

**Miami**

**COLLABORATORS**

	<i>TITLE :</i> Miami		
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**REVISION HISTORY**

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# Chapter 1

## Miami

### 1.1 Miami.guide

Miami

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This is the documentation for Miami V3.0, an integrated TCP/IP system for AmigaOS. Copyright (C) 1996-1998 Nordic Global Inc. All rights reserved. Program and documentation by Holger Kruse.

Disclaimer

Legal information

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Usage and copying conditions

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Required hardware and software

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History	History of Miami
The future	The future of Miami
Support	How to get help or updates
Acknowledgements	Acknowledgements

## 1.2 Miami.guide/NODE\_DISCLAIMER

### Disclaimer

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### 1.3 Miami.guide/NODE\_CONDITIONS

Usage / Copying

\*\*\*\*\*

Miami is shareware. In this case this means that a personalized key file is required to use the full functionality of Miami.

Users will receive their personalized key file from me after registering. The key file may not be made available to other users ! Giving the key file to other users or using key files that you did not receive directly from me for your personal use is considered an act of software piracy !

Key files are non-transferable and may not be sold or traded to any other person or organization. They are intended to be used only by the person who registered.

The Miami binary or the binaries of any of the utility programs may

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- \* Program and documentation may not be changed in any way. Exception (this means: acceptable) is the use of archivers such as LHA as long as it remains possible to retrieve the original program/data.

## 1.4 Miami.guide/NODE\_REGISTRATION

Registration  
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If you often use Miami, need any of the features disabled in the

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demo version, or want to stay connected for more than one hour at a time, I suggest you register Miami.

To register please run the program MiamiRegister. It explains the registration procedure in detail, and allows you to register interactively.

Please contact me at kruse@nordicglobal.com if for some reason you cannot run the registration program MiamiRegister.

The registration fee is US\$ 35 for a standard, 'full' Miami license. Registered users of ppp.device receive a discount when upgrading to Miami. The details are explained by MiamiRegister.

Special offers for group licensing (10 users or more at a time), license prepayment and commercial redistribution are also available. Please contact kruse@nordicglobal.com for more details.

Users who already registered Miami 2.x will need new keyfiles for Miami 3.0. The upgrade policy is:

- \* If you obtained your Miami keyfiles after June 15th, 1997, then the upgrade to Miami 3.0 is free.
- \* If you obtained your Miami keyfiles before June 15th, 1997, then you will need an upgrade code to upgrade your keyfiles. Upgrade codes are available from Nordic Global Inc. (for US\$ 12.00) and from some registration sites.

To upgrade your keyfiles please run MiamiRegister. The program will offer you upgrade options and will also tell you whether there is an upgrade charge for you.

## 1.5 Miami.guide/NODE\_INTRODUCTION

### Introduction

\*\*\*\*\*

Miami is an integrated TCP/IP system for AmigaOS, that allows you to access the Internet or a local-area network by modem or by some other network device (e.g. Ethernet) in a very easy way.

Miami is based on the latest version (4.4BSD V2) of the official BSD networking code, plus some of the extensions made by third parties (such as FreeBSD T/TCP and Path MTU discovery code). This means Miami contains a "true" and complete TCP/IP stack, not just an emulation that only supports parts of the TCP/IP standard.

The application programmers' interface of Miami is compatible with that of AmiTCP 4.x (bsdsocket.library), i.e. most of the programs written and compiled for AmiTCP 4.x will work with Miami without any modification and without recompiling.

In addition, Miami has a built-in dialer that can be used both in

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script-driven and interactive mode, an implementation of the (C)SLIP and PPP protocols, an interface to SANA-II drivers, a graphical user interface for program control and configuration, a client for SOCKS proxy servers and many other features.

Miami also has a built-in implementation of inetd, the "Internet super-server", with several built-in services including "fingerd" and "identd", a built-in implementation of TCP:, the AmigaDOS stream handler for TCP/IP, and a built-in implementation of usergroup.library, the interface to manage users and user groups.

Unlike other general-purpose protocol stacks Miami has very extensive support for modem-based dial-up connections to access the Internet. The configuration process is made as simple as possible: most of the configuration parameters are determined automatically by Miami. Miami also supports preconfigured settings that can be distributed by Internet providers. Miami can also be used with a non-modem connection, e.g. an Ethernet interface, an Arcnet interface, or a cable modem.

Miami supports several different GUI modules for its configuration. When controlling Miami (going online or offline, or changing settings for instance) a GUI module has to be loaded. Once Miami is online it is possible to unload the GUI module in order to save memory. You can reload the GUI module at any time if you want to make any changes to your setup.

Miami currently supports the following GUI modules:

#### MUI

This module requires MUI (Magic User Interface) 3.8 or higher, and generates a user interface in the typical MUI style.

#### MUIMWB

This module is identical to the 'MUI' module, except that it also uses images in some places, not just text, and was more elaborately designed. It requires MUI 3.8 or higher, and a screen with at least 8 colors using the MagicWB color palette.

#### GTLayout

This module generates a GadTools-based user interface, and requires Olaf Barthel's gtlayout.library version 40 or higher. It does not require MUI.

The recommended GUI module is 'MUI' or (for deep screens) 'MUIMWB'. The GTLayout module can be used as well, but some of the functions of the MUI module are not accessible through it (e.g. drag&drop sorting of database entries).

Before starting Miami you should have a look at  
MiamiInit

MiamiInit is a program that for most users automatically configures Miami to your needs, including dial script, authentication, IP address, DNS servers, netmask and all other configuration variables.

After running MiamiInit you should run Miami, import the configuration, save the new settings, and connect to your provider.

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## 1.6 Miami.guide/NODE\_REQUIREMENTS

### Requirements

\*\*\*\*\*

To use Miami you need:

- \* an Amiga running OS 2.04 or higher
- \* MUI 3.8 or higher if you want to use one of the MUI modules, or alternatively gtlayout.library V40 or higher for the GTLayout module.

You will also need some hardware for networking and a machine to connect to. This could for instance be:

- \* a modem connected to your Amiga and to a phone line. The modem should be at least roughly Hayes-compatible. Most contemporary modems are. Plus a SLIP or PPP account with an Internet provider. If you only have a shell account you can use Miami as well, but then you need to install Slirp or TIA at your provider first. In this case you should ask your provider whether you are allowed to do this, and how and where you can get Slirp or TIA.
- \* an Ethernet board, a cable modem, and a SLIP/PPP account as described above.
- \* an Ethernet board connecting your machine to a local area network.

Note that Miami does not require ppp.device, appp.device, amippp.device or (rh)(c)slip.device. The protocols PPP and (C)SLIP are built into Miami, in versions more efficient and more advanced than those currently available in SANA-II devices.

## 1.7 Miami.guide/NODE\_INSTALLATION

### Installation

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Miami is packaged in the following archives:

Miami30main.lha

The main archive. Everyone needs this.

Miami30-000.lha

The 68000/010 version of Miami. You need this if your Amiga has a 68000 or 68010 CPU.

#### Miami30-020.lha

The 68020+ version of Miami. You need this if your Amiga has a 68020, 68030, 68040 or 68060 CPU.

#### Miami30-MUI.lha

The MUI module for Miami. You need this if you want to use Miami together with MUI >=3.8.

#### Miami30-GTL.lha

The GTLayout module for Miami. You need this if you want to use Miami together with gtlayout.library V40 or higher.

Everybody needs to download the main archive, one of the two CPU archives (000 or 020), and at least one of the two GUI module archives. You may install more than one GUI module, if you like.

Download all archives, unarchive them into the same (temporary) directory, and then execute the Installer script in that directory to install Miami. The Installer script can be used for a new installation or for updates.

All files are copied from the installation directory to a single target directory, and no system files or system directories are touched, with one exception:

The Installer script asks you whether you want to create a "Miami:" assign, and then adds the required statements to your user-startup file. Doing this is required. If you skip this step during the installation then you must manually create the assign before starting Miami. Otherwise Miami will not work properly.

## 1.8 Miami.guide/NODE\_MIAMIINIT

MiamiInit  
\*\*\*\*\*

MiamiInit is a utility program that tries to determine all configuration parameters for Miami that are required for a serial connection (SLIP or PPP) or a SANA-II connection (Ethernet, Arcnet etc.), and then saves a configuration file that can later be used by Miami.

The first thing you should do to configure Miami after installation is to run MiamiInit, and go through the dialog. In the process MiamiInit connects to your network provider, determines all required parameters, and saves them at the end.

MiamiInit only supports the most common setups at the moment. Very unusual cases such as data formats other than 8N1, non-Hayes-compliant modems or 3-wire modem cables are not supported. If you have any such unusual setup you need to configure Miami manually instead of running MiamiInit.

Note that depending on the configuration of your network MiamiInit

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might not be able to find all information entirely by itself. It is not an error if MiamiInit asks you for things like IP addresses or netmask during the configuration. This just means that there is no server on the network which provides this kind of information to MiamiInitSANA2. In this case you need to ask your Internet provider or network administrator for the missing information.

Generally, if you are setting up a very small local network, that just consists of Amigas and PCs, then you will usually have to enter most of the information yourself. On the other hand if you are connecting to the Internet or to an existing corporate network which has been set up to configure new machines then MiamiInit can often find most or all of the information from a server.

## 1.9 Miami.guide/NODE\_TOOLTYPES

ToolTypes

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Miami supports the following ToolTypes when started from Workbench (or arguments when started from the Shell):

### PACKETDEBUG

Initiates packet-level debugging mode. If you specify "PACKETDEBUG=10" or "PACKETDEBUG=20" then Miami creates a file "Miami.debug" with a hex dump of all sent and received packets. You should only use this during debugging, not during normal operation, because these logs grow very quickly and consume a lot of CPU time. A value of 10 logs packet payloads only. A value of 20 also logs raw packet data (for PPP/SLIP).

### DONTCONNECT

If you have configured Miami to automatically connect to your Internet provider whenever you start Miami, then you can use this ToolType to override that behavior, giving you a chance to change some settings before you connect.

### SETTINGS

Any project icon needs to have a "SETTINGS" ToolType so Miami recognizes it as a settings file. From the Shell you can use the argument "SETTINGS=filename" to specify the settings file to load.

### IMPORTMIAMIINIT

The argument "IMPORTMIAMIINIT=filename" tells Miami to import a settings file from MiamiInit.

### IMPORTASCII

The argument "IMPORTASCII=filename" tells Miami to import an ASCII settings file (distribution format).

### SAVESETTINGS

The argument "SAVESETTINGS" tells Miami to save the settings as default. This argument is most useful when combined with "IMPORTMIAMIINIT" or "IMPORTASCII" to import a foreign settings



file and convert it to a Miami settings file.

#### AREXX

The argument "AREXX=filename" tells Miami to execute the specified ARExx script upon startup.

#### GUI

The argument "GUI=name" tells Miami which GUI engine to use for the user interface. This overrides any user interface choice in the settings file.

DO NOT attempt to use undocumented ToolTypes ! Such ToolTypes usually do not do what you expect them to do, and might reduce the compatibility or performance of Miami.

## 1.10 Miami.guide/NODE\_MENUS

### Menus

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Description of all menu items:

#### Project/About...

Show information about Miami.

#### Project/About MUI...

Show information about MUI (Magic User Interface). This menu item is only available when using one of the MUI user interface modules.

#### Project/Iconify

Iconify all windows of Miami. Note that for some interface modules (e.g. GTLayout) this is identical to 'Project/Kill GUI'.

#### Project/Kill GUI

Iconify all windows of Miami and unload the GUI module from memory.

#### Project/Offline without hangup

Go offline without hanging up the modem line first.

#### Project/Quit without hangup...

Leave Miami without hanging up the modem line first.

#### Project/Quit...

Leave Miami.

#### Settings/Load...

Load a settings file.

#### Settings/Save

Save the current settings into the current settings file.

#### Settings/Save as...

Save the current settings into a new settings file.

---

Settings/Save as default

Save the current settings as the default for Miami.

Settings/Create icon

Create a project icon for each settings file saved.

Settings/Import from distribution...

Import a settings file from Miami's distribution (ASCII) format.

Settings/Export from distribution...

Export the settings into a file in Miami's distribution (ASCII) format.

Settings/Import from MiamiInit V2...

Import a settings file from MiamiInit version 2. This function is obsolete. You should use MiamiInit version 3 and the import function 'Settings/Import from MiamiInit V3...' instead.

Settings/Import from MiamiInitsSANA2 V2...

Import a settings file from MiamiInitsSANA2 version 2. This function is obsolete. You should use MiamiInit version 3 and the import function 'Settings/Import from MiamiInit V3...' instead.

Settings/Import from MiamiInit V3...

Import a settings file from MiamiInit version 3.

Settings/MUI Settings...

Open the MUI configuration window. This menu item is only available when using one of the MUI user interface modules.

## 1.11 Miami.guide/NODE\_CONFIGURATION

Configuration

\*\*\*\*\*

The configuration of Miami is done completely through the graphical user interface. There are no configuration files or environment variables to edit.

Description of the graphical user interface:

General

The 'General' page

Interface

The 'Interface' page

PPP

The 'PPP' page

Dialer

The 'Dialer' page

Database	The 'Database' page
TCP/IP	The 'TCP/IP' page
Events	The 'Events' page
Modem	The 'Modem' page
Logging	The 'Logging' page
Windows	The 'Windows' page
GUI	The 'GUI' page
Socks	The 'Socks' page
Misc	Other GUI elements

## 1.12 Miami.guide/NODE\_GUI\_GENERAL

General

=====

Not much here, except for the official Miami logo and a gadget to start the Miami registration program.

With some GUI modules (e.g. MUI) this page is selected by clicking on "General" in the Listview. With other GUI modules the Miami main window always shows the contents of the "General" page, and other pages pop up in subwindows.

Register

The 'Register' gadget

## 1.13 Miami.guide/NODE\_GUI\_GENERAL\_REGISTER

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Register

-----

This gadget starts the program MiamiRegister, allowing you to order a Miami license code, register Miami or upgrade your registration. MiamiRegister has to be in the same directory as Miami, or in the standard Shell path.

## 1.14 Miami.guide/NODE\_GUI\_INTERFACE

Interface	
=====	
Interface type	The 'Interface type' gadget
Device / Unit	The 'Device' and 'Unit' gadgets
Speed	The 'Speed' gadget
Use CD	The 'CD' gadget
Protocol	The 'Protocol' gadget
Flow control	The 'Flow control' gadget
EOF mode	The 'EOF mode' gadget
Serial mode	The 'Serial mode' gadget
IP type / address	The 'IP' gadgets
Netmask type / address	The 'Netmask' gadgets
Gateway type / address	The 'Gateway' gadgets
Multicasts	The 'Multicasts' gadget
Mapping	The 'Mapping' gadget

MTU	The 'MTU' gadget
SANA-II parameters	The 'SANA-II parameters' gadget
Inactivity	The 'Inactivity' gadgets

## 1.15 Miami.guide/NODE\_GUI\_INTERFACE\_TYPE

Interface type  
-----

This gadget selects the type of interface you want to use. The exact layout of the 'Interface' page depends on the type you choose, i.e. only those gadgets that are applicable for the type of interface you chose are shown.

Available types:

builtin serial (PPP/CSLIP)

The standard built-in implementation of PPP or (C)SLIP, running on top of Miami own serial driver for the Amiga's built-in serial port. This interface type can be used with the Amiga's built-in serial port only, and does not require additional drivers. Usually using this interface type provides better performance than using the type 'serial driver' with serial.device (or a replacement device).

serial driver (PPP/CSLIP/IP)

The standard built-in implementation of PPP or (C)SLIP, running on top of any serial.device-compatible device. This interface type does not require a SANA-II driver.

