PowWow™ for Microsoft Windows
User's Guide
Version 1.7 beta 4

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Introduction

Welcome to PowWow!

PowWow is a unique personal communications program for the Internet. It allows you to call your friends, chat with up to seven (7) people by keyboard or voice, show a picture of yourself, send and receive files, play MS-Windows `.WAV` format sound files, and browse the World-Wide Web together as a group. All you need to know in order to reach another PowWow user is his or her email address. PowWow will automatically connect with them, provided PowWow is running on their computer.

PowWow comes with a file named `README.1ST` which contains late-breaking news and other information not covered in the *PowWow User's Guide*. Please check this file before continuing with this manual.

The latest version of PowWow, along with technical support and information about Tribal Voice, may be found on the Tribal Voice World-Wide Web server at `http://www.tribal.com`.

About Tribal Voice

Tribal Voice is an organization run by Native Americans from many tribes who are dedicated to providing a Native American presence in the high-tech industry through free and low-cost computer software and services. All Tribal Voice products are Native American in concept, architecture and implementation.

Tribal Voice is endowed by the Native American Trust and the McAfee Foundation.

Overview

PowWow automatically connects with another person when their email address is entered. You do not need to know their IP address as PowWow handles this automatically, even if they have a dynamic IP address. When a connection is requested an alert appears on the person's screen telling them you would like to chat (provided PowWow is running on their computer).

In order to browse the World-Wide Web with other people using PowWow a World-Wide Web browser such as Netscape Navigator Version 1.1N or later or MS Internet Explorer Version 4.40.308 or later must also be installed.

In order to use the sound player and voice chat functions of PowWow, you will need a Microsoft Windows-compatible sound card with speakers and microphone.

System Requirements

PowWow requires a computer with Microsoft Windows 3.1 or later, Windows NT, or Windows 95 and a WinSock 1.1-compliant TCP/IP protocol stack installed.

A World-Wide Web browser is **not** required to use the chat and file transfer functions.

PowWow does not require a sound card, but you will be unable to play sound files or voice chat with a Microsoft Windows compatible sound card installed.

An i486DX/33 or faster computer and at least a 28,800 bps Internet connection is required for voice chatting. Using a slower computer or Internet connection will result in an incoherent voice chat connection.

The following sound cards have been tested with PowWow:

- Acer AcerPower S20
- Advanced Gravis Ultrasound MAX
- Creative Labs Sound Blaster 16
- Creative Labs Sound Blaster AWE 32
- IBM ThinkPad 755CE Mwave
- Turtle Beach Systems Monte Carlo

However, any Microsoft Windows compatible sound card should work with PowWow

A 256 color (8 bit-plane) or higher color-depth driver is required for displaying PowWow user's JPEG picture files. A 32,768 color or higher color-depth drive is recommended.

Network Requirements

PowWow works with any WinSock 1.1-compliant TCP/IP protocol stack. The following TCP/IP stacks have been tested with PowWow:

- CompuServe NetLauncher 1.0
- Microsoft Windows TCP/IP 3.11a and 3.11b
- Microsoft Windows 95 (release version)
- NetManage Chameleon 4.5
- NetManage Chameleon Sampler 4.11
- Softronics Softerm TCP/IP 4.0
- Trumpet WinSock 2.0b through 2.1f

However, any WinSock 1.1-compliant TCP/IP stack should work. The following TCP/IP stacks are **not** WinSock 1.1-compliant and will **not** work with PowWow:

- CyberSpace Development TIA
- InfoExpress Virtual TCP/IP
- MicroMind SlipKnot
- Netcom Netcruiser
- NetManage Chameleon Sampler 3.1
- Novell Lan WorkPlace 4.*x*
- Trumpet WinSock 1.*x*

PowWow does **not** work with SLIP or PPP emulators such as CyberSpace Development's TIA, SLiRP, MicroMind's SlipKnot, TwinSock, or InfoExpress' Virtual TCP/IP. In order to receive chat requests, PowWow requires your computer to have an unique IP address (dynamic IP addresses are acceptable). When you use a SLIP or PPP emulator such as SlipKnot, SLiRP, TIA, TwinSock, Virtual TCP/IP and so forth your computer is not assigned an IP address. Without an unique IP address other PowWow users have no way of reaching you. There is no way this can be changed.

