data base file will be updated.

Refer also to:
Dynamic

Dynamic

If you choose Dynamic, the Scrollback Window will use the special Softerm font which automatically changes size to produce the maximum number of characters as the window size changes.

The dimensions which are used vary from a 1-pixel by 1-pixel character matrix, to an 8 by 14 (VGA standard) matrix.

To save this Font setting for this Session object, select the Save Window option. The Configuration data base file will be updated.

Refer also to:
Fixed

Save Window

Choose this option to save the current size, position and font of the current window. The saved settings will be linked to this Session object and will be used the next time this Scrollback is activated.

General Help for Scrollback Buffer

The Scrollback Buffer lets you view the first-in/first-out buffer of received data.

Important: The amount of data contained in this buffer is controlled by the Scrollback Buffer Size set in the Terminal Emulation object.

For more information, select:
File Menu
Edit Menu
Options Menu

Help for Exit

This choice closes the Scrollback Buffer Window.

To close this window, click on Exit (or select it and press Enter).

To continue working with the Scrollback Buffer, click on Do Not Exit (or select it and press Enter).

Exit

Return to the Session Window.

Do Not Exit

Stop the Exit procedure and return to the Scrollback Window.

Save as

Enter a file name, in the file name field, to save the scrollback buffer to.

Use the **Drive** dropdown list box and **Directory** list box to select the location for this file.

Note: If the file already exist, you will be notified and given the options to Append or Replace

File Name

Enter a file name, up to 80 characters, to save the scrollback buffer into.

Drive

If not entered into the name field, use this field to choose the desired disk drive.

Directory

If not entered into the name field, use this field to choose the desired directory.

Save

Select Save to accept the file and save the scrollback buffer. You will then be returned back to the Scrollback Window.

Cancel

Select Cancel to return back to the Scrollback Window without any further action taken.

File Already Exist

The file you have selected already exist.

You may select:
Append
Replace

or select the **Cancel** push button to return without any further action taken.

Replace

Select the Replace push button to replace the existing file.

Append

Select the Append push button to append the scrollback buffer to the end of the existing file.

Prompt for Saved Changes

Choose this option to make Softerm Modular prompt you to save object changes made during an on-line session when the session is closed. This option is the default.

Exit Options

Select an exit option from those available on the Exit Option dialog. These options affect the way Softerm Modular will respond when an on-line session is closed.

Exit Options include:
Prompt for Saved Changes
Exit and Save
Exit and Discard
Auto Exit on Disconnect

Exit and Save

If this option is selected, Softerm Modular will automatically save any changes made to the session object during an on-line session, when the session is closed.

Exit and Discard

If this option is selected, then Softerm Modular will automatically discard any changes made to the session object during an on-line session, when the session is closed.

Auto-Exit on Disconnect

If this option is selected, once Softerm Modular has connected, it will automatically close the on-line session when the connection is broken.

Edit Action Options

Select the desired default action for Edits' Copy operation for an on-line session and it's ScrollBack window. To highlight text and then transmit it to the host, select **Transmit to host** option. To highlight text and copy into the clipboard, select **Copy to Clipboard.** To add a Carriage Return and/or Line Feed to the end of every line of the highlighted text, Check Format with Carriage return and/or Format with Line Feed.

Edit Action Options include:
Session - Transmit to host
Session - Copy to Clipboard
Session - Format with Carriage Return
Session - Format with Line Feed
ScrollBack - Transmit to host
ScrollBack - Copy to Clipboard
ScrollBack - Format with Carriage Return
ScrollBack - Format with Line Feed

Session - Transmit to host

If this option is selected, using the mouse, you can highlight text within the on-line session and then click within the highlighted text and it will be transmitted to the host system. If you double click on a word within the on-line session, the word, excluding punctuation, will be transmitted to the host (**Hot Spots**). If you have selected Format with Carriage Return and/or Line Feed, they will be sent to the host system at the end of every highlighted line.

Session - Copy to Clipboard

If this option is selected, using the mouse, you can highlight text within the on-line session and then click within the highlighted text and it will be copied to the clipboard. If you double click on a word within the on-line session, the word, excluding punctuation, will be copied to the clipboard (**Hot Spots**). If you have selected Format with Carriage Return and/or Line Feed, they will be added to the end of every highlighted line.

Session - Format with Carriage Return

If this option is selected, when you copy highlight text to host system or clipboard, a Carriage return will be added to the end of every highlighted line.

Session - Format with Line Feed

If this option is selected, when you copy highlight text to host system or clipboard, a Line Feed will be added to the end of every highlighted line.

ScrollBack - Transmit to host

If this option is selected, using the mouse, you can highlight text within the scrollback window and then click within the highlighted text and it will be transmitted to the host system. If you double click on a word within the scrollback window, the word, excluding punctuation, will be transmitted to the host (**Hot Spots**). If you have selected Format with Carriage Return and/or Line Feed, they will be sent to the host system at the end of every highlighted line.

ScrollBack - Copy to Clipboard

If this option is selected, using the mouse, you can highlight text within the scrollback window and then click within the highlighted text and it will be copied to the clipboard. If you double click on a word within the scrollback window, the word, excluding punctuation, will be copied to the clipboard (**Hot Spots**). If you have selected Format with Carriage Return and/or Line Feed, they will be added to the end of every highlighted line.

ScrollBack - Format with Carriage Return

If this option is selected, when you copy highlight text to host system or clipboard, a Carriage return will be added to the end of every highlighted line.

ScrollBack - Format with Line Feed

If this option is selected, when you copy highlight text to host system or clipboard, a Line Feed will be added to the end of every highlighted line.