SANA-II point-to-point

A SANA-II driver for a device that connects exactly two machines, like SLIP, PPP or PLIP.

SANA-II Ethernet

A SANA-II driver for an Ethernet device, like the A2065 board, the Hydra board or the Ariadne board.

SANA-II standard "old" Arcnet

A SANA-II driver for an Arcnet board, like the A2060 board. This setting uses the standard "old" RFC1051 Arcnet encapsulation, which is more popular on Amiga networks than the "new" RFC1201 encapsulation. Use the "old" encapsulation when you need to connect your Amiga to AmiTCP/IP, Inet-225 or NetBSD 1.1.

SANA-II "new" Arcnet

A SANA-II driver for an Arcnet board, like the A2060 board. This

setting uses the "new" RFC1201 encapsulation. It does not interoperate with AmiTCP/IP or NetBSD 1.1, but you might need this "new" standard if you want to connect your machine to other platforms such as Windows 95.

#### SANA-II other bus/ring

A SANA-II driver for a bus or ring device other than Ethernet or Arcnet. Choose this setting if your hardware can connect more than two machines, but is neither Ethernet-compatible nor Arcnet-compatible.

## 1.16 Miami.guide/NODE\_GUI\_INTERFACE\_DEVICE

Device / Unit

-----

For serial interfaces:

Enter the device name and unit number of the serial port to which your modem is connected. For the built-in Amiga serial port use 'serial.device' '0' or 'artser.device' '0'. You should not use '8nl.device' at this time though, because of bugs in the device. Some users have also reported problems with 'BaudBandit.device' and 'v34serial.device'.

For serial boards use the driver that comes with the board, e.g. 'gvpser.device', with the correct unit number.

For SANA-II interfaces:

Enter the device name and unit number of your SANA-II hardware. The unit number is 0 in most cases.

## 1.17 Miami.guide/NODE\_GUI\_INTERFACE\_SPEED

Speed

-----

(This option is available for serial devices only.)

Speed of your serial port. For the internal serial port you should use 19200, 38400 or (if you have a fast CPU and a graphics board) 57600. For serial boards you might even be able to use 115200 or 230400.

Do not use 31250. This speed is reserved for MIDI only and usually does not work with modems.

Do not use 14400, 28800 or 33600 either. Your modem might be able to connect to the other modem at these speeds, but it does probably not support these speeds on its serial port.

## 1.18 Miami.guide/NODE\_GUI\_INTERFACE\_CD

Use CD

-----

(This option is available for serial devices only.)

If "Use CD" is activated then Miami uses the "Carrier Detect" line of your modem to determine if your modem is already connected to the other side or not.

This can be useful if you reset your Amiga without dropping the line, so you can restart Miami and reconnect to your provider without redialing.

This option can only be used if your modem has been configured to correctly set the "Carrier Detect" line according to the line state.

Some modems have factory default settings that always set the "Carrier Detect" line to high, even if the modem is not connected. If this is true for your modem then you either have to change the modem settings in your modem init string (usually "AT&C1") and then save the modem settings to NV-RAM from a terminal program (usually "AT&W"), or switch off the "Use CD" option.

If you are using the null-modem settings (configured on the "Modem" page) then this gadget gets a different meaning:

- \* If the gadget is activated then the dial script is not executed at all.
- \* If the gadget is deactivated then the dial script is executed, except that Miami does not dial a number, i.e. the "ATDT..." command is skipped, and the list of phone numbers is meaningless.

## 1.19 Miami.guide/NODE\_GUI\_INTERFACE\_PROTOCOL

Protocol

-----

(This option is available for serial devices only.)

The protocol your Internet provider uses. Currently supported are SLIP/CSLIP and PPP.

## 1.20 Miami.guide/NODE\_GUI\_INTERFACE\_FLOW

Flow control

-----

---

(This option is available for serial devices using external serial drivers only. The builtin serial driver always uses RTS/CTS.)

Miami supports two types of flow control: hardware handshaking (RTS/CTS) and software handshaking (Xon/Xoff). By default hardware handshaking is used, and it is strongly recommended that you do not change this.

If you cannot use hardware handshaking (usually because of a defective modem, cable or serial port) you should switch to software handshaking. However make sure that you change your modem init string (in the dialer window) appropriately. Also, software handshaking is only possible with PPP, not with SLIP/CSLIP.

## 1.21 Miami.guide/NODE\_GUI\_INTERFACE\_EOF

EOF mode

-----

(This option is available for serial devices using external serial drivers only. The builtin serial driver always has EOF-mode enabled.)

There are two ways for Miami to detect the end of incoming packets: The more efficient one (using less CPU time) uses the EOF\_MODE flag. However this is only possible if the serial driver you use supports EOF-mode. Many third-party drivers do not.

Usually you should leave this switch in the "auto" setting to let Miami use the default setting. If you positively know whether your driver supports EOF-mode or not then you can manually override the default setting by choosing "on" or "off".

## 1.22 Miami.guide/NODE\_GUI\_INTERFACE\_SERIAL

Serial mode

-----

(This option is available for serial devices using external serial drivers only. The builtin serial driver always uses 8N1.)

The settings for the number of data bits and parity used during dialing. For 99% of all providers the correct settings are 8N1. Very few providers (e.g. some dial-in points for Compuserve) might require 7E1 or 7O1.

Please note that these settings only apply during dialing and login. The (C)SLIP/PPP protocol phases always use 8N1, regardless of the setting you specified here. It is completely impossible to use PPP or (C)SLIP across a 7-bit line - with any implementation actually. This is not a limitation in Miami.



## 1.23 Miami.guide/NODE\_GUI\_INTERFACE\_IP

IP type / address  
-----

Internet providers usually offer two types of Internet connections: those with a static IP address permanently assigned to your Amiga, or (more popular) those where your Amiga receives a dynamic IP address each time you connect.

For serial interfaces:

If your Amiga has a fixed IP address choose "static" and enter the IP address your provider told you. If your provider assigns you a dynamic IP address for each connection choose "dynamic", and Miami determines the IP address automatically when you connect.

If you use TIA or Slirp you have to choose "static" and enter the pseudo IP address that TIA or Slirp assign to your Amiga. Please see the TIA/Slirp docs for more information about this.

For SANA-II point-to-point interfaces:

If your machine has a fixed address then choose "static" and enter the IP address. If the address is assigned by a local BootP/DHCP server then choose "DHCP". If the SANA-II device determines the dynamic address by itself (e.g. ppp.device) then choose "SANA-II".

For SANA-II bus/ring interfaces:

If your machine has a fixed address then choose "static" and enter the IP address. If the address is assigned by a local BootP/DHCP server then choose "DHCP". If the address is assigned by a local RArp server then choose "RArp".

## 1.24 Miami.guide/NODE\_GUI\_INTERFACE\_MASK

Netmask type / address  
-----

(This option is available for SANA-II bus/ring devices only.)

Your netmask needs to be configured correctly so that Miami knows how many machines are in your local network. There are three ways of setting the netmask:

static

Ask your network administrator for the correct netmask and enter it.

DHCP

Miami tries to get the correct netmask from a local BootP/DHCP

---

server.

#### ICMP

Miami tries to get the correct netmask from a local server that supports ICMP netmask discovery.

## 1.25 Miami.guide/NODE\_GUI\_INTERFACE\_GWAY

Gateway type / address  
-----

(This option is available for SANA-II bus/ring devices only.)

Your default gateway needs to be configured correctly so that Miami knows where to send packets that are not intended for a machine on your local network. There are three ways of setting the gateway:

#### static

Ask your network administrator for the correct gateway and enter it.

#### DHCP

Miami tries to get the correct gateway from a local BootP/DHCP server.

#### ICMP

Miami tries to get the correct gateway from a local server that supports ICMP router discovery.

## 1.26 Miami.guide/NODE\_GUI\_INTERFACE\_MULTICASTS

Multicasts  
-----

(This option is available in the registered version only.)

Miami support Level-2 multicasting, i.e. both sending, and receiving multicast messages.

If you want to use applications that need support multicasting (none are available yet), you might have to enable Multicasts in Miami. The possible settings are:

#### disabled

Multicasts are disabled.

#### send as broadcasts

Multicasts are sent as link-level broadcasts (or for point-to-point devices: as ordinary packets).

---

send as multicasts

Multicasts are sent as link-level multicasts. This option is only available for Ethernet boards.

Note: Multicasts should only be enabled for an interface if you receive your multicast feed directly from this interface. If you get your multicast feed through a tunnel using MiamiMRouted then you usually need to disable multicasts on Miami's interface, because MiamiMRouted handles multicasting by itself.

## 1.27 Miami.guide/NODE\_GUI\_INTERFACE\_MAPPING

Mapping

-----

(This option is available for SANA-II Arcnet devices only.)

Arcnet supports two different standards to map IP addresses to hardware addresses:

Arp

Arp (Address resolution protocol) is used. This is the recommended default, and is also what AmiTCP/IP uses.

direct

The least-significant 8 bits of the IP address are mapped to the hardware address. This is what NetBSD 1.1 uses.

If you have at least one NetBSD 1.1 machine in your Arcnet network then you can make life easier for you by choosing "direct" mapping instead of creating manual Arp entries on all machines.

In all other cases you should choose "Arp" on all machines. Newer ("current") versions of NetBSD 1.2 and higher support Arp for Arcnet. If you are using one of these newer NetBSD versions then please select "Arp" mapping in Miami.

## 1.28 Miami.guide/NODE\_GUI\_INTERFACE\_MTU

MTU

---

(This option is available for serial devices only. The MTU value for SANA-II devices is set through SANA-II parameters .)

Maximum Transfer Unit, i.e. the size of the largest packet transferred at a time.

---

Recommended values are:

- \* for modem speeds up to 19200 bps: MTU=296
- \* for modem speeds higher than 19200 bps: MTU=552

Please note that changing the MTU value in the configuration window does not necessarily mean that the maximum packet size is actually changed to this value:

(C)SLIP does not have any means to negotiate MTU, i.e. the MTU value configured here only affects the size of outgoing packets, not the size of incoming packets.

PPP has configuration options to negotiate the MTU. Miami always tries to negotiate the MTU you specified here, but the other side might disagree and force a different MTU value, in which case Miami might have to use the value suggested by the other side for one or both directions.

Also note: For PPP the MTU value is not critical, i.e. your connection will still work if the MTU value you selected is higher or lower than the optimum value. However for (C)SLIP you must make sure that your MTU value is not higher than the MTU value at your Internet provider.

## 1.29 Miami.guide/NODE\_GUI\_INTERFACE\_STP

SANA-II parameters

-----

(This option is available for SANA-II devices only.)

The gadget "SANA-II parameters" pops up a window with SANA-II link level settings for the device. These settings include

- \* The hardware address of the device, with an option to override it. (For bus/ring devices only.) Hardware addresses are specified as a sequence of bytes in hexadecimal notation, separated by ':', e.g. '01:23:45:67:89:ab'.
- \* The link-level packet types for IP, Arp and RArp packets. (Rarp is not available with Arcnet, and neither Arp nor RArp are available with point-to-point devices.)
- \* The MTU for the device.
- \* The number of IORequests used for IP and Arp packets. (Arp is not available with point-to-point devices.)

In most cases you should initialize all of these values to default values by clicking on "Query device" (only while Miami is offline). However you can manually override all values if necessary, e.g. if you

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are using a new hardware type for which Miami does not know the correct default settings.

### 1.30 Miami.guide/NODE\_GUI\_INTERFACE\_INACTIVITY

#### Inactivity

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Some Internet providers hang up the line if there is no activity on the line for a while to prevent users from occupying lines that are not really used.

The "Inactivity" gadgets allow you to configure Miami to simulate line activity even if you are not really using the line, so your provider does not hang up.

The gadget on the left sets the type of activity: PPP ping or ICMP ping. PPP ping consumes less bandwidth, but only works with PPP, not with (C)SLIP, and does not have an effect with all providers. ICMP ping takes up slightly more bandwidth, but works with both PPP and (C)SLIP, and should have an effect with all providers.

If you use (C)SLIP then choose ICMP ping. Otherwise first try PPP ping, and if your provider still hangs up try ICMP ping.

The gadget on the right sets the number of minutes between successive pings. You need to experiment with that. Common values are 9 or 14, to prevent hangups after 10 or 15 minutes.

Note: You need to check with your Internet provider first if he allows the use of this type of activity simulator. Some providers have policies that do not allow it, and by using such a simulator you might be violating their regulations. I will not be responsible or liable for any consequences resulting from the improper use of this activity simulator.

Note: There are many reasons why a modem might hang up. One is an inactivity timeout at your Internet provider, which should be prevented by this function. However modems sometimes also hang up the line because of line noise. There is no way to prevent this in software.

This function only allows you to prevent hangups at times of inactivity. Some users want to do the opposite: enforce hangups at times of inactivity, to save on telephone costs. The tool

MiamiRemind  
allows you to do that.

### 1.31 Miami.guide/NODE\_GUI\_PPP

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PPP	
===	
PAP / CHAP password	The 'PAP/CHAP' gadgets
Callback	The 'Callback' gadgets
VJC	The 'VJC' gadget
ACCM	The 'ACCM' gadget
Quick Reconnect	The 'Quick Reconnect' gadget
Escape	The 'Escape' gadget
Get DNS from IPCP	The 'Get DNS from IPCP' gadget
TermReq before hangup	The 'TermReq before hangup' gadget

## 1.32 Miami.guide/NODE\_GUI\_PPP\_CHAP

### PAP / CHAP password

---

PAP and CHAP are protocols used by PPP to send login id and password to the PPP server.

Most of the time the login id and password used for PAP or CHAP are identical to the ones you used in your dial script. In this case choose "Same as in dialer".

If your provider requires a PAP/CHAP login id or password different from the one you chose in the dialer, then do not select "Same as in dialer", but instead type in your PAP/CHAP login id and password manually.

Registered users who have installed MiamiSSL 1.2 or higher can enable 'Allow MS-CHAP'. This improves compatibility with some misconfigured Windows-NT PPP servers. If this option is disabled then Miami falls back to using PAP when the server requests MS-CHAP.

### 1.33 Miami.guide/NODE\_GUI\_PPP\_CALLBACK

Callback

-----

(This function is available in the registered version only.)

PPP supports callback ('dialback') according to the CBCP protocol. If your provider is configured for it, then you can negotiate with your provider to call you back in order to save on telephone costs.

Depending on the configuration at your provider you either need to choose 'CBCP fixed', in which case your provider calls you back to a predefined phone number, or 'CBCP variable', in which case your provider calls you back to the phone number you enter in the gadget below.

'Min delay' is the delay you ask the provider to wait before calling you back. This should be large enough to allow your modem to hang up the line and reinitialize itself.

'Max delay' is the maximum delay you want Miami to wait for a callback before giving up.

### 1.34 Miami.guide/NODE\_GUI\_PPP\_VJC

VJC

---

Van Jacobsen Compression is a technique to save bandwidth by compressing the headers of TCP packets. Usually this option should be switched on, meaning that PPP will automatically try to negotiate VJC, and use it if the other side agrees.

However some old, buggy PPP servers do not support VJC properly, so you might have to switch VJC off for them.