The following web browsers have been tested with PowWow:

- Microsoft Internet Explorer Version 4.40.308 and 4.40.474 for Windows 95
- Netscape Navigator Version 1.1N through 1.22 for MS-Windows (16- and 32-bit versions)

A World-Wide Web browser is optional and only required for cruising the World-Wide Web as a group.

PowWow has also been tested with dial-up SLIP accounts at 9,600 bps to direct network connections using a T-1 line.   Naturally, faster connections will result in greater throughput from PowWow.

Style Conventions

The following typefaces are used throughout the documentation:

Times Roman	normal text	PowWow requires a Windows···
Italicized Times Roman	PowWow terms	Your *Local User I.D.* can be···
Bold Times Roman	emphasized text	···copy all files **except**···
`BOLD U/C COURIER`	file & directory names	Copy the `CTL3D.DLL` file to your `\WINDOWS`···
`Courier`	text to type in	···entering `PowWow` for the Directory···
Bold Arial	buttons & dialogue boxes	Select **OK** when done.
<u>Bold Underline Arial</u>	links on HTML pages	···clicking on the **<u>Add Me to the White Pages!</u>** link
Italicized Arial	messages from PowWow	While checking, the message "*Attempting to*···

A right-arrow character "⇒" is used to show selection of items from menus.

Square brackets, "**[**" and "**]**" are used to show buttons on the toolbar.

License

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For permission to distribute PowWow with a magazine, book, or bundled with another product contact Tribal Voice.

You agree you will not attempt to reverse compile, modify, translate, or disassemble PowWow in whole or in part and that you will make reasonable efforts to prevent anyone from doing same.

You agree that you will allow Tribal Voice to contact you for purposes of announcing new releases, bug-fixes, and other technical and business information.

Tribal Voice warrants that PowWow will perform substantially for a period of sixty (60) days from the date of license. Any implied warranties relating to PowWow are limited to sixty (60) days.

If PowWow does not conform to the limited warranty above, Tribal Voice's entire liability and your sole and exclusive remedy shall be, at Tribal Voice's option, either to (a) correct the error or (a) help you work around or avoid the error. The limited warranty is void if failure of PowWow is due to accident, abuse, or misapplication, including use of PowWow with beta-test or non-compliant operating systems and TCP/IP (WinSock) stacks. Any replacement will be warranted for the remainder of the original limited warranty period.

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The *PowWow User Guide* makes reference to a number of copyrighted and trademarked products. Rather than point out each one individually, we'll just mention here that they are copyrighted and trademarked by their respective holders.

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Installation

The PowWow distribution archive contains the following program files necessary to run PowWow:

CTL3D.DLL	*Microsoft 3-D Controls DLL*
FILE_ID.DIZ	*description file used by BBS software*
LOON.WAV	*sound file used by PowWow*
POWWOW.DOC	*PowWow User's Guide (MS-Word 6.0 format)*
POWWOW.EXE	*main program file for PowWow*
POWWOW.HLP	*help file for PowWow*
POWWOW.WRI	*PowWow User's Guide (MS-Write format)*
README.1ST	*errata & late-breaking news for PowWow*

Also included with PowWow are the following sound files:

APPLAUSE.WAV	*Applause & clapping .WAV file*
BOO.WAV	*"Boo" .WAV file*
BYE.WAV	*"Good-bye" .WAV file (male voice)*
BYE_F.WAV	*"Good-bye" .WAV file (female voice)*
CHATREQ.WAV	*"You have a chat request" .WAV file*
COOL.WAV	*"Cool" .WAV file (male voice)*
COOL_F.WAV	*"Cool" .WAV file (female voice)*
HI.WAV	*"Hi there" .WAV file (male voice)*
HI_F.WAV	*"Hi there" .WAV file (female voice)*
LAUGH.WAV	*laughter .WAV file*
STILLTHR.WAV	*"Are you still there?" .WAV file*

After unpacking the PowWow files, create a directory named **C:\POWWOW** on your hard disk and copy all files **except CTL3D.DLL** to the PowWow directory. Copy the **CTL3D.DLL** file to your **C:\WINDOWS** or **C:\WINDOWS\SYSTEM** directory.