VJC does not interact with your modem's data compression in any way, i.e. you should not switch VJC off just because your modem supports MNP-5 or V.42bis. VJC can be used independently of MNP-5 or V.42bis.

### 1.35 Miami.guide/NODE\_GUI\_PPP\_ACCM

ACCM

----

The PPP protocol supports a list of control characters that are "escaped" during transmission, i.e. replaced by a two-byte sequence. This list is called ACCM (Asynchronous Control Character Mask).

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The purpose of this list is to make PPP more robust across lines that are not completely 8-bit transparent, and to avoid any interference of the PPP protocol with software modem flow control.

The default is to only escape characters 17 and 19 (Xon/Xoff), so PPP can be used across a link with software flow control. If you are running PPP through a telnet link you might have to escape more characters. Each character you escape reduces the performance of PPP by about 0.8%.

To change the ACCM settings either enter the 32-bit mask value directly in hexadecimal digits, or click on the popup gadgets to toggle each control character individually.

## 1.36 Miami.guide/NODE\_GUI\_PPP\_QUICK

### Quick Reconnect

-----

Usually Miami allows you to reconnect to your provider (without dialing again) when the modem is still connected, e.g. after resetting your Amiga, but only if the "Use CD" gadget is switched on on the "Interface" page.

However even then with PPP some providers do not allow reconnection (and renegotiation of PPP), and instead hang up the line when you try to reconnect.

"Quick Reconnect" usually helps in this case: If "Quick Reconnect" is activated (by either setting it to "RAM" or to "file") then Miami does not attempt to renegotiate PPP, but bypasses the renegotiation and fetches all PPP parameters from an area of RAM that has been set up to survive a reboot (for the "RAM" setting) or from a file on harddisk (for the "file" setting). In most cases this allows you to reconnect to your provider after rebooting your Amiga.

Please note: If you use the "file" setting and your Amiga crashes (for whatever reason, e.g. caused by a run-away commodity or patch) while Miami is writing the reconnect-file to harddisk, then it is possible that your harddisk gets invalidated or damaged in some way, caused by some bugs and other shortcomings in the Amiga filesystem.

It is therefore safer to use "RAM", because then Miami does not have to create a harddisk file. However the "RAM" setting only works if you do not reboot at all, or after a soft- (warm-) reboot. If your machine crashes very badly or if you have to cold-reboot (destroying resident modules) then the old PPP parameters will be gone and the "RAM" setting does not cause a proper reconnect.

## 1.37 Miami.guide/NODE\_GUI\_PPP\_ESCAPE



Escape

-----

PPP can negotiate that characters in the range of 0-31 and 128-159 are escaped. This is configured in the ACCM.

However there are situations when you might have to escape some additional characters, e.g. 0xFF across rlogin connections.

In this case enter the 2-digit hex codes (separated by spaces) into the "Escape" gadget, and Miami will escape those characters when sending PPP packets.

Note that, contrary to the ACCM definition, this only works in one direction: when sending data. If the channel back from the server to Miami also requires character escaping, then you have to configure the PPP server accordingly as well.

### 1.38 Miami.guide/NODE\_GUI\_PPP\_DNSIPCP

Get DNS from IPCP

-----

This switch is "on" by default. This means that Miami tries to use IPCP extensions for automatic DNS discovery to find DNS servers.

Unfortunately some broken PPP servers neither support this option, nor reject it properly, but simply violate the protocol. If you experience problems completing the link level PPP protocol with your Internet provider then you might have to disable this option.

### 1.39 Miami.guide/NODE\_GUI\_PPP\_TERMREQ

TermReq before Hangup

-----

This option should normally be switched on. In this case Miami sends an LCP-TermReq message to your provider when you want to hang up the line. This usually has the effect that your provider hangs up the modem first, causing your modem to hang up more quickly.

However some PPP servers do not support LCP-TermReqs properly. If you notice that hanging up the line takes very long then try disabling this option and see if hangups are quicker this way.

### 1.40 Miami.guide/NODE\_GUI\_DIALER

=====	Dialer	
	Dial script	The 'Dial script' listview
	Phone numbers	The 'Phone numbers' listview
	Max Repeat	The 'Max Repeat' gadget
	Repeat Delay	The 'Repeat Delay' gadget
	Redial Delay	The 'Redial Delay' gadget
	Teach	The 'Teach' gadget
	Login ID / Password	The 'Login ID' / 'Password' gadgets
	Capture	The 'Capture' gadgets

## 1.41 Miami.guide/NODE\_GUI\_DIALER\_SCRIPT

Dial script

-----

The listview gadget in the top area of the "Dial script" group contains the dial script. You can change entries by clicking on them and editing them in the string gadget below.

The gadgets at the bottom are used to add and remove entries from the dial script.

For more information about the language used by the dialer please see

Dialer Command Language

.

The listview has a context menu associated with it, i.e. if you press the right mouse button over the listview a menu pops up allowing you to import/export the dial script from/to an ASCII text file.

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## 1.42 Miami.guide/NODE\_GUI\_DIALER\_PHONE

Phone numbers  
-----

The "Phone numbers" group works similarly to the "Dial script" group, but has two additional gadgets: "Enable" and "Disable". Enabled phone numbers have a ">>" symbol next to them. Only enabled phone numbers will be used during dialing.

In the demo version only up to three phone numbers are supported. In the registered version there is no such limit.

## 1.43 Miami.guide/NODE\_GUI\_DIALER\_MAX

Max Repeat  
-----

If no connection can be established with any of the listed phone numbers, then Miami waits for the time specified in

Repeat Delay  
, and

then tries again, restarting with the first phone number. However the maximum number of retries is limited by the number specified in the "Max Repeat" gadget. After that Miami just gives up and aborts dialing.

## 1.44 Miami.guide/NODE\_GUI\_DIALER\_DELAY

Repeat Delay  
-----

If no connection can be established with any of the listed phone number, then Miami waits for the time specified in the "Repeat Delay" gadget and then tries again, restarting with the first phone number.

## 1.45 Miami.guide/NODE\_GUI\_DIALER\_RDELAY

Redial Delay  
-----

This value specifies the delay between successive dial attempts (for different phone numbers). Usually you want this value to be zero, i.e. have Miami dial one number immediately after the first number was busy.

However some European modems require minimum delays between

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successive dial attempts. If you have one of these modems then you need to set the "Redial Delay" to a value large enough for your modem.

## 1.46 Miami.guide/NODE\_GUI\_DIALER\_TEACH

Teach

-----

The "Teach" gadget starts the Miami dialer in interactive mode (i.e. without executing a dial script), records all text send by the user or received from the modem, and then tries to create a proper dial script from that.

Most of the time MiamiInit is used to create a dial script, not "Teach", but if your provider changes the login procedure it might be more convenient for you to only create a new dial script (using "Teach") instead of running MiamiInit all over again.

## 1.47 Miami.guide/NODE\_GUI\_DIALER\_NAME

Login ID / Password

-----

The login id and password used in the dial script. If "Same as in dialer" is enabled in the PPP window then these values are also used for PAP/CHAP.

## 1.48 Miami.guide/NODE\_GUI\_DIALER\_CAPTURE

Capture

-----

If you activate the "Capture" checkmark gadget and enter a file name in the corresponding string gadget, then the dialer will save all data received from the modem during dialing (i.e. a complete dial log) to a file.

## 1.49 Miami.guide/NODE\_GUI\_DATABASE

Database

=====

The "Database" page is the equivalent of the files in the "db"

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directory for other TCP/IP protocol stacks, i.e. it allows you to configure most of the TCP settings on your system, which daemons to run, a list of users and other things.

The cycle gadget on top of the listview is used to switch between different parts of the database. For each part of the database you see a listview and a set of string gadgets to modify the current entry.

Using the context menu of the database listview gadget you can import/export each part of the database from/to ASCII text files. This allows you to continue to use your old AmiTCP/AS-225 db/#? files with Miami.

In the registered version you can also sort sections of a database, import/export from/to the Clipboard, and merge the database with ASCII files.

With the MUI user interface modules you can rearrange entries of the database by dragging them off the side of the listview and then moving them back into the listview at their intended position. Please see the MUI documentation for more information on drag-sorting listviews.

Each entry in the database can be individually enabled or disabled. Enabled entries are indicated by a '>>' marker to the left of the entry. You can enable or disable entries by double-clicking on them (with most GUI modules), or by selecting an entry and then clicking on 'Enable' or 'Disable'.

Each entry in the database can be marked as "temporary" by clicking on the "Temp" gadget. This has the effect that this entry is not saved to disk when you save the settings, and that it is - in some cases - deleted when reconnecting. This can be useful if some of the entries (e.g. dynamically obtained DNS server addresses) should not be used for the next connection.

By default Miami marks all dynamically obtained DNS server addresses and your dynamic hostname as temporary.

Parts of the database:

Protocols	The 'protocols' part
Services	The 'services' part
Hosts	The 'hosts' part
Networks	The 'networks' part
Domains	The 'domains' part

DNS servers	The 'DNS servers' part
InetD	The 'InetD' part
users	The 'users' part
groups	The 'groups' part
Arp	The 'Arp' part
Socks	The 'Socks' part
IP filter	The 'IP filter' part

## 1.50 Miami.guide/NODE\_GUI\_DATABASE\_PROTOCOLS

### Protocols -----

List of all supported protocols (relative to IP), consisting of a protocol name, a protocol ID, and an optional list of aliases. The table corresponds to the "etc/protocols" or "db/protocols" file in other protocol stacks.

This table hardly ever has to be changed. You should never remove one of the default entries from this table.

## 1.51 Miami.guide/NODE\_GUI\_DATABASE\_SERVICES

### Services -----

List of all supported services (TCP or UDP), consisting of a service name, a service ID, a protocol name, and an optional list of aliases. The table corresponds to the "etc/services" or "db/services" file in other protocol stacks.

Some application programs might require changes (usually additions) to this list. However you should never remove one of the default entries from this table.

In particular: removing one entry from this table is not the proper

way of disabling its function in InetD. If you want to disable a server in InetD then remove it from the "InetD" table, or disable it in the "InetD" table, but do not remove it from the "services" table. Otherwise you might get spurious errors from other applications later.

## 1.52 Miami.guide/NODE\_GUI\_DATABASE\_HOSTS

Hosts

-----

List of all host names (and corresponding IP addresses), consisting of an IP address, a host name, and an optional list of aliases. The table corresponds to the "etc/hosts" or "db/hosts" file in other protocol stacks.

Miami automatically adds a mapping for "localhost" and for the host name of your Amiga to this list. Other mappings can be added manually to make name->IP translations faster. However you should only add mappings for names that are under your personal control. Never add mappings for hosts elsewhere on the Internet, because otherwise you would be unable to contact those hosts when they are renumbered.

## 1.53 Miami.guide/NODE\_GUI\_DATABASE\_NETWORKS

Networks

-----

List of all networks, consisting of a network name, a network ID, and an optional list of aliases. The table corresponds to the "etc/networks" or "db/networks" file in other protocol stacks.

This table is hardly used any more, and only implemented for backwards compatibility with very old software and some diagnostic software.

## 1.54 Miami.guide/NODE\_GUI\_DATABASE\_DOMAINS

Domains

-----

List of all local domains, specified by just the domain name. The table corresponds to the "etc/domains" or "db/domains" file in other protocol stacks.

This table is not strictly needed by TCP/IP, but adds some convenience for the user: it allows you to abbreviate host names by specifying just the machine name (without the domain) whenever

referring to a host.

Example:

Assume a local machine on your network is named `ex1.foo.edu`, and you access this machine frequently. If you add `foo.edu` to the list of domains, then you can access machine `ex1.foo.edu` by just typing `ex1`.

Note that abbreviating host names this way only works for names looked up through DNS, not for names looked up through the "Hosts" table. This means if you for instance add a domain "`foo.edu`", have a host "`ex1.foo.edu`" at `10.0.0.1` and want to be able to access that host by just typing "`ex1`", then you need to add an alias "`ex1`" for the host in the "Hosts" table as well (i.e. make the "Hosts" table entry "`10.0.0.1 ex1.foo.edu ex1`").

## 1.55 Miami.guide/NODE\_GUI\_DATABASE\_DNSSERVERS

DNS servers

-----

List of DNS servers, specified by just the IP address of the server.

DNS servers are used to map logical host names to their IP address. You should have at least one DNS server listed in this table at all times, preferably a DNS server close to or at your provider.

If Miami finds any DNS servers by itself when connecting it automatically adds them to this list and marks them as "temporary".

## 1.56 Miami.guide/NODE\_GUI\_DATABASE\_INETD

InetD

-----

List of daemons started by the built-in InetD consisting of a service name (corresponding to an entry in the "services" table), a socket type ("`dgram`" or "`stream`"), a wait mode ("`wait`", "`nowait`" or "`dos`"), the owner (usually "`root`" for AmigaOS), the server's file name, the server's process name, and a list of arguments to be sent to the server. The table corresponds to the "`etc/inetd.conf`" or "`db/inetd.conf`" file in other protocol stacks.

The InetD built-in to Miami supports many built-in services: "`daytime`", "`time`", "`echo`", "`discard`", "`chargen`", "`finger`" and "`auth`". "`auth`" is really the same as "`identd`".

Daemons for other (external) services can be automatically started by InetD by adding an appropriate line to this table. If you would like to install external daemons (e.g. `ftpd` or `telnetd`) please check their



documentation for the correct format of the "InetD" entry they require.

For security reasons it is recommended that you disable the "echo", "discard" and "chargin" services, because they can be abused for denial-or-service attacks.

## 1.57 Miami.guide/NODE\_GUI\_DATABASE\_USERS

### Users

-----

List of users in the system, consisting of a user name, a password, a user ID, a group ID (index into the "groups" table), a real name, a home directory, and a command to be used to start a shell through telnet. The table corresponds to the "etc/passwd" or "db/passwd" file in other protocol stacks.

You usually only need a single entry in this file (for yourself), unless you want to run daemons like ftpd/telnetd that allow other users to connect to your Amiga.

Passwords are stored in an encrypted format and are not displayed in the listview. The password column shows

'-'

if no password is associated with a user, i.e. if login is possible without a password.

'\*'

if no login is possible to this account.

a centered 'x'

if a valid password is associated with this user.

The procedure to enter passwords differs depending on the GUI module you use. For MUI and some other modules click on the "Password" popup gadget to change the password. A string requester pops up then. For other module you need to enter the new password directly in the string gadget.

If you leave the string gadget empty then no password will be associated with the user (shown as '-'). If you enter just the single character '\*' then logins will be inhibited (shown as '\*'). In all other cases the text you type will be used as the password (shown as a centered 'x').

Note: When you import this file from AmiTCP the passwords are not preserved, i.e. the passwords for all users are set to empty and have to be entered again manually. This is because the password encryption algorithm used by AmiTCP cannot be used by Miami for legal reasons. For more information on this please check

Passwords

.

## 1.58 Miami.guide/NODE\_GUI\_DATABASE\_GROUPS

Groups

-----

List of groups in the system, consisting of a group name, a group ID and an optional user list. The table corresponds to the "etc/group" or "db/group" file in other protocol stacks.

You usually only need a single entry in this file (for yourself), unless you want to run daemons like ftpd/telnetd that allow other users to connect to your Amiga.

## 1.59 Miami.guide/NODE\_GUI\_DATABASE\_ARP

Arp

---

List of manual Arp entries in the system, consisting of an IP address and a hardware address. The hardware address has to be specified in the usual colon-hex notation (e.g. '01:23:45'). The table corresponds to the "etc/ethers" or "db/ethers" file in other protocol stacks.

Arp is only used with bus/ring-type SANA-II devices, and you only need to add Arp entries manually if one of the other machines on the local network does not support Arp.

## 1.60 Miami.guide/NODE\_GUI\_DATABASE SOCKS

Socks

-----

List of SOCKS configuration entries in the system, consisting of a protocol type, a command, a list of hosts, a list of ports, and a list of proxies. The table defines which proxy (SOCKS) server, if any, is supposed to be contacted, as a function of the host and port to connect to.

Most users do not have to make any changes in this table. If you do not use SOCKS at all then just ignore this table. If you do use SOCKS then in most cases it is sufficient to leave this table empty, and only configure a SOCKS server in

Socks

. You only need to make changes in this table if you want Miami to contact different SOCKS servers for different hosts or ports, or if you have a complicated local network

---

(with multiple subnets) inside of the SOCKS firewall.

Each entry in this table defines a filter for a connection or bind attempt, and a list of proxy servers that are supposed to be contacted for connections matched by the filter. For each connection or bind attempt the table is scanned from beginning to end, and the first match is used, i.e. the order of entries in this table is significant. The format of each entry is as follows:

#### Type

This defines the type of connection to be used, if this filter entry matches. Valid values are 'socks4' for a SOCKS V4 connection, 'socks5' for a SOCKS V5 connection and 'noproxy' for a direct connection, without SOCKS.

#### Command

This field is part of the filter, and can be a comma-separated list of letters, with no white space in between. Each letter indicates one type of request: 'c': connect. 'b': bind. 'u': UDP. 'p': ping. 't': traceroute. '-': any request.

#### Hosts

This field is part of the filter, and can be a host definition, as follows: 'hostip/mask': matches a range of target hosts by IP address and netmask, e.g. '1.2.3.4/255.255.0.0'. '-': matches all hosts. 'n1': equivalent to 'n1.0.0.0/255.0.0.0'. 'n1.n2': equivalent to 'n1.n2.0.0/255.255.0.0'. 'n1.n2.n3': equivalent to 'n1.n2.n3.0/255.255.255.0'. '.domain.name': matches all hosts ending in '.domain.name'. 'a.host.name': matches exactly the host 'a.host.name'.

#### Ports

This field is part of the filter, and can be a port definition, as follows: '-': matches all ports. 'name': matches the named service, e.g. 'ftp'. 'number': matches the given port number, e.g. '80'. '[100,1000]': matches ports 100 through 1000. '(100,1000)': matches ports 101-999. '(100,1000]': matches ports 101-1000.

#### Proxies

This defines which proxy servers to contact for requests that match this filter. It can be a comma-separated list of server entries. Each server entry has to be specified by hostname or IP address, optionally followed by a colon and the port number of the proxy server.

This table is only functional if 'SOCKS' is enabled in

Socks

. For

requests not matched by this table the default behavior is to contact the SOCKS server/port defined in

Socks

using SOCKS5.

---

## 1.61 Miami.guide/NODE\_GUI\_DATABASE\_IPFILTER

IP filter

-----

(This function is only available in the registered version.)

This table allows you to filter out some of the IP packets arriving at the local interface, or to create system log entries if some specific packets arrive. This allows you to implement a very rudimentary firewall, or to be notified when someone tries to break into your machine.

The table consists of a sequence of rules. Each packet that arrives is checked against each of the rules, from top to bottom. The first rule that applies to the packet dictates whether the packet is filtered out, and whether a log entry for this packet is generated for this packet. Rules further below in the table are not checked.

Each entry in the table consists of the following parts:

- \* A protocol, i.e. 'tcp', 'udp' or '\*' meaning 'any protocol'.
- \* A service, i.e. a name that appears in the 'services' table, '\*' meaning 'any port' or '\$' meaning 'any service port', i.e. any port not in the range from 1024-5000). It is also possible to specify a range of services here, using the '/' as the delimiter between the first and last service, e.g. '1/80' is the range from port 1 to port 80.
- \* An IP address, referring to the source IP address of the packet.
- \* A netmask, defining the range of IP addresses
- \* Two parameters that define the action: you can allow or disallow access ('y' or 'n'), and create or inhibit a log entry ('y' or 'n').

Note that log entries are only created for 'tcp' services, not for 'udp' services.

Here is an example of a useful start configuration for the IP filter:

```
* * 127.0.0.1 (empty mask) y n
tcp auth *.*.*.* (empty mask) y n
* $ *.*.*.* (empty mask) y y
```

What this does is:

The first line ensures that any packet sent locally (i.e. from your Amiga to yourself) is allowed without logging.

The second line also allows incoming 'auth' requests without logging. This is useful because 'auth' ('identd') requests are issued by so many httpd, ftpd and ircd servers that you probably do not want to be bothered with a log entry for each request.

The third line allows all remaining external requests, but generates a log entry, telling you that someone is trying to access your machine. It is important that the service is specified as '\$', not '\*'. That's because ftp uses reverse-connects (from the server to the client) during upload and download. If you specified the service as '\*' then you would also get a log entry each time you download or upload a file from/to an ftp server.

All remaining packets (i.e. packets from the outside sent to a port between 1024 and 5000) use the implied default rule, which is to allow the packet and not to generate a log entry.

## 1.62 Miami.guide/NODE\_GUI\_TCPIP

=====	TCP/IP	
	Host name	The 'Host name' group
	Real / User name	The 'Real name' and 'User name' gadgets ↔
	Use ICMP	The 'Use ICMP' gadget
	Use DHCP	The 'Use DHCP' gadget
	Verify DNS servers	The 'Verify DNS servers' gadget
	Fake IP	The 'Fake IP' gadget
	T/TCP	The 'T/TCP' gadget
	Auto-add domain	The 'Auto-add domain' gadget
	Down when offline	The 'Down when offline' gadget
	Ping flood protection	The 'Ping flood protection' gadget
	Get time	The 'Get time' gadgets

---

## 1.63 Miami.guide/NODE\_GUI\_TCPIP\_HOSTNAME

Host name  
-----

In most cases you should switch the gadget "dynamic" on. In this case Miami automatically determines your Amiga's host name through reverse DNS lookup whenever you connect.

However some providers do not support reverse DNS lookup, or assign a static host name to their users that is not listed in the DNS. In this case switch "dynamic" off and enter your host name manually.

## 1.64 Miami.guide/NODE\_GUI\_TCPIP\_NAME

Real / User name  
-----

In these gadgets you should enter your real name (e.g. "Joe Smith"), and the user name on your Amiga (e.g. "jsmith").

Although you could theoretically use any names here it is good practice to use "real" names, not some phantasy names.

Some programs look up user information based on your user name. To make these programs behave properly you should ensure that there is an entry in the "Users" part on the "Database" page that corresponds to the user name entered here.

## 1.65 Miami.guide/NODE\_GUI\_TCPIP\_ICMP

Use ICMP  
-----

If this gadget is switched on then Miami uses ICMP "ping" messages to verify the correctness of IP addresses, DNS servers etc.

This gadget should usually be switched on, because it provides additional protection from incorrect configuration.

However if you are connecting through some TCP emulator such as TIA then you might have to switch this gadget off, because not all TCP emulators support ICMP.

---

## 1.66 Miami.guide/NODE\_GUI\_TCPIP\_BOOTP

Use DHCP

-----

If your provider uses dynamic IP addresses then there are different techniques for Miami to find the correct (dynamic) IP address.

For PPP lines this is usually handled as part of the PPP protocol. (C)SLIP does not have such an option though, so for (C)SLIP a protocol called "DHCP" (or its predecessor "BootP") is sometimes used. Alternatively the IP address can sometimes be determined from the dial log.

If you used MiamiInit to configure the line then you can just leave this switch at its default setting. If you configured Miami manually then you should first switch "DHCP" on, and then later try again with "DHCP" switched off, and see if this still works.

If Miami can find your IP addresses without DHCP then you should switch "DHCP" off, because it can make the connection establishment phase quicker.

## 1.67 Miami.guide/NODE\_GUI\_TCPIP\_VERIFYDNS

Verify DNS servers

-----

Usually Miami tries to verify the correctness of the IP addresses of all DNS servers. However this can cause problems with some Internet providers if their DNS servers have a bad connectivity or do not respond to requests immediately after connection establishment.

If you deactivate the "Verify DNS servers" gadget then Miami skips the DNS verification step when going online.

## 1.68 Miami.guide/NODE\_GUI\_TCPIP\_FAKEIP

Fake IP

-----

If you are connected to the Internet through a TCP emulator such as TIA or Slirp, and this emulator does not assign you a "real" IP address, but a fake address, then you need to activate this switch.

It tells Miami to obtain your host name by resolving the remote IP address, not your local ("fake") IP address.

## 1.69 Miami.guide/NODE\_GUI\_TCPIP\_TTCP

T/TCP  
-----

(This option is available in the registered version only.)

T/TCP (TCP for Transactions) is an extension to TCP that can significantly increase the speed of some types of applications, in particular of web browsers, if the browser and the server both support T/TCP.

Registered users should usually enable this option to make use of the speed advantage. However a few PPP servers have problems with the extended TCP packets generated by T/TCP, so if Miami stops working after enabling T/TCP you might have to disable this option - or switch providers.

## 1.70 Miami.guide/NODE\_GUI\_TCPIP\_ADDDOMAIN

Auto-add domain  
-----

If this gadget is activated then Miami will automatically add your host name's domain (i.e. everything after the first '.') to Miami's "domain" database.

This is not strictly required for Miami or for any software, but it can be convenient if you want to use abbreviated host names. Please see

The 'Database' page  
for more details on the meaning of the "domain"  
database.

## 1.71 Miami.guide/NODE\_GUI\_TCPIP\_DOWN

Down when offline  
-----

(This option is available in the registered version only.)

In the unregistered version Miami always disconnects all active TCP sessions when the interface goes offline. In the registered version Miami keeps TCP sessions alive in such a situation. This has the advantage that you might be able to reconnect quickly and to continue to use your TCP session.

The drawback of keeping TCP sessions alive when the interface goes offline is that applications cannot detect whether Miami is online or

---



offline, i.e. their connection attempts would just time out when Miami is offline, but not generate any other error message.

If you don't like this behavior and would prefer Miami to generate proper errors when the interface is offline then enable this option.

## 1.72 Miami.guide/NODE\_GUI\_TCPIP\_PING

Ping flood protection

-----

(This option is available in the registered version only.)

Miami has a simple heuristic to reduce the effects of denial-of-service attacks resulting from ping flooding:

If this option is enabled and a user tries to ping-flood your machine (either by sending very large pings or by sending pings very quickly), Miami generates a log entry informing you about the attempt, and stops generating ping responses to that user for a while, until the user has stopped flooding you for some time.

Note that there is no way for you to prevent the user from flooding you, i.e. to stop him from wasting your modem bandwidth. All Miami can do in response to ping flooding is to stop sending responses and to tell you about it (so you can reconnect to a different modem port). It is not possible for Miami to prevent that user from wasting your modem bandwidth. That would only be possible by installing a filter at your Internet provider.

## 1.73 Miami.guide/NODE\_GUI\_TCPIP\_GETTIME

Get time

-----

If your Amiga is not equipped with a battery-powered real-time clock then you should activate the "Get time" switch, and enter the name or IP address of a server that supports the "time" service in the string gadget. If you are unsure which name to enter just try any "major" machine run by your provider, e.g. the machine you use for e-mail or news.

If you use this feature you need to make sure that your "ENV:TZ" variable is set correctly, i.e. usually to something like "EST5", or to "EST4EDT" during daylight savings time. This is important, because the server transmits the time in GMT (UTC) format, and Miami needs to adjust it to your local time zone. Please see

Time zone information  
for

more details.

---

Note: Do not use this function if your Amiga has a battery-backed clock, because in this case it is possible that setting the time will cause your Amiga's time to be changed backwards. This can confuse programs which use GetSysTime() for calculations, and can cause crashes and other problems.

## 1.74 Miami.guide/NODE\_GUI\_EVENTS

### Events

=====

Miami allows you to react in various ways to events such as offline, online etc., by executing an ARexx or Shell script, iconifying the Miami window etc.

The specific events Miami can react to are:

#### Start

program start.

#### End

program end.

#### active Offline

going offline caused by the user, e.g. by clicking on the "Offline" gadget or by an ARexx "OFFLINE" command.

#### passive Offline

going offline caused by the modem or the provider hanging up.

#### Online

going online, i.e. successfully connecting to the Internet provider and starting up all required protocols.

#### failed Online attempt

an attempt to go online that failed for some reason, e.g. because all phone lines were busy, and the maximum number of retries was reached.

Miami can react in the following ways. Not each of these options makes sense for each event, so only a subset of these options is actually available in each case:

#### ARexx

Start an ARexx script

#### Shell

Start an AmigaDOS shell script

#### Hide GUI

iconify the Miami window

---



## 1.77 Miami.guide/NODE\_GUI\_MODEM\_EXIT

Exit String

-----

The string sent to your modem when Miami quits. Most users do not need this, but it can be useful if multiple programs share the modem port, and your modem needs to be reset to default settings before Miami exits.

## 1.78 Miami.guide/NODE\_GUI\_MODEM\_PREFIX

Dial prefix

-----

The command your modem uses for dialing, i.e. the string prepended to the phone number. This is usually "ATDT" or "ATDP".

## 1.79 Miami.guide/NODE\_GUI\_MODEM\_SUFFIX

Dial suffix

-----

The string that needs to be appended to your phone number to complete the dial command. This is usually "\r".

## 1.80 Miami.guide/NODE\_GUI\_MODEM\_NULLMODEM

Null modem

-----

Miami usually assumes that you have a modem connected to your serial port. If your Amiga is directly connected to another computer using a null-modem cable, then you need to activate this gadget. It prevents any modem commands ("AT commands") from being sent, and Miami will not wait for any responses such as "OK" or "CONNECT".

With "null-modem" activated the meaning of the "Use CD" gadget on the "Interface" page changes:

- \* If your machine is connected to a computer that requires a login sequence to establish the SLIP/PPP link, then you should deactivate the "Use CD" gadget. Miami then uses the dial script specified in the "Dialer" window, but without dialing a number first. This option is most useful when connecting to a Unix or Linux box that runs a getty with login/password check on its

serial port.

- \* If your machine is connected to a computer that runs its serial port in dedicated SLIP/PPP mode (e.g. another Amiga running Miami), then you should activate the "Use CD" gadget. Miami will then completely bypass any dial script and immediately proceed with the protocol negotiation.

## 1.81 Miami.guide/NODE\_GUI\_LOGGING

Logging

=====

Console

The 'Console' gadget

File

The 'File' gadget

Use syslog.library

The 'Use syslog.library' gadget

Phone log

The 'Phone log' gadgets

PPP log

The 'PPP log' gadgets

## 1.82 Miami.guide/NODE\_GUI\_LOGGING\_CONSOLE

Console

-----

In this gadget you can specify the AmigaDOS stream name of the console window that Miami uses for system log messages. This file is kept open after the first system message has occurred, so you should use the "CON:" modifiers "/AUTO/CLOSE" to be able to close the window without losing old system messages.

## 1.83 Miami.guide/NODE\_GUI\_LOGGING\_FILE

File

----

In this gadget you can specify the AmigaDOS file name of the file where Miami stores system log messages. If the file already exists then Miami appends to this file, i.e. old file contents are not deleted.