Windows 3.*x* and NT Users: Create a new program item for PowWow by going to the Windows Program Manager menu, selecting **File⇒New⇒Program Item,** and entering PowWow for the Description, C:\POWWOW\POWWOW.EXE for the Command Line, and C:\POWWOW for the Working Directory.

Windows 95 Users: To add PowWow to your Task Bar's Start Menu, click the **right** mouse button on the **Start** button. From the **Start** menu, select **Open** to bring up the *Start Menu* folder. Click on **File⇒New⇒Shortcut** and enter C:\POWWOW\POWWOW.EXE for the Command Line or use the **Browse** button to locate your PowWow. When finished, click on **Next** and **Finish** when done.

NOTE: In order for PowWow to play the **.WAV** sound files, (1) the **.WAV** files must be in the same directory as the **POWWOW.EXE** file, and (2) and the Working Directory must be specified in order for PowWow to play the **.WAV** files.

Using PowWow

Starting PowWow

PowWow must be running so people can contact you. After your Internet connection has started run PowWow by double-clicking on the PowWow icon. When run, a dialogue box appears prompting you to enter to your *Local User I.D.* and *Password* as *Registration Information* for PowWow.

Your *Local User I.D.* can be up to 200 characters in length and your *Password* can be up to seven (7) characters in length using any combination of alphanumeric and punctuation characters that can be keyed into the edit field and both are case-sensitive. This information is sent to the PowWow registry database at Tribal Voice and is used to verify your identity the next time PowWow is run.

NOTE: We recommend that you select a unique password for PowWow only you will know and use. Do not use the same password required by your Internet account.

You may also enter *Optional Information* for PowWow. You may enter your name or a "handle" (nickname) of up to 30 characters, the URL of your home page, and the path and filename of your JPEG picture.

The *Real Name/Handle* allows you to display your real name or a "handle" (nickname) of up to thirty (30) characters, using any combination of alphanumeric and punctuation characters. Your *Real Name* is displayed to other PowWow users on the menu bar above your chat window. If you do not enter a *Real Name* your *PowWow Local User I.D.* will be displayed in its place.
       To toggle between viewing other people's *Real Names* and *PowWow Local User I.D.'s* click on the menu bar above the chat window.

The *Home Page* allows you to specify the URL of your personal World-Wide Web page for other people running PowWow to visit. Your *Home Page* can be any valid URL, up to 255 characters in length. When you specify a *Home Page* a 🏠 (home) mini-icon appears to other people running PowWow on your menu bar. Clicking on the mini-icon launches their World-Wide Web browser (if it is not running) and loads the World-Wide Web page you have selected.

The *JPEG Picture File* allows you to specify a small (10 kb) JPEG picture file other people running PowWow can view and save. Use the *JPEG Picture File* to display a photograph or drawing of yourself. Your picture can be any JPEG picture file up to 10,240 bytes (10 kb) in length. When you specify a *JPEG Picture File* an 👁 (eye) mini-icon appears to other people running PowWow on your menu bar.
       Clicking on the mini-icon sends your picture to them and displays it in a separate *Picture Window*. You then have the option of saving or closing the image in the *Picture Window*. If you click on **Save** you are then prompted to save the JPEG picture file on your hard disk. If you click on **Cancel** the *Picture Window* closes.
       If you click on the 👁 (eye) mini-icon of someone whose picture you have saved, you will be asked if you want to display the picture you have saved, or transfer it again to your computer.

Select **OK** when done. PowWow will place the information in a file named **POWWOW.INI** and save the file to your Windows directory (typically **C:\WINDOWS** on most computers).