## 1.84 Miami.guide/NODE\_GUI\_LOGGING\_SYSLOG

Use syslog.library  
-----

If you enable this gadget then Miami tries to access syslog.library for its system log. syslog.library is part of the SysLog package by Petri Nordlund.

## 1.85 Miami.guide/NODE\_GUI\_LOGGING\_PHONE

Phone log  
-----

Miami can log any online and offline events in order to assist in phone bill management.

The two "Phonebill" gadgets let you enable phone logging and specify the name of a file to which Miami appends billing records.

At the moment only ASCII format is supported, with records as follows:

```
Online: 27.07.1996 17:48:11 (5551234)
Passive offline: 27.07.1996 17:48:11
Active offline: 27.07.1996 17:48:11
Reconnect: 27.07.1996 17:48:11
```

The "Online" record contains the phone number that was dialed in "()". "Reconnect" occurs when Miami goes online without actually dialing, e.g. after rebooting the Amiga.

The difference between "passive" and "active" offline is that an "active" offline is voluntary, i.e. the result of an "OFFLINE" ARexx command, someone clicking on the "Offline" gadget etc. A "passive" offline is the result of your modem hanging up or your Internet provider disconnecting you.

## 1.86 Miami.guide/NODE\_GUI\_LOGGING\_PPP

PPP log  
-----

---

(This option is available in the registered version only.)

The PPP log gadget allows you to specify a file name where Miami logs the connection establishment phase of PPP. Data is logged in human-readable form, i.e. not as a hex dump. Only the connection establishment phase is logged, i.e. until the LCP and IPCP state machines have reached the 'Open' state. After that logging stops.

The primary purpose of the PPP log is to help track down compatibility problems at the PPP level, and to help optimize PPP options for a particular PPP server.

## 1.87 Miami.guide/NODE\_GUI\_WINDOWS

```

=====
                Windows

                Quit requester                                The 'Quit requester' gadgets
                Offline requester                            The 'Offline requester' gadget
                Error requester                              The 'Error requester' gadget
                Dialer                                       The 'Dialer' gadgets

```

## 1.88 Miami.guide/NODE\_GUI\_WINDOWS\_REQQUIT

Quit requester

-----

You can configure when Miami shall display a 'Quit requester':

- \* always
  - \* when programs that use Miami are still running.
  - \* when Miami is online
- or combinations of the above.

## 1.89 Miami.guide/NODE\_GUI\_WINDOWS\_REQOFFLINE

Offline requester  
-----

If you activate this checkmark then Miami asks you before going offline.

## 1.90 Miami.guide/NODE\_GUI\_WINDOWS\_REQERRORS

Error requester  
-----

Normally Miami displays an error requester if any problems occur during dialing or while configuring the link. If you disable this checkmark then such errors are silently ignored, and Miami does not display an error requester.

## 1.91 Miami.guide/NODE\_GUI\_WINDOWS\_DIALER

Dialer  
-----

The standard dialer window has three parts: a help text at the top, several buttons in the middle, and a dialog window at the bottom. With the three "Dialer" checkmarks you can enable or disable each of these three parts.

If you disable the dialog window then the dialer will display a single line of text only, that contains the dialer command currently being executed.

The "Activate windows" gadget tells Miami whether you want Miami to activate dial windows and error requesters when they pop up.

## 1.92 Miami.guide/NODE\_GUI\_GUI

GUI

===

This page defines the user interface settings for Miami, i.e. hotkeys, iconification, icons and the user interface engine to be used.

Important: Always specify user interface settings on this page, not in any other preferences program. Even if you use MUI then do not use the iconify and hotkey functions in MUI preferences for Miami. These

---



functions do not work with Miami, because Miami handles iconification by itself, without MUI.

Hotkey	The 'Hotkey' gadget
Show icon	The 'Show icon' gadget
Show menu	The 'Show menu' gadget
No GUI on startup	The 'No GUI on startup' gadget
Online icon	The 'Online icon' gadget
Offline icon	The 'Offline icon' gadget
GUI engine	The 'GUI engine' gadget
Switch	The 'Switch' gadget

### 1.93 Miami.guide/NODE\_GUI\_GUI\_HOTKEY

Hotkey

-----

This string gadget specifies the Commodities hot key to iconify or deiconify the Miami user interface. Standard Commodities syntax is used to define the hot key, e.g. 'ctrl alt m' defines the hot key to be the key 'm', pressed together with the 'ctrl' key and either 'alt' key. 'ctrl alt m' is also the default.

### 1.94 Miami.guide/NODE\_GUI\_GUI\_SHOWICON

Show icon

-----

If this gadget is checked then an AppIcon is displayed on the Workbench screen when Miami is iconified.

## 1.95 Miami.guide/NODE\_GUI\_GUI\_SHOWMENU

Show menu  
-----

If this gadget is checked then a 'Miami' entry in the Workbench 'Tools' menu is created when Miami is iconified.

## 1.96 Miami.guide/NODE\_GUI\_GUI\_ONSTARTUP

No GUI on startup  
-----

If this gadget is checked then Miami does not load the user interface module on startup, and does not open its window. This feature is most useful if you combine it with 'automatic online on startup'. See

Events  
for more information on this.

## 1.97 Miami.guide/NODE\_GUI\_GUI\_ONLINEICON

Online icon  
-----

This gadget lets you specify an icon ('.info' file) that Miami uses as the AppIcon whenever Miami is online. The default (empty gadget) is to use a built-in image.

## 1.98 Miami.guide/NODE\_GUI\_GUI\_OFFLINEICON

Offline icon  
-----

This gadget lets you specify an icon ('.info' file) that Miami uses as the AppIcon whenever Miami is offline. The default (empty gadget) is to use a built-in image.

## 1.99 Miami.guide/NODE\_GUI\_GUI\_GUI

GUI engine

-----

This gadget lets you choose one of several installed GUI engines. Your choice is remembered by Miami and stored in the settings file (if you save settings afterwards), but Miami does not immediately switch to the new GUI engine. To do that click on

Switch

.

## 1.100 Miami.guide/NODE\_GUI\_GUI\_SWITCH

Switch

-----

Clicking on this gadget causes Miami to switch to the selected GUI engine. (What really happens is: Miami iconifies, removes the current GUI module, loads the new GUI module, and then deiconifies with the new GUI module.)

## 1.101 Miami.guide/NODE\_GUI SOCKS

Socks

=====

This page lets you configure SOCKS client support in Miami. If you have never heard about SOCKS then you probably don't need it. SOCKS is a proxy system to allow sites within a firewall to make connections to machines outside of the firewall.

Miami's SOCKS implementation allows Amiga TCP/IP clients to connect "through" firewalls transparently, without special support in the clients. If your network provider uses a SOCKS firewall then ask them for the IP address of the SOCKS server, and for the SOCKS username and password (if the SOCKS server is password-protected), and configure Miami for SOCKS on this page.

The settings on this page are default settings for your setup. You can configure the SOCKS settings in more detail in

Database/Socks

.

Enable SOCKS

The 'Enable SOCKS' gadget

Default SOCKS Server

The 'Default SOCKS server' gadgets  
Maximum Syslog level                      The 'Maximum Syslog level' gadget  
Authentication                              The 'Authentication' gadgets

## 1.102 Miami.guide/NODE\_GUI\_SOCKS\_ENABLE

Enable SOCKS  
-----

If this gadget is enabled then Miami uses SOCKS to connect to any machine not directly reachable through any interface. You also need to configure the SOCKS server IP address, port and, with some SOCKS servers, authentication.

## 1.103 Miami.guide/NODE\_GUI\_SOCKS\_SERVER

Default SOCKS server  
-----

These gadgets define the IP address and port number of the default SOCKS server in your network. The port number for SOCKS is usually 1080.

## 1.104 Miami.guide/NODE\_GUI\_SOCKS\_MAXLOG

Maximum Syslog level  
-----

This gadget defines how many diagnostic messages you want to receive from the SOCKS wrapper. You should usually keep this gadget at "none" or "error". Higher settings are useful to get additional diagnostic messages during debugging.

## 1.105 Miami.guide/NODE\_GUI\_SOCKS\_AUTH

Authentication  
-----

These gadgets specify the authentication data sent to the SOCKS

---

server. The following authentication methods are possible:

none

No authentication data is sent. This only works with SOCKS servers that do not require authentication.

same as in dialer

Miami sends the username/password combination you defined in the dialer to the SOCKS server.

username/password

Miami sends the username/password combination specified in the gadgets below to the SOCKS server.

## 1.106 Miami.guide/NODE\_GUI\_MISC

Misc

====

There are three more gadgets in Miami that are not described in any of the previous sections:

- \* "Online": Causes Miami to start dialing and try to go online.
- \* "Offline": Causes Miami to hang up the line and go offline.
- \* A listview gadget or a set of buttons on the left side of the Miami window, that is used to select one of the configuration pages.

## 1.107 Miami.guide/NODE\_DIALERLANG

Dialer Command Language

\*\*\*\*\*

The following commands are supported by the dialer:

ABORT "text1", "text2", ...

Specify a list of texts that cause Miami to completely abort dialing, e.g. "NO DIALTONE" from the modem.

ASKPASSWORD

Pop up a requester asking the user for the password.

DELAY secs

Wait for the specified number of seconds.

DIALNEXT "text1", "text2", ...

Specify a list of texts that cause Miami to hang up the phone and dial the next number, e.g. "BUSY" from the modem.

---

**PARSEPASSWORD "endchar"**

Parses all characters from the modem up to, but not including <endchar>, and replaces the current password by this text. This command can be useful for one-time password systems that send the password for the next session during login.

**REDIAL "text1","text2",...**

Specify a list of texts that cause Miami to hang up the phone and redial the current number, e.g. "BUSY" from the modem.

**SAVECONFIG**

Save the current configuration (settings) to disk. This command is usually used after PARSEPASSWORD to save the settings containing the new password.

**SEND "text"**

Send <text> to the modem. A linefeed/carriage return is not automatically appended. Miami recognizes the following standard control sequences: \", \\, \r, \n. In addition "\u" and "\p" are supported to send the current login id (user id) or password, respectively.

**SEENDBREAK**

Send a serial port "break" signal. This is used by some terminal servers to switch to command mode.

**SENDPAD "text",padding**

Send <text> to the modem, padded with spaces up to a total length of <padding>. Example: 'SENDPAD "abc",5' would send "abc ".

**SENDPASSWORD**

Send the current password, followed by a "\r".

**SENDUSERID**

Send the current user id (login id), followed by a "\r".

**TIMEOUT secs**

Specify the amount of time to wait for a text during WAIT or WAITPPP before giving up.

**WAIT "text"**

Wait for "text" to be received from the modem.

**WAITCONNECT**

Wait for a CONNECT message and the following text (usually the connection speed) to be received from the modem. This is identical to 'WAIT "CONNECT"', except that Miami copies anything following the 'CONNECT' message on the same line to an internal buffer, and later displays it in the status area. With many modems this allows you to see the speed at which your modem connected.

**WAITPPP**

Wait for the server to switch to PPP mode.

With the commands "ABORT", "DIAL" and "DIALNEXT" you can specify the keyword "TIMEOUT" (without the quotes), instead of a text in quotes,

---

e.g.

```
ABORT "NO CARRIER",TIMEOUT
```

This means that Miami will abort the dial script when a timeout occurs. Other options are to dial the current number again, or to dial the next number when a timeout occurs.

## 1.108 Miami.guide/NODE\_AREXX

### ARexx Interface

\*\*\*\*\*

The name of the Miami ARexx port is "MIAMI.1". At the moment Miami supports all of the standard ARexx commands for MUI applications ("QUIT", "HIDE", "DEACTIVATE", "SHOW", "ACTIVATE", "INFO", "HELP") plus the following additional commands:

#### CHANGEDB

Tells Miami to re-read the file "ENVARC:MiamiChangeDB" to update the settings. Please see  
Client settings  
for more details how to  
use this feature.

#### GETCONNECT

Returns the connection string that followed the 'CONNECT' message from the modem. Usually this string contains an indication of the connection speed.

#### GETCONNECTTIME

Returns the number of seconds since Miami received the 'CONNECT' message from the modem.

#### GETONLINETIME

Returns the number of seconds Miami has been online in the 'result' variable.

#### GETSETTINGSNAME

Returns the file name of the current settings file in the result variable.

#### ISONLINE

Checks if Miami is online and sets the error code ("RC") accordingly. 1 means: Miami is online. 0 means: Miami is offline.

#### KILLGUI

Iconifies Miami's windows and unloads the current GUI module.

#### LOADSETTINGS file/a

Loads the specified settings file.

#### OFFLINE

Hang up and go offline. Same as clicking on the "Offline" gadget.

---

**ONLINE**

Attempt to go online. Same as clicking on the "Online" gadget.

**QUITFORCE**

Using the "QUIT" command from an ARexx script is the safest way to quit Miami, because Miami only attempts to go offline and quit if no other ARexx scripts are still running, to avoid deadlocks. The disadvantage of this is that there may be timing problems if your ARexx control is complex, involves multiple ARexx scripts (in particular scripts for earlier events), and one or more scripts are still running when the "QUIT" command is issued: Miami would then refuse to quit, even though it might be safe to wait and quit later. In that case try the "QUITFORCE" command: it forces Miami to wait until all ARexx scripts have completed, and then quit. Warning: this command will lock up Miami if one of the pending ARexx scripts never returns, e.g. because of an infinite loop or a recursive call, so it is potentially dangerous if your ARexx scripts are buggy.

## 1.109 Miami.guide/NODE\_ENVVARS

Environment variables

\*\*\*\*\*

Time zone information

Time zone information

Users usually do not need to set any environment variables in order to use Miami. Nevertheless here is a list of all variables Miami uses, in case you want to make manual changes:

**DOMAIN, DOMAINNAME**

These variables are set automatically by Miami, whenever Miami goes online. They are set to your current domain (i.e. to the part of your host name which follows the first ".").

**HOME**

This variable is set automatically by Miami, whenever Miami goes online. It is set to the home directory configured in Database/Users, for the user you selected on the TCP/IP page.

**HOST, HOSTNAME**

These variables are set automatically by Miami, whenever Miami goes online. They are set to your configured host name (for static host names), or to the host name corresponding to your IP address, found by Miami through reverse DNS lookup. If no host name was found then these variables are set to your IP address.

**MagicWB**

If no user interface is specified (by the user, in the settings file, or in "ENV:MIAMI/GUI") then Miami falls back to using either



"MUI" or "MUIMWB" as the default GUI. "MUIMWB" is used if the "MagicWB" variable exists, indicating that MagicWB has been installed.

#### REALNAME

This variable is set automatically by Miami, whenever Miami goes online. It is set to the real name configured on the TCP/IP page.

#### SOCKETCONFIG

This variable is set automatically by Miami, whenever Miami goes online. It is required by the freeware "socket.library" emulation library (for I-Net-225-compatible software), and is set in a way that allows that library to work properly.

#### TZ

This variable is read by Miami to find your current time zone. It should be set correctly before installing Miami. Please see

Time zone information  
for more on this.

#### USERNAME

This variable is set automatically by Miami, whenever Miami goes online. It is set to the user name configured on the TCP/IP page.

#### MIAMI/GUI

This variable should contain the name of your default GUI engine (e.g. 'MUI', 'MUIMWB' or 'GTLAYOUT'). It is set automatically during installation.

#### MIAMI/SSLIB

This variable is only needed when you use MiamiSSL, and is set automatically during the installation of MiamiSSL. It should contain the name of your SSL encryption library, i.e. either 'Miami:Libs/miamisslintl.library' or 'Miami:Libs/miamisslusa.library'.

## 1.110 Miami.guide/NODE\_ENVVARS\_TZ

### Time zone information

\*\*\*\*\*

The environment variable TZ has to be set as follows:

Outside of daylight savings time (i.e. during winter):

EST5

where EST is the name of your time zone, and 5 is the \*negative\* time difference to UTC (i.e. if you are 2 hours east of UTC then the value has to be -2, not 2). In Europe, Asia and Australia that number is usually 0 or negative, in America it is positive. See below for examples.

---

During daylight savings time (i.e. during summer):

EST4EDT

EST, 4: meaning the same as above. EDT is the name of your time zone during daylight savings time. Also make sure that you adjust the number (4 in the example) by one hour as required by your local daylight savings time conventions.

The name of the time zone does not really matter in either case. It is important that the number is right, though, and that the number starts *exactly* at the fourth character position.

It is NOT correct to put some RFC-compliant time string into ENV:TZ, i.e. something like "EST", "EST (-0500)" or "-0500" will NOT work.

Some examples:

	winter	summer
US west coast	PST8	PST7PDT
US east coast	EST5	EST4EDT
Britain	WET0	WET-1WEDT
most of western Europe	MET-1	MET-2MEDT

## 1.111 Miami.guide/NODE\_EXCONFIG

Exchanging Settings

\*\*\*\*\*

The Miami settings are saved in an IFF file in a format that is currently intentionally undocumented. However Miami allows you to import and export settings in a variety of ways:

Distribution format

Importing/exporting settings for ↔  
distribution

Exchanging passwords

Exchanging password files

Client settings

Custom settings for some clients

## 1.112 Miami.guide/NODE\_EXCONFIG\_DIST

## Distribution format

=====

Miami allows you to export settings into an ASCII format that is suitable for distribution, e.g. to upload it to Aminet, or to give it to other users who have accounts with the same Internet provider. It can also be used by Internet providers to preconfigure complete Miami settings for new user.

The ASCII file format contains a header, followed by a variable number of parameters.

When exporting files Miami only includes those parameters that are related to the provider, but not those that are related to the individual user's system setup or that are security-relevant in any way. This means you can safely export your settings and give the file to other user, without compromising sensitive information like passwords.

When importing files Miami does support user-related information like passwords though, so providers can write Installer scripts which ask the user for his login id and password, and which then create an ASCII settings file for Miami that contains all information required by Miami.

To get an idea how the ASCII file looks just export your current settings to ASCII. The general format is

- \* a 2-line header. Each line starts with a "\$" sign. Do not modify this header.
- \* a variable number of lines starting with a ";". These lines are comments and can be edited freely.
- \* a variable number of lines that specify parameters.

Most parameters are specified in a single line. These lines look like this:

```
PARAMETER=value
```

Some parameters (e.g. the dial script) require several lines. In this case the format is as follows:

```
PARAMETER=%  
first value  
second value  
third value  
%
```

This means a single "%" indicates a multi-line parameter, and another "%" as the only character on a line indicates the end of the list of values.

The order of parameters within the file is arbitrary. You should not make any assumptions that Miami stores parameters in a specific order.

List of supported parameters: A (m) indicates a multi-line parameter. A (i) indicates that the parameter is only imported, but never exported. A (r) indicates that this feature is only available in the registered version, and ignored in the unregistered version. "(m)", "(i)" and "(r)" are not actually part of the ASCII file.

Values indicated as "A / B" means that the value is a single character, either "A" or "B".

DEVNAME= (i)  
devicename

UNIT= (i)  
device unit number

BAUD= (i)  
serial port speed

PROTOCOL=  
P / S (ppp or slip)

FLOWCONTROL= (i)  
H / S (hardware (RTS/CTS) or software (Xon/Xoff) handshaking)

EOFMODE= (i)  
Y / N / A (yes / no / auto)

SERMODE=  
8N1 / 7E1 / 7O1

MTU=  
integer

IPTYPE=  
D / S (dynamic or static)

IP=  
1.2.3.4

CD= (i)  
Y / N (Use CD)

BOOTP=  
Y / N (Use BootP)

INACTIVITY=  
N / I / P (inactivity type: none, ICMP, PPP)

INACTIVITYDELAY=  
minutes

PAPNAME= (i)  
username

PAPPWD= (i)  
password

---

---

PAPSAME=  
Y / N

CALLBACKTYPE= (r)  
NONE / CBCPFIXED / CBCPVARIABLE

CALLBACKPHONE= (i) (r)  
phone\_number

CALLBACKMINDELAY= (r)  
integer

CALLBACKMAXDELAY= (r)  
integer

ACCM=  
000a0000

VJC=  
Y / N

QUICKRECONNECT=  
Y / N

TERMREQ=  
Y / N

DIALNAME= (i)  
login id

DIALPWD= (i)  
password

INITSTRING= (i)  
modem\_init\_string

DIALPREFIX= (i)  
dial\_prefix

DIALSUFFIX= (i)  
dial\_suffix

DIALSCRIPT= (m)  
dial\_script

DIALNUMBERS= (i) (m)  
phone\_numbers

DIALMAXREPEAT=  
maxrepeat

DIALREPEATDELAY=  
repeatdelay

DIALREDIALDELAY=  
redialdelay

---

```
HOSTDYNAMIC=
  Y / N    (host name dynamic: yes / no)

HOSTNAME= (i)
  hostname

REALNAME= (i)
  real_name

USERNAME= (i)
  user_name

DOICMP=
  Y / N

FAKEIP=
  Y / N

TTCP= (r)
  Y / N

DBHOSTS= (m)
  host_database

DBNETWORKS= (m)
  network_database

DBDOMAINS= (m)
  domain_database

DBDNSSERVERS= (m)
  dns_servers_database
```

### 1.113 Miami.guide/NODE\_EXCONFIG\_PASSWORDS

#### Exchanging passwords

=====

Miami allows you to freely import and export all files from the Unix/AmiTCP db directories, with one exception: the passwd file can be imported, but the passwords are cleared in the process, and thus have to be reentered manually in Miami.

The reason for this is: AmiTCP (at least up to version 4.3) uses the DES algorithm for password encryption. DES is a cryptographically strong encryption algorithm that is subject to US export restrictions. A program implementing DES may not be exported from the US without an individual permit, and the US government currently does not issue such permits.

The result is that any kind of export of AmiTCP from the US is illegal. This includes downloading the AmiTCP archive from an ftp server in the US to a computer outside of the US. For this reason AmiTCP may not be uploaded to all Aminet sites, severely restricting

the availability of AmiTCP.

For Miami things would have been even worse: since I am developing Miami within the US (not in Finland like NSDi) I would not have been allowed to send Miami to anybody outside of the US, regardless of the way I distribute it. I therefore decided not to use DES in Miami, but to use a different encryption algorithm that is not subject to US export restrictions.

Miami uses an iterated version of MD5 for password encryption. This algorithm is cryptographically strong, i.e. not known to be breakable except by exhaustive search, just like DES. However since MD5 is, unlike DES, a one-way algorithm, it cannot be decrypted and therefore is not subject to US export restrictions.

This means it is completely legal to import and export Miami to and from the US, to upload Miami to Aminet sites and other ftp sites, and to use Miami in the US and other countries (unless some country forbids the use of MD5).

I am sorry for the problems this may cause for users who have to maintain multiple and/or large password files, but I do not see any other way of handling this situation.

## 1.114 Miami.guide/NODE\_EXCONFIG\_CLIENTS

Custom client settings

=====

Some TCP/IP clients such as AmiTalk require changes to the settings database that most protocol stacks store in the "db" directory. Usually entries have to be added to the "services" or "inetd.conf" file.

With Miami you can make the appropriate changes directly through the graphical user interface, i.e. just select the "Database" page, the correct section (e.g. "services"), and add the entries you need.

In some situations it can be more convenient to automatize this process, e.g. to have the Installer script of a TCP/IP client make the required changes by itself, without bothering the user. With Miami this works as follows:

- \* You first need to append a line to the file "ENVARC:MiamiChangeDB" that looks as follows:

```
ADD services ntalk 518/udp
```

or

```
ADD inetd ntalk dgram udp wait root Servers:talkd (talkd)
```

Whenever Miami is started it automatically reads the contents of this file (if it exists), updates the settings, and saves the resulting settings.

- \* If Miami is running when the client is installed and you want Miami to update its settings immediately you should send the "CHANGEDB" ARexx command to Miami after modifying the above file.

You can add entries to any of Miami's database tables this way. However for security reasons only those tables which are commonly used by clients ('inetd' and 'services') are directly changed by Miami. If applications try to change any other table (e.g. the sensitive 'users' table), then Miami shows a requester, asking the user for confirmation, after receiving the "CHANGEDB" command.

To summarize: In your Installer scripts you should have statements as follows to automatically configure Miami for your client:

```
echo >>ENVARC:MiamiChangeDB "ADD services ntalk 518/udp"
rx "address MIAMI.1;CHANGEDB"
```

If Miami is running it updates the settings immediately. Otherwise Miami picks up the changes the next time it is started.

## 1.115 Miami.guide/NODE\_UTILITY

### Utility Programs

\*\*\*\*\*

MiamiArp	MiamiArp
MiamiFinger	MiamiFinger
MiamiIfConfig	MiamiIfConfig
MiamiMapMBone	MiamiMapMBone
MiamiMRInfo	MiamiMRInfo
MiamiMRouted	MiamiMRouted
MiamiMTrace	MiamiMTrace
MiamiNetStat	MiamiNetStat
MiamiPing	MiamiPing
MiamiRemind	MiamiRemind



MiamiResolve	MiamiResolve
MiamiRoute	MiamiRoute
MiamiSysCtl	MiamiSysCtl
MiamiTCPDump	MiamiTCPDump
MiamiTraceRoute	MiamiTraceRoute

## 1.116 Miami.guide/NODE\_UTILTY\_ARP

MiamiArp  
=====

Address resolution display and control

Usage:

```
arp hostname
    Display current Arp entry for <hostname>

arp [-n] -a
    Display all of the current Arp entries. If "-n" is specified then
    all entries are listed numerically instead of symbolically.

arp -d hostname
    Delete arp entry for <hostname>

arp -s hostname hw_addr [temp] [pub]
    Create an Arp entry for <hostname> with the hardware address
    <hw_addr>. The entry is permanent unless the word "temp" is given.
    If the word "pub" is given then this system will act as an Arp
    server for the specified host.

arp -f filename
    Read and execute commands from the file <filename>.
```

## 1.117 Miami.guide/NODE\_UTILTY\_FINGER

MiamiFinger  
=====

MiamiFinger displays information about the system users.

---

Usage: MiamiFinger [-l] [user][@machinename]

Options are:

-l

Show the long output format (for remote machines: send the "/W" modifier to the remote finger daemon).

If no machine name is specified then "localhost" is assumed.

If a user is specified then information about this user is displayed. Otherwise some default information for the fingerd connecting to is displayed. In many cases this is some general system information and/or a list of users currently logged on.

This implementation of MiamiFinger supports T/TCP for faster finger lookups.

## 1.118 Miami.guide/NODE\_UTILITY\_IFCONFIG

MiamiIfConfig

=====

Configure network interface parameters

Note: most of the options of MiamiIfConfig should not be used with Miami at this time, because Miami usually already sets all values correctly. Do not play around with this program. You should really know what you are doing before trying to change any interface options.

About the only useful options are "up" and "down" to temporarily mark the interface as unavailable. Note that this does not cause the modem to hang up. Other than that you should probably only use MiamiIfConfig to examine interface settings, not to change them.

Usage: MiamiIfConfig interface [alias | -alias] [af [address [dest\_addr]] [up] [down] [netmask mask]] [metric n] [arp | -arp] [broadcast address] [link0 | -link0] [link1 | -link1] [link2 | -link2]

interface

Currently either "lo0" or "mi0"

alias/-alias

Consider the specified address an alias for the existing address, i.e. do not overwrite an existing address.

af

Address family: only "inet" is supported at this time.

address

A protocol-level address. For the address family "inet" this is an IP address in dot-notation (e.g. 123.45.67.89).

---

**dest\_addr**

The protocol-level destination address. This is only used for point-to-point devices.

**up/down**

Mark the interface as up or down.

**netmask**

Change the netmask for this interface.

**metric**

Change the metric (priority) for this interface. This has no effect for a single-interface stack like Miami.

**arp/-arp**

Enable/disable Arp for this interface. This option should not be used with Miami. Use the Miami GUI instead to choose the type of address resolution.

**broadcast**

Set the broadcast address for this interface.

**linkx/-linkx**

Set or reset link-level flags 0, 1 or 2. These flags are not currently used by Miami.

## 1.119 Miami.guide/NODE\_UTILITY\_MAPMBONE

**MiamiMapMBone**

=====

Multicast connection mapper

Usage: MiamiMapMBone [-d debug\_level] [-f] [-g] [-r retry\_count] [-t timeout\_count] [starting\_router]

MiamiMapMbone attempts to display all multicast routers that are reachable from the specified multicast starting\_router. If not specified on the command line, the default multicast starting\_router is the localhost.

The options have the following meaning:

**-d debug\_level**

Sets the debug level. When the debug level is greater than the default value of 0, additional debugging messages are printed.

**-f**

Sets flooding option. Flooding allows the recursive search of neighboring multicast routers and is enabled by default when starting\_router is not used.

**-g**

Sets graphing in GraphEd format.

---

- n  
Disables the DNS lookup for the multicast routers names.
- r retry\_count  
Sets the neighbor query retry limit. Default is 1 retry.
- t timeout\_count  
Sets the number of seconds to wait for a neighbor query reply before retrying. Default timeout is 2 seconds.

## 1.120 Miami.guide/NODE\_UTILITY\_MRINFO

MiamiMRInfo  
=====

Displays configuration info from a multicast router.

Usage: MiamiMRInfo [-d debug\_level] [-r retry\_count] [-t timeout\_count] [multicast\_router]

MiamiMRInfo attempts to display the configuration information from the specified multicast router. If no router is specified then localhost is used.

The options have the following meaning:

- d debug\_level  
Sets the debug level. When the debug level is greater than the default value of 0, additional debugging messages are printed.
- r retry\_count  
Sets the neighbor query retry limit. Default is 3 retries.
- t timeout\_count  
Sets the number of seconds to wait for a neighbor query reply before retrying. Default timeout is 4 seconds.

## 1.121 Miami.guide/NODE\_UTILITY\_MROUTED

MiamiMRouteD  
=====

IP Multicast Routing Daemon

Usage: MiamiMRouteD [-p] [-c config\_file] [-d debug\_level]

MiamiMRouteD is a program you might have to run in the background ("run MiamiMRouteD") to receive or forward multicast feeds. Please see below for a more detailed explanation.

---

The options have the following meaning:

- P  
Start MiamiMRouteD in non-pruning mode. This option should only be used for testing.
- c config\_file  
Specify which config file to use. The default config file is "Miami:MiamiMRouteD.config".
- d debug\_level  
Specify the debug level. The default is 0 (no debug info).

MiamiMRouteD is a very complex and powerful program that allows you to receive and forward multicast feeds. It is configured through a separate configuration file, the format of which is partially described below. However since Miami supports only a single interface, only few features of MiamiMRouteD can reasonably be used with Miami, only few users probably need to use it at all.