Once PowWow has started the Main Screen appears and PowWow verifies your identity by checking the *Local User I.D.* and *Password* you have entered against the PowWow registry database. While checking, the message "*Attempting to register with PowWow server. Waiting for response.*" is displayed at the bottom of the screen followed by "*Registration accepted by PowWow server.*" after a few seconds once registration is complete.

NOTE: If you receive any other message, please refer to the *Troubleshooting* section of the PowWow User's Guide for further assistance.

PowWow is now active and ready to connect with other people. You can minimize PowWow if you do not intend to use it immediately.

Connecting to people with PowWow

To connect to other people using PowWow select **Connect⇒Connect** from the Main Menu or click on the **[connect]** button and enter the *Remote User I.D.* of the person to whom you wish to connect. You can also enter a *Subject* which will be displayed in the chat request box on the other person's screen.

You may connect with up to six other people for a total of seven (7) connections, including yourself. All people running PowWow together will see what each other person types unless they are in private chat.

If the party you are contacting has a fixed IP address and have specified their correct machine and domain name as their PowWow Local User I.D. you can check the **Direct Connection** box. This speeds up the connection by 15 or more seconds since PowWow does not check the *Remote User I.D.* with the PowWow registry database. If the party you are connecting to has a dynamic IP address a direct connection will not work.

NOTE: If you are not sure the party you are connecting to has a fixed IP address leave the **Direct Connection** box disabled (unchecked) to allow the look-up function to work.

If the person is someone you will be contacting frequently you can add their I.D. to your *PowWow Book* by checking the **Add connection to PowWow Book** box and use the down-arrow gadget to select it in the future.

Disconnecting from people with PowWow

To disconnect from someone select **Connect⇒Disconnect** from the Main Menu or click the **[hang up]** button on the toolbar. If you're chatting with more than one person you will be prompted from whom to disconnect. Selecting "*All*" disconnects you from everyone. To disconnect from a specific person, click the ❌ (red X) mini-icon on their menu bar.

NOTE: When you selectively disconnect from a party only your connection is severed. Anyone who is chatting with the severed party will continue to chat with both you and them.

Using Private Chat

To chat with someone privately, select **Connect⇒Private Chat** from the Main Menu. If you're chatting with more than one person you will be prompted for which person to chat privately.   Or you can click the 🅿 (green P) mini-icon on their menu bar.

Viewing the Connection Log

Each time someone contacts you PowWow saves the date, time, *Remote User I.D.*, and Subject field into a log file. The log file can be checked to see if someone tried to contact you while you were away and PowWow was running.

You can view the log file by selecting **Connect⇒View Log** from the Main Menu. PowWow will then launch Microsoft NotePad to view the log file. If NotePad is not available the log file cannot be viewed from within PowWow. We recommend reviewing and purging the log on a monthly to weekly basis, depending upon your PowWow usage.

Adding Connections to the PowWow Book

You can add the *Remote User I.D.'s* of the person you are chatting with to your PowWow book by selecting **Connect⇒Add Connections** from the Main Menu. If you are chatting with more than one

person, you will be prompted to select which person(s) to add to your PowWow Book. Selecting "*All*" adds everyone you are chatting with.

Using the Answering Machine

If you are going away from your computer, you can have PowWow display a short message. To turn the *Answering Machine* on or off select **Connect⇒Answering Machine** from the Main Menu. A check mark means the answering machine is active. You can change the *Answering Machine* message by selecting **Setup⇒Answering Machine** from the Main Menu. PowWow must be running for the *Answering Machine* to work.

Transferring Files

PowWow can send and receive files with other people to whom you are connected. To transfer files, select **File⇒Send** from the Main Menu or click the **[send]** button on the toolbar. Pick the file to send followed by the person to whom the file should be sent if you are chatting with more than one person. Or, you can click the (file transfer) mini-icon on the menu bar of the person you want to send a file.

A dialogue box will be displayed on the receiving party's screen giving the name of the sender, the file being sent, its size and a prompt to accept or refuse the file. Select **Yes** to receive the file or **No** to cancel and then press the **OK** button to continue.

By default, files are sent to the same directory in which `POWWOW.EXE` is located. This can be changed by selecting **Setup⇒Files and Directories**, typing a new directory name into the **Download Directory** field, and clicking on the **OK** button.

While a file is being sent, a progress screen is displayed showing the computer involved, file size, and bytes transferred. To stop a file transfer in progress click on the **Cancel** button. PowWow will save the portion of the file that has been sent.

Chatting can continue while a file is being sent, however, it may adversely affect the transfer speed on slower network connections.

Setup

The **Setup** menu is where PowWow's various options can be viewed or changed. From here you can review and change the different settings which control PowWow's behavior.

Local Info

The **Local Info** menu is where your *Local User I.D.* and *Password* are entered. To access the *Local Info* screen select **Setup⇒Local Info** from the Main Menu.

Your *Local User I.D.* is the name used to identify you to other PowWow users and your *Password* is the key to your *Local User I.D.* *Local User I.D.*'s take the form of `name@domain.org`.

We recommend that you use your own email address for your *Local User I.D.* but choose a unique *Password* of up to seven (7) characters so that you cannot be impersonated. Be sure to store a copy of your password in a safe place in case it is lost or forgotten. Your *Local User I.D.* and *Password* are stored in the `POWWOW.INI` file on your computer system and in the PowWow registry database.

When someone contacts you using PowWow, your *Local User I.D.* is validated by the PowWow registry database unless they have selected a *Direct Connection*.

If you check the **Keep Password** box on the Local Configuration screen PowWow will save your password and you will not be prompted to enter it the next time PowWow is run.

Each time PowWow is run your *Local User I.D.* is verified with the PowWow registry database.

Font

You can change your PowWow font and color by selecting **Setup⇒Font** from the Main Menu. Only non-proportional fonts can be used by PowWow.

PowWow Book

The **PowWow Book** functions as an address book for people who have PowWow. From here you can view, add, or remove the *Remote User I.D.*'s of other people running PowWow you have saved in your *PowWow Book*. To access the *PowWow Book Setup* screen select **Setup⇒PowWow Book** from the Main Menu.

In the *PowWow Book* all connections have a ",L" or a ",D" after the *Remote User I.D.* The ",L" means the address needs to be looked up in the PowWow registry database and the ",D" means the connection is direct and lookup is unnecessary.

Runtime

Runtime is where you tell PowWow how to react to various responses from other people for chatting, transferring files, cruise requests and voice chats, as well as control the size of the review buffers for the chat windows. To access the *Runtime Configuration* window select **Setup⇒Runtime** from the Main Menu.

The **Chat Request** option tells PowWow how to respond to chat requests from other people. Select "prompt" to receive a dialogue box when a chat is requested, or select "refuse" to automatically decline chat requests.

The **File Transfer Request** option tells PowWow how to respond to requests from other people to send you a file. Select "prompt" to receive a dialogue box when a file transmission is requested, or select "refuse" to automatically decline file transfer requests.

The **Cruise Request** option tells PowWow how to respond to requests from other people to join them in cruise the World-Wide Web together as a group. Select "prompt" to receive a dialogue box when a cruise request is issued, or select "refuse" to automatically decline file transfer requests.

The **Voice Request** option tells PowWow how to respond to requests from other people to join them in a voice chat. Select "prompt" to receive a dialogue box when a voice chat is requested, or select "refuse" to automatically decline voice chat requests.

You can set the size of the review buffer (in kilobytes) for the local and remote chat windows opened by PowWow. Two fields are displayed. The *Local* field controls the size of your chat window's review buffer on your computer system. The *Remote* field controls the size of each remote windows' review buffer on your computer system. To change the buffer size, highlight the old value, and enter a new value for the buffer size.

NOTE: The *Remote* buffer size is for **each** remote chat window opened, not the total for all remote chat windows.

Files and Directories

From the **Files and Directories** menu you can specify the default download directory for files, the Microsoft **.WAV** sound file to play when a connection is requested, and the directory in which to store the PowWow Book. To access the *Files and Directories* screen select **Setup⇒Runtime** from the Main Menu.

The *Download Directory* specifies the directory to store files in that have been sent by other PowWow users. If a subdirectory is specified as the *Download Directory* a trailing slash at the end of the path name is unnecessary. If no directory is specified, PowWow will default to the directory it was run from as the download directory.

The *Alert Wave File* is played whenever a request is received by PowWow for a chat, file, cruise, or voice chat. If no sound file is specified or the computer system cannot play Microsoft **.WAV** sound files PowWow will play the system beep instead.

The *PowWow Book Directory* specifies the directory from which to load and save the *PowWow Book*. If no directory is specified, PowWow will store the *PowWow Book* in the same directory as the PowWow program.

Voice Settings

From the **Voice Settings** menu you can specify the resolution (or bandwidth) used for recording sounds. Three settings are available: *Low*, *Medium*, and *High*. The chart below explains the recommended Voice Setting based on the speed of your Internet connection.

Low	8 kHz by 8-bit sampling rate, with lossy compression	28,800bps (v.34) SLIP & PPP modem connections
Medium	8 kHz by 8-bit sampling rate	28,800bps (v.34) modems, 64Kbps ISDN adapters
High	8 kHz by 16-bit sampling rate	2B+D ISDN, switched-56, T-1 or higher, other network connections

When a *Voice* Chat is requested PowWow will automatically set itself to the lowest *Voice Setting* either person has.

Answering Machine

From the **Answering Machine** menu you can view and edit the message displayed by PowWow when you are away from your computer. The message can be up to 255 characters in length. To turn the *Answering Machine* on and off select **Connect⇒Answering Machine** from the Main Menu.

Tribal Association

From the **Tribal Association** menu you can enter the URL of an additional PowWow White Pages server with which to register. You can register with any World-Wide Web server running the PowWow White Pages software. This may be a server for an Internet service provider, educational institution, business, or other organization.

NOTE: Registering with other PowWow White Pages servers will work **only** if you have gone to them and added yourself to their White Pages database.

Sound Options

From the **Sound Options** menu you can tell PowWow whether or not to play Microsoft **.WAV** sound files from yourself or other users and select a male voice or female voice to be played in other people's PowWow when you send sounds to them.

Browser Selection

From the **Browser Selection** menu you can tell PowWow which World-Wide Web browser to use when cruising with PowWow. Specifying the complete path will considerably speed up the launching of the web browser.

Save Settings

Selecting **Save Settings** saves all the information entered from the **Setup** menu.

Save Windows Info

Selecting **Save Windows Info** saves the size and location of the PowWow window.

Utilities

From the **Utilities** menu you can start (launch) and stop cruises, visit to the PowWow White Pages directory to find people to chat with, request a voice chat and start recording your message, or select Microsoft **.WAV** sound files to play.

Cruising the World-Wide Web

PowWow allows you and the people you are chatting with to cruise the World-Wide Web together. To do so, one of the people you are chatting with must request a cruise. This person becomes the *Leader* of the web cruising session. Any location (URL) the *Leader* goes to is sent to everyone else's web browser after it finishes loading on the *Leader's* web browser. This allows one person to lead several people through the World-Wide Web together.

To cruise the web together, someone must select **Utilities⇒Launch Cruise** from the Main Menu or press the **[cruise]** button. A dialogue box is displayed on everyone else's screen asking if they want to cruise the Internet with whomever requested the cruise. Select **Yes** to cruise or **No** to refuse, and then press the **OK** button to continue.

NOTE: If you or any other party has elected to refuse requests by selecting "refuse" from **Setup⇒Runtime⇒Cruise Requests** the request will automatically be declined. However, all others who answered yes to the cruise request will browse the World-Wide Web together.

If you accepted the cruise, PowWow will launch the web-browser if it is not running and establish a link with it. You will now follow the *Leader's* web-browser until you select **Utilities⇒Stop Cruising** from the Main Menu or press the **[cruise]** button. If cruising is halted PowWow's connection to the web browser will be stopped but the web browser will remain running on the computer system.

NOTE: While anyone running PowWow can change the location of their web browser only changes made from the *Leader's* computer system are sent to other PowWow users.

To start the web browser as fast as possible specify its complete path and filename by selecting **Setup⇒Browser Selection** from the Main Menu and selecting your World-Wide Web Browser in the typing it into the **Browser Selection** requester box, and clicking on the **OK** button when finished..

Finding Other PowWow Users via the White Pages

From the Tribal Voice World-Wide Web server's PowWow White Pages, you can find other people running PowWow based on their name, geographic location, interests, or list the last 10, 25, or 50 people who have run PowWow.

To access the White Pages, select **Utilities⇒White Pages** from the Main Menu. PowWow will then start your web browser (if it is not running) and take you to the White Pages. You can also reach the White Pages by pointing any forms-compatible web browser to the URL:

                    `http://www.tribal.com/wpsearch.htm`

and performing your search for other people running PowWow. You can only search for people who have added themselves to the White Pages. If you do not have a listing in the White Pages you can make one by clicking on the **Add Me to the White Pages!** link or going directly to the URL:

                    `http://www.tribal.com/wpadd.htm`

and entering your information there. The White Pages database will be updated five (5) to ten (10) minutes after you have submitted your entry.

Using Voice Chat to Talk with Other PowWow Users

PowWow allows you to talk with another person using your computer's microphone and speakers instead of a telephone. Only two people can simultaneously chat with each other .

For best results, make sure your sound card is Microsoft Windows compatible and that you are using a good quality microphone in a stand or stationary location about 12 inches (30cm) from your mouth.

NOTE: Test your microphone before running PowWow to ensure it is working correctly. You can do this by running Microsoft Sound Recorder program in your Accessories folder to record yourself talking and then playing it back. If no sound is played back or it is not loud enough, use the audio mixer utility from your sound card to adjust the recording input level of your microphone.

To request a voice chat, select **Utilities⇒Voice Chat** from the Main Menu, or press the **[Voice]** button on the tool bar. If more than one person is present, you will be asked to pick the person to chat with. Or, you can click the ▨ (bell) mini-icon on the menu bar of the person to whom you wish to chat.

When a *Voice Chat* is requested, a dialogue box will appear on the other person's screen asking if they wish to *Voice Chat* with you. Select **Yes** to cruise or **No** to refuse, and then press the **OK** button to continue. PowWow will automatically set itself to the lowest *Voice Setting* from either copy of PowWow.

To start recording, select **Utilities⇒Talk** from the Main Menu, press the **[Talk]** button on the tool bar, or press the ▨ (microphone) mini-icon on the menu bar and speak into your microphone. PowWow will start sending your voice about 1.5 seconds after you have started recording or **Talk** is toggled off from the menu, toolbar or menu bar.

NOTE: Playing of Microsoft .**WAV** sound files is automatically disabled while voice chats are in progress.

Playing Microsoft .WAV sound files with Other PowWow Users

PowWow can play Microsoft .**WAV** sound files on the computer everyone whom is chatting with you. Unlike chat, file transfer, cruise, or voice chat requests, there are no prompts for playing sound files. They can be turned on and off by selecting **Setup⇒Sound Options** from the Main Menu and selecting the **Play Sounds** checkbox from the dialogue box.

To play a sound, select **Utilities⇒Sounds** from the Main Menu and pick one of the sounds listed from the *Sounds* Menu or press the **[sounds]** button and double-click on the sound you wish to play .

NOTE: The actual `.WAV` files are **not** sent when sounds are played, only the command to play them.

PowWow has a choice of playing a male or female voice for Bye, Cool, and Hello `.WAV` files when you chat with other people. You can pick a voice by selecting **Setup⇒Sound Options** and checking the **Male** or **Female** radio buttons.

Adding Sounds to PowWow

To add sounds to PowWow, select **Utilities⇒Sound Add** from the Main Menu. You will then be prompted to enter the *Sound I.D.* and *Sound Path and Filename* for sound to add to PowWow.

The *Sound I.D.* is the description of the sound that appears within PowWow. The *Sound I.D.* can be up to twenty (20) characters long and contain any mixture of alphanumeric characters, punctuation marks, and spaces.

The *Sound Path and Filename* tells PowWow the name of the `.WAV` file and where it is located on your computer system. If no path is specified, PowWow will search the PowWow directory and then the environment path for the `.WAV` file to be played.

NOTE: Any sound files you add must first be sent to other people using PowWow's file-transfer option (or other file transfer protocol), given the same file name as on your computer, and be in the PowWow directory or environment path before they can be heard by anyone other than yourself.

Window

Window is where PowWow's window behavior can be set. Selecting **Always on Top** forces PowWow to remain on top of all other windows on your desktop. By default this option is off.

Troubleshooting

Connection problems

PowWow does not start

If PowWow does not start WinSock may not be loaded. Verify that your WinSock is working by running another application, such as a web browser, telnet or email application.

PowWow says "*Password invalid.*" when run

If PowWow reports "*Registration declined by PowWow server. Password invalid.*" you may have entered your password incorrectly. Remember, PowWow passwords can be up to seven (7) characters long, use any mixture of alphanumeric characters, and are case-sensitive.

Connection times out

By default, PowWow attempts to contact other PowWow users for forty-five (45) seconds before timing out and returning the error message "*Timeout waiting for connection to remote host···*". If your network connection is very slow, this may not be enough time to connect with other PowWow users. You can increase the number of seconds allowed for a connection by editing your `POWWOW.INI` file and adding the line:

<div align="center">

`TIMEOUT=`*{insert number of seconds here}*

</div>

under the `[PowWow]` settings. You can insert any value between 1 and 65535 for the number of seconds to allow a connection.

I can connect to other people running PowWow but they cannot contact to me

Here are the most common reasons for people being unable to connect to you:

- Either party may not be running a WinSock 1.1-compliant TCP/IP stack. A list of TCP/IP stacks known to work with PowWow is available in the *Overview* section of the PowWow Users' Guide. It is possible to use a WinSock 1.1-compliant stack and not get a connection because one or both parties is using a SLIP or PPP emulator such as SlipKnot, SLiRP, TIA, TwinSock, or Virtual TCP/IP, or one of you may be behind a firewall or proxy server.

- Either party's computer may not have been assigned an IP address. In order to use receive requests for chat, file transfers, and web-cruises, your computer must have a unique IP address. It does not matter if the IP address can be fixed or dynamic as long as it is a valid IP address.

  To check your IP address, select **Help**⇒**About PowWow** and check the **Local IP Address** field. If nothing is listed then your TCP/IP stack may not be setup correctly or you may be using a SLIP or PPP emulator. Check with your Internet service provider for questions about your configuration.

- The **Direct Connect** field may be checked. Direct connections allow PowWow to bypass the IP lookup done to locate the IP address of the person you are trying to contact. This should only be turned on when the person you are contacting has a fixed IP address. If the person you are trying to reach has a dynamic IP address then most likely the connection will fail.

- The *Remote User I.D.* was entered incorrectly. Check the I.D. to verify it is spelled correctly. It is very easy to confuse a zero "0" with an upper-case letter "O", the number "1" with a lower-case letter "l" and so forth.

Dealing with firewalls

If your network is partitioned from the Internet with a firewall PowWow may not work. To allow PowWow to work correctly, ask your system administrator to make port 13223 available for TCP.

Cruise Problems

The majority of cruise problems can be traced to two errors:

- An incompatible web browser is installed on one or both computer systems running PowWow

- The complete path and file name is not specified under PowWow's settings.

The former can be fixed by installing a compatible web browser on the computer system(s) running PowWow. The latter can be fixed by entering **Setup⇒Browser Selection** and specifying the complete path and filename of the web browser.

Compatibility with cgi-bin programs

PowWow will not allow users to cruise through a cgi-bin program if the URL is not updated by the program. Some cgi-