The two most common configurations are:

- \* You are receiving your multicast feed directly from a broadcast- or multicast-capable interface such as Ethernet or Arcnet. In this case DO NOT run MiamiMRouteD. Instead enable multicasting in Miami, on the "Interface" page.
- \* You are receiving your multicast feed through an IP tunnel, possibly via PPP from your provider. In this case disable multicasting in Miami for your PPP/SLIP interface, configure MiamiMRouteD for a tunnel to your provider (see below), and run MiamiMRouteD after starting Miami.

The configuration file for MiamiMRouteD is a standard ASCII text file. Each line can contain one command. The only command of interest at the moment is the "tunnel" command, which allows you to configure an IP tunnel to send and receive multicasts to/from. The important part of the syntax is:

```
tunnel <local-addr> <remote-addr>
```

For <local-addr> you can specify an IP address or an interface name (for Miami always "mi0"). <remote-addr> is the IP address of the host on the other side of the multicast tunnel, e.g.

```
tunnel mi0 1.2.3.4
```

establishes a multicast tunnel to the host 1.2.3.4.

## 1.122 Miami.guide/NODE\_UTILITY\_MTRACE

MiamiMTrace

=====

---

Print multicast path from a source to a receiver

Usage: MiamiMTrace [-g gateway] [-i if\_addr] [-l] [-M] [-m max\_hops] [-n] [-p] [-q nqueries] [-r resp\_dest] [-s] [-S stat\_int] [-t ttl] [-v] [-w waittime] source [receiver] [group]

MiamiMTrace is a utility very similar to MiamiTraceRoute, but for multicast addresses, not unicast addresses. Please see MiamiTraceRoute for more information on TraceRoute. "group" specifies the multicast IP address to use. "source" and "receiver" are unicast IP address specifying the start and end point in the multicast path to trace. If "group" is not specified then 224.2.0.1 is used. If "receiver" is not specified then localhost is assumed.

The options have the following meaning:

- g gateway  
Send the trace query via unicast directly to the specified multicast router rather than multicasting the query. This must be the last-hop router on the path from the intended source to the receiver.
  - i if\_addr  
Use the specified address as the local interface address (on a multi-homed host) for sending the trace query and as the default for the receiver and the response destination.
  - l  
Loop indefinitely printing packet rate and loss statistics for the multicast path every 10 seconds (also see '-S stat\_int').
  - M  
Always send the response using multicast rather than attempting unicast first.
  - m max\_hops  
Set the maximum number of hops that will be traced from the receiver back toward the source. The default is 32 hops (infinity for the DVMRP routing protocol).
  - n  
Print hop addresses numerically rather than symbolically and numerically (saves a nameserver address-to-name lookup for each router found on the path).
  - q nqueries  
Set the maximum number of query attempts for any hop. The default is 3.
  - p  
Listen passively for multicast responses from traces initiated by others. This works best when run on a multicast router.
  - r resp\_dest
-

Send the trace response to the specified host rather than to the host on which MiamiMTrace is being run, or to a multicast address other than the one registered for this purpose (224.0.1.32).

- s  
Print a short form output including only the multicast path and not the packet rate and loss statistics.
- S stat\_int  
Change the interval between statistics gathering traces to the specified number of seconds (default 10 seconds).
- t ttl  
Set the ttl (time-to-live, or number of hops) for multicast trace queries and responses. The default is 64, except for local queries to the "all routers" multicast group which use ttl 1.
- v  
Verbose mode; show hop times on the initial trace and statistics display.
- w waittime  
Set the time to wait for a trace response to the specified number of seconds.

## 1.123 Miami.guide/NODE\_UTILITY\_NETSTAT

MiamiNetStat  
=====

MiamiNetStat is a tool to display configuration parameters and statistics. It is almost identical in functionality to the version of "netstat" that is included with 4.4BSD, but has some additional functions to display link-level statistics.

- \* MiamiNetStat [-AaDnN] [-f address\_family]
- \* MiamiNetStat [-dimnNrs] [-f address\_family]
- \* MiamiNetStat [-dnN] [-] [-I interface]
- \* MiamiNetStat [-s] [-] [-L interface]
- \* MiamiNetStat [-s] [-g]
- \* MiamiNetStat [-p protocol]

The MiamiNetStat command symbolically displays the contents of various network-related data structures. There are a number of output formats, depending on the options for the information presented.

The first form of the command displays a list of active sockets for each protocol.

---

The second form presents the contents of one of the other network data structures according to the option selected.

Using the third form MiamiNetStat will display information regarding packet traffic on the specified network interface.

The fourth form displays link-level configuration information or (with the "-s" flag) link-level statistics for the specified network interface.

The fifth form displays information about virtual interfaces (for multicasting) and multicast routing statistics.

The sixth form displays statistics about the named protocol.

The options have the following meaning:

- A  
With the default display, show the address of any protocol control blocks associated with sockets; used for debugging.
  - a  
With the default display, show the state of all sockets; normally sockets used by server processes are not shown.
  - d  
With an interface display (option i or I), show the number of dropped packets.
  - D  
With the default display, show the total number of transferred bytes for each active TCP connection.
  - f address\_family  
Limit statistics or address control block reports to those of the specified address family. Only the address family "inet" is currently recongized.
  - g  
Display the virtual interface table and multicast routing table. Together with the option '-s' this option displays multicast routing statistics. Both of these options are only meaningful when MiamiMRouteD is running.
  - I interface  
Show information about the specified interface.
  - i  
Show the state of interfaces which have been configured.
  - m  
Show statistics recorded by the memory management routines (the network manages a private pool of memory buffers).
  - n  
Show network addresses as numbers (normally MiamiNetstat interprets
-



addresses and attempts to display them symbolically). This option may be used with any of the display formats.

-N

Only show a network address symbolically if the symbolic name is available without a prior DNS lookup. Otherwise show the network address as a number. This option may be used with any of the display formats.

-p protocol

Show statistics about the specified protocol, which is either a well-known name for a protocol or an alias for it. A null response typically means that there are no interesting numbers to report. The program will complain if the protocol is unknown or if there is no statistics routine for it.

-r

Show the routing tables. When "-s" is also present, show routing statistics instead.

-s

Show per-protocol statistics. If this option is repeated, counters with a value of zero are suppressed.

The default display, for active sockets, shows the local and remote addresses, send and receive queue sizes (in bytes), protocol, and the internal state of the protocol. Address formats are of the form "host.port" or "network.port" if a socket's address specifies a network but no specific host address. When known the host and network addresses are displayed symbolically according to the "hosts" and "networks" databases. If a symbolic name for an address is unknown, or if the "-n" option is specified, the address is printed numerically, according to the address family.

The interface display provides a table of cumulative statistics regarding packets transferred, errors, and collisions. The network addresses of the interface and the maximum transmission unit ("mtu") are also displayed.

The routing table display indicates the available routes and their status. Each route consists of a destination host or network and a gateway to use in forwarding packets. The flags field shows a collection of information about the route stored as binary choices.

1

RTF\_PROTO1 Protocol specific routing flag #1 (currently unused).

2

RTF\_PROTO2 Protocol specific routing flag #2 (currently unused).

3

RTF\_PROTO3 Protocol specific routing flag #3 (meaning for TCP: route is timing out).

C

RTF\_CLONING Generate new routes on use.

---

D  
RTF\_DYNAMIC Created dynamically (by redirect).

G  
RTF\_GATEWAY Destination requires forwarding by intermediary.

H  
RTF\_HOST Host entry (net otherwise).

L  
RTF\_LLINFO Valid protocol to link address translation.

M  
RTF\_MODIFIED Modified dynamically (by redirect).

P  
RTF\_PRCLONING Clone routes for use by protocols.

R  
RTF\_REJECT Host or net unreachable.

S  
RTF\_STATIC Manually added.

U  
RTF\_UP Route usable.

W  
RTF\_WASCLONED Route was created by cloning another route.

X  
RTF\_XRESOLVE External daemon translates proto to link address.

Direct routes are created for each interface attached to the local host; the gateway field for such entries shows the address of the outgoing interface. The refcnt field gives the current number of active uses of the route. Connection oriented protocols normally hold on to a single route for the duration of a connection while connectionless protocols obtain a route while sending to the same destination. The use field provides a count of the number of packets sent using that route. The interface entry indicates the network interface utilized for the route.

With the option "-L" MiamiNetStat displays link-level configuration information, such as the current state of the IPCP or LCP subprotocols of PPP, for the specified interface.

With the option combination "-sL" MiamiNetstat displays link-level statistics, including information about different types of packets, and checksum errors, for the specified interface.

Currently Miami only supports two interfaces:

lo0  
The local loopback interface

mi0

---

The PPP/(C)SLIP interface using the interface driver built into Miami, or the current SANA-II interface.

## 1.124 Miami.guide/NODE\_UTILITY\_PING

MiamiPing  
=====

Send packets to network hosts and listen for their response.

Usage: MiamiPing [-Rdfnqrv] [-c count] [-i wait] [-l preload] [-p pattern] [-s packetsize] hostname

Options:

- c count  
Stop after sending and receiving <count> packets.
  - d  
Set the SO\_DEBUG option on the socket being used.
  - f  
Flood ping. Outputs packets as fast as they come back, or one hundred times per second, whichever is more. For every ping sent a period "." is printed, while for every ping received a backspace is printed. This provides a rapid display of how many packets are being dropped. Note: Abusing this option for denial-of-service attacks is illegal.
  - i wait  
Wait <wait> seconds between sending each packet. The default is to wait for one second between each packet. This option is incompatible with "-f".
  - l preload  
Sends <preload> packets as fast as possible before falling into the normal mode of behavior.
  - n  
Numeric output only.
  - p pattern  
You may specify up to 16 "pad" bytes to fill out the packet you send. This is useful for diagnosing data-dependent problems in a network. For example, "-p ff" will cause the sent packet to be filled with all ones.
  - q  
Quiet output. Nothing is displayed except the summary lines at startup time and when finished.
  - R  
Record route. Includes the RECORD\_ROUTE option in ping packets and displays the route buffer on returned packets. Note that the IP
-

header is only large enough for nine such routes. Many hosts ignore or discard this option.

-r

Bypass the normal routing tables and send directly to a host on an attached network. If the host is not on a directly-attached network, an error is returned. This option can be used to ping a local host through an interface that has no route through it (e.g., after the interface was dropped by routed).

-s packetsize

Specifies the number of data bytes to be sent. The default is 56, which translates into 64 ICMP data bytes when combined with the 8 bytes of ICMP header data.

-v

Verbose output. ICMP packets other than ping response packets that are received are listed.

## 1.125 Miami.guide/NODE\_UTILITY\_REMIND

MiamiRemind

=====

Some users consider the automatic warning and disconnect after 30/60 minutes in the Miami demo version a useful feature, to save telephone/ISP costs.

MiamiRemind is a tool that introduces this kind of functionality in the registered version of Miami, but in addition to the simple warning/disconnect it offers several other useful features:

- \* The number of warnings, plus the interval between subsequent warnings can be freely configured.
- \* It is possible to disconnect after a certain amount of time, to only display a finite number of warnings (without disconnecting) or to keep displaying warnings at regular intervals.
- \* In addition to fixed time intervals it is possible to show warnings after a certain amount of *\*inactivity\** on the link. Both types of warnings (warnings after fixed amounts of time and warnings after inactivity) can be enabled at the same time.
- \* Using the inactivity timer directly with the "disconnect" option provides the functionality of a "disconnect on inactivity" option, something many users have requested for Miami in the past.

The term "inactivity" is difficult to define for a TCP/IP connection. The default definition used by MiamiRemind is "lack of TCP traffic". With this definition MiamiRemind requires extremely little overhead and memory.

For users who need more sophisticated definitions of "inactivity",

---

MiamiRemind provides an expression parser and compiler identical to the one in MiamiTCPDump, i.e. you can e.g. use expressions like

```
"(tcp[13] & 3 != 0) or udp"
```

The above expression would consider all TCP SYN packets, all TCP FIN packets, and all UDP packets "activity". All other packets are not considered.

The expression parser/compiler requires miamibpf.library and miamipcap.library, and thus introduces slightly higher memory and cpu overhead than the hardcoded "TCP traffic" definition.

```
Usage: MiamiRemind [-f fixed_timer_spec]
                  [-i inactivity_timer_spec]
                  [-p pcap_spec]
```

Option "-f" defines the parameters for the fixed timer, i.e. the timer that starts when MiamiRemind is started, without considering activity on the link. The default is to disable the fixed timer.

Option "-i" defines the parameters for the inactivity timer. This timer is reset to zero whenever a packet is transmitted or received that is considered "activity" on the link. The default is to disable the inactivity timer.

Option "-p" defines the inactivity expression, in MiamiPCap format (see the example above). The expression should be enclosed in double quotes (""). If this parameter is specified then MiamiRemind uses miamipcap.library and miamibpf.library to parse, compile and evaluate the expression. Otherwise the hardcoded definition "TCP traffic" is used, and both libraries are not needed.

"timer\_spec" (for options "-f" and "-i") is a string that consists of numbers representing time intervals (measured in minutes), separated by commas (",").

Each time interval in the string represents the delay between subsequent events.

"event" usually refers to a warning requester. However it is also possible to prefix numbers with the letter "D", to indicate that MiamiRemind should disconnect the line at the next event, or with the letter "L", to indicate that MiamiRemind should loop, i.e. use the next time interval repeatedly, to define a sequence of events.

Examples:

```
MiamiRemind -f 30,D30
```

This is identical in behavior to the demo version of Miami, i.e. show a warning after 30 minutes, and disconnect after another thirty minutes.

```
MiamiRemind -f 30,20,L10
```

Display a warning after 30 minutes, then again after 20 minutes, and from then on every 10 minutes (loop). Never disconnect the line.

---

```
MiamiRemind -f 60,60 -i L10
```

Display a warning after 60 minutes and another one after another 60 minutes. After that disable the fixed timer. Also show a warning whenever there have been multiples of 10 minutes of inactivity (lack of TCP traffic) on the link.

```
MiamiRemind -i D30
```

Disconnect the link after 30 minutes of inactivity (lack of TCP traffic).

```
MiamiRemind -i D20 -p "tcp or udp"
```

Disconnect the link after 20 minutes of inactivity. "inactivity" refers to TCP or UDP traffic.

MiamiRemind automatically quits when the interface goes offline (regardless of the reason), when Miami tries to quit, when the program receives a Ctrl-C signal, or when both timers are disabled.

The easiest way to use MiamiRemind is to start it directly from Miami whenever Miami goes online, i.e. as "run >nil: Miami: MiamiRemind [options]" in a Shell script launched from Miami (configured in Events->Online).

## 1.126 Miami.guide/NODE\_UTILITY\_RESOLVE

```
MiamiResolve
```

```
=====
```

Resolve a host name to an IP address or an IP address to a host name.

Usage:

```
MiamiResolve ip_address
```

Resolve the ip address, and display the associated host name and all ip addresses.

```
MiamiResolve host_name
```

Resolve the host name, and display the associated host name and all ip addresses.

```
MiamiResolve -s port_number
```

Resolve the port number, and display all associated service names and the port number.

```
MiamiResolve -s service_name
```

Resolve the service name, and display all associated service names and the port number.

## 1.127 Miami.guide/NODE\_UTILITY\_ROUTE

---

## MiamiRoute

=====

Manually manipulate the routing tables.

Usage: MiamiRoute [-nqv] command modifiers args

## Options:

-n

Bypasses attempts to print host and network names symbolically when reporting actions. (The process of translating between symbolic names and numerical equivalents can be quite time consuming, and may require correct operation of the network; thus it may be expedient to forgo this, especially when attempting to repair networking operations),

-q

Suppress all output.

-v

(verbose) Print additional details.

## Commands:

add

Add a route

flush

Remove all routes. Be very careful when using this command. It also removes some of Miami's standard routes. Unless you repair this manually afterwards you will have to restart Miami to resume normal operation.

delete

Delete a specific route

change

Change aspects of a route (such as its gateway).

get

Lookup and display the route for a destination.

monitor

Continuously report any changes to the routing information base, routing lookup misses, or suspected network partitionings. Note: without an implementation of "routed" this command is not very useful.

The MiamiRoute command is usually not needed with a single-interface protocol stack like Miami, and very complex and difficult to use. For a complete discussion please see the BSD docs for the "route" command.

About the only useful application of the "MiamiRoute" command at the moment is to examine routes to hosts, e.g. to find out about round trip times or path MTU values. To do this use the syntax:

MiamiRoute get hostname

To examine the complete routing table use the command "MiamiNetStat -r", not MiamiRoute.

## 1.128 Miami.guide/NODE\_UTILITY\_SYSCTL

MiamiSysCtl  
=====

MiamiSysCtl lets you examine and change some of Miami's internal variables.

Usage:

MiamiSysCtl [-n] variable  
Examine the value of a variable.

MiamiSysCtl [-n] -w variable=value  
Change the value of a variable.

MiamiSysCtl [-n] -a  
Show a list of all variables.

MiamiSysCtl [-n] -A  
Show a list of all variables, plus additional information for domains not accessible through MiamiSysCtl.

Options:

-n  
Show numerical output only.

Explanation of all variables:

net.inet.ip.forwarding/redirect  
These options have no meaning on a single-interface stack like Miami.

net.inet.ip.ttl  
Controls the default ttl (time-to-live) for packets Miami sends. Should be at the default of 64.

net.inet.ip.rtxpire/rtminexpire/rtmaxcache  
Controls the timing and size for route cloning. You should not change these values.

net.inet.op.sourceroute  
Controls the behavior for packets that contain an IP source route. This option is only important for routers.

net.inet.op.pathmtudisc  
Specifies whether Path MTU Discovery is enabled (0/1). The default

---



is to enable it, but are connected through old, buggy routers and have problems with TCP traffic then try disabling this option.

`net.inet.icmp.maskrepl`

Controls whether Miami sends the netmask in response to ICMP mask queries. If the netmask is configured correctly and you enable this option, then any other machine on the local network running MiamiInitSANA2 or Miami will be able to automatically find the correct netmask from ICMP.

`net.inet.tcp.rfc1323`

Enables RFC1323 TCP extensions. These extensions collide with PPP/SLIP-VJC, so they should only be enabled for bus interfaces, not for point-to-point interfaces.

`net.inet.tcp.rfc1644`

Enables T/TCP.

`net.inet.tcp.mssdflt`

Sets the default maximum segment size for TCP. Usually this number should not be changed.

`net.inet.tcp.rttdeflt`

This option controls TCP's retransmission timing and should not be changed.

`net.inet.tcp.keepidle/keepintvl`

These options control TCP's keep-alive timer and should not be changed.

`net.inet.tcp.sendspace/recvspace`

These options define the default TCP send/recv window size, and should usually not be changed.

`net.inet.udp.bulkftp`

Reserved for future use. Currently non-functional. Do not touch.

`net.inet.udp.checksum`

Enables UDP checksums for all outbound packets. This option should always be enabled.

`net.inet.udp.maxdgram/recvspace`

These options control UDP packet thresholds and should not be changed.

`dns.cache.size`

Controls the size of Miami's built-in DNS cache.

`dns.cache.flush`

Settings this option to 1 flushes Miami's built-in DNS cache.

`inetd.retrytime/toomany/cntintvl/maxbuiltin`

These options control InetD's built-in SYN flood protection. If you are running a very busy web server you might want to adjust these parameters (in particular "toomany") so clients do not get spurious error messages if your machine is overloaded.

---

**dns.cache.enabled**

Enables or disables Miami's built-in DNS cache. The default value is 2, i.e. all host entries are cached. If this variable is set to 1 then only host entries with a single IP address are cached, so interferences with round-robin IP address shuffling are avoided. If this variable is set to 0 then Miami's DNS cache is completely disabled. You should only disable the cache if you have a very fast connection to a local DNS server.

**dns.cache.split**

This variable is usually 0, indicating that Miami uses a unified DNS cache for forward and reverse lookups. If you set this variable to 1 then Miami uses separate forward and reverse DNS caches. This makes diagnostic output (e.g. from MiamiNetStat) slower, but guarantees 'correct' reverse resolution of all IP addresses (using PTR lookups).

**inetd.retrytime**

Defines the delay after which InetD retries to bind to a socket if it failed to do so the first time.

**inetd.toomany**

Defines the maximum number of connections InetD will accept within a given time interval.

**inetd.cntintvl**

Defines the time interval corresponding to `inetd.toomany`.

**inetd.maxbuiltin**

Defines the maximum number of built-in servers spawned by InetD.

**inetd.processpri**

Defines the process priority for servers launched by InetD. The default is -5. You should raise this value if you are running any CPU-intensive background processes (e.g. the RC5 challenge client). Otherwise your servers will never get any CPU time.

**socket.maxqlen**

This option defines the length of the socket connection queue for a `listen()`-parameter of 5. The default is 7, but if you are connected to a very fast network and have sufficient memory you might want to increase this value to reduce the effects of SYN flood attacks.

## 1.129 Miami.guide/NODE\_UTILITY\_TCPDUMP

**MiamiTCPDump**

=====

MiamiTCPDump allows you to dump traffic on a network after filtering it.

Usage: MiamiTCPDump [-adflnNOqStvx] [-c count] [-F file] [-i interface] [-r file] [-s snaplen] [-T type] [-w file] [expression]

---

## Options:

- A  
Used in combination with `'-x'`: prints packets in ASCII in addition to a hex dump.
  - a  
Attempt to convert network and broadcast addresses to names.
  - c count  
Exit after receiving `<count>` packets.
  - d  
Dump the compiled packet-matching code in a human-readable form to standard output and stop.
  - dd  
Dump the compiled packet-matching code as a program fragment.
  - ddd  
Dump the compiled packet-matching code as decimal numbers (preceded with a count).
  - f  
Print "foreign" internet addresses numerically rather than symbolically.
  - F file  
Use `<file>` as input for the filter expression. An additional expression given on the command line is ignored.
  - i interface  
Listen on `<interface>` (currently "lo0" or "mi0"). If unspecified, MiamiTCPDump searches the system interface list for the lowest numbered, configured up interface (excluding loopback). Ties are broken by choosing the earliest match. Currently the result of this search is always "mi0".
  - l  
Make stdout line buffered. Useful if you want to see the data while capturing it.
  - n  
Don't convert addresses (i.e., host addresses, port numbers, etc.) to names.
  - N  
Don't print domain name qualification of host names. E.g., if you give this flag then MiamiTCPDump will print "nic" instead of "nic.ddn.mil".
  - O  
Do not run the packet-matching code optimizer. This is useful only if you suspect a bug in the optimizer.
  - q
-

Quick (quiet?) output. Print less protocol information so output lines are shorter.

-s snaplen

Snarf <snaplen> bytes of data from each packet rather than the default of 68. 68 bytes is adequate for IP, ICMP, TCP and UDP but may truncate protocol information from name server and NFS packets (see below). Packets truncated because of a limited snapshot are indicated in the output with "[proto]", where <proto> is the name of the protocol level at which the truncation has occurred. Note that taking larger snapshots both increases the amount of time it takes to process packets and, effectively, decreases the amount of packet buffering. This may cause packets to be lost. You should limit <snaplen> to the smallest number that will capture the protocol information you're interested in.

-S

Print absolute, rather than relative, TCP sequence numbers.

-T type

Force packets selected by <expression> to be interpreted the specified <type>. Currently known types are

- \* rpc (Remote Procedure Call)
- \* rtp (Real-Time Applications protocol)
- \* rtcp (Real-Time Applications control protocol),
- \* vat (Visual Audio Tool),
- \* wb (distributed White Board).

-t

Don't print a timestamp on each dump line.

-tt

Print an unformatted timestamp on each dump line.

-v

(Slightly more) verbose output. For example, the time to live and type of service information in an IP packet is printed.

-vv

Even more verbose output. For example, additional fields are printed from NFS reply packets.

-w file

Write the raw packets to <file> rather than parsing and printing them out. They can later be printed with the "-r" option. Standard output is used if <file> is "-".

-x

Print each packet (minus its link level header) in hex. The smaller of the entire packet or <snaplen> bytes will be printed.

<expression> selects which packets will be dumped. If no <expression> is given, all packets on the net will be dumped.

---

Otherwise, only packets for which <expression> is 'true' will be dumped.

The syntax for <expression> is extremely comprehensive and beyond the scope of this documentation. For a complete description of the syntax and of the details of the output format please have a look at the documentation for the freely distributable BSD version of "tcpdump". Here are some examples for valid expressions:

"host sundown"

To print all packets arriving at or departing from "sundown".

"host helios and ( hot or ace )"

To print traffic between "helios" and either "hot" or "ace".

"ip host ace and not helios"

To print all IP packets between "ace" and any host except "helios".

"tcp[13] & 3 != 0"

To print the start and end packets (SYN and FIN) of each TCP conversation.

"icmp[0] != 8 and icmp[0] != 0"

To print all ICMP packets that are not echo requests/replies (i.e., not ping packets).

## 1.130 Miami.guide/NODE\_UTILITY\_TRACEROUTE

MiamiTraceRoute

=====

Print the route packets take to a network host.

Usage: MiamiTraceRoute [-m max\_ttl] [-n] [-p port] [-q nqueries] [-r] [-s src\_addr] [-t tos] [-v] [-w waittime] host [packetsize]

Options:

-m max\_ttl

Set the max time-to-live (max number of hops) used in outgoing probe packets. The default is 30 hops.

-n

Print hop addresses numerically rather than symbolically and numerically (saves a nameserver address-to-name lookup for each gateway found on the path).

-p port

Set the base UDP port number used in probes (default is 33434). MiamiTraceRoute hopes that nothing is listening on UDP ports base <port>+nhops-1 at the destination host (so an ICMP PORT\_UNREACHABLE message will be returned to terminate the route tracing). If something is listening on a port in the default range, this option can be used to pick an unused port range.

- q nqueries  
Set the number of probes per "ttl" to <nqueries> (default is three probes).
- r  
Bypass the normal routing tables and send directly to a host on an attached network. If the host is not on a directly-attached network, an error is returned.
- s src\_addr  
Use the following IP address (which must be given as an IP number, not a hostname) as the source address in outgoing probe packets. On hosts with more than one IP address, this option can be used to force the source address to be something other than the IP address of the interface the probe packet is sent on. If the IP address is not one of this machine's interface addresses, an error is returned and nothing is sent.
- t tos  
Set the type-of-service in probe packets to the following value (default zero). The value must be a decimal integer in the range 0 to 255. This option can be used to see if different types-of-service result in different paths.
- v  
Verbose output. Received ICMP packets other than TIME\_EXCEEDED and UNREACHABLE are listed.
- w  
Set the time (in seconds) to wait for a response to a probe (default 3 sec.).

## 1.131 Miami.guide/NODE\_COMPATIBILITY

Compatibility  
\*\*\*\*\*

So far Miami has worked with all AmiTCP clients and servers it has been tested with, with one exception:

The AmiTCP 4.x version of "telnet" does not normally work with Miami. This is because that version of "telnet" uses some non-documented features of "TCP:" that cannot be emulated by Miami.

There are two solutions to this:

- \* Use a different version of telnet, e.g. "AmTelnet", a nice MUI-based graphical telnet client available from [www.vapor.com](http://www.vapor.com), the telnet version available from Aminet in comm/tcp, a terminal program together with telser.device, or "napsaterm" in telnet-mode.
- \* Install the version of "inet-handler" that comes with AmiTCP 4.0demo, create an appropriate mountlist entry for "TCP:", and type "mount TCP:" before starting Miami. "telnet" will then use the

AmiTCP version of "TCP:" (still accessing the Miami TCP/IP stack, of course) instead of the version of "TCP:" built in to Miami.

## 1.132 Miami.guide/NODE\_RESTRICTIONS

### Restrictions

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The demo version has the following limitations:

- \* After 60 minutes the modem hangs up the line. SANA-II connections are interrupted after 30 minutes.
- \* It is not possible to keep TCP connections alive when the modem hangs up.
- \* The "Events" options "auto-online after passive offline" and launching ARexx or Shell scripts are not available.
- \* The number of phone numbers in the dialer is limited to three.
- \* Phone logging is disabled.
- \* The GUI customization options are disabled.
- \* Multicasting and T/TCP are not functional.
- \* The IP filter is not available.
- \* Ping flood protection is not available.
- \* The sorting, merging and Clipboard import/export functions on the Database are not available.
- \* PPP Callback is not available.
- \* The packet monitoring callback (for external packet monitors like MiamiTCPDump) is not functional.
- \* System log events cannot be exported to syslog.library.
- \* The utility programs MiamiIfConfig, MiamiRemind, MiamiRoute, MiamiSysCtl, MiamiTCPDump, all multicasting tools, and the libraries miamibpf.library and miamipcap.library cannot be used.
- \* MS-CHAP support is not available.

The GTLayout GUI module has a few restrictions compared to the MUI version:

- \* Drag&drop sorting in Listviews is not available.
- \* With current versions of gtlayout.library (<=43.6) the layout in some windows does not look very nice: there seems to be some

unwanted vertical space near the bottom of the window. This is apparently a bug in gtlayout.library, and will hopefully be fixed in a future library version.

### 1.133 Miami.guide/NODE\_HISTORY

History

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Version 3.0

release version

- \* Too many changes to list here. Many parts of the program have been rewritten from scratch. Keyfiles V3 are required now.

Version 2.1p

intermediate release version

- \* Last official release version before 3.0. Mostly bug fixes and minor changes since earlier versions.

### 1.134 Miami.guide/NODE\_FUTURE

The future

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My more immediate plans for the next Miami versions include

- \* A new API to handle automatic online/offline transitions controlled by clients.
- \* A completely new API ("ANDI") for much easier, protocol-independent access to TCP/IP functions from applications.

ISDN is another big issue. External ISDN terminal adapters are already completely supported. So is the ISDN-Master board in most modes, except in "synchronous PPP in HDLC mode". That mode requires new drivers and a new API, but people are working on it...

The only really major (intentional) limitation of Miami is that it is restricted to a single interface. A follow-up protocol stack "Miami Deluxe" is planned for later in 1998. Currently my plans for Miami Deluxe include support for PPP dial-in connections, multiple interfaces and probably many other functions useful for routers, such as Socks daemon support, IP masquerading and firewall functions.

There will be a discount for registered users of Miami towards a registration of Miami Deluxe.

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## 1.135 Miami.guide/NODE\_SUPPORT

Support

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There are several ways to get technical support, updates etc.:

email

kruse@nordicglobal.com

snail mail

Nordic Global Inc.  
Attn: Holger Kruse  
PO Box 780248  
Orlando FL 32878-0248  
USA

WWW

<http://www.nordicglobal.com/Miami.html>

mailing lists

send "SUBSCRIBE miami-talk-ml" or "SUBSCRIBE miami-announce-ml" in the body of a mail to "Majordomo@nordicglobal.com".

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-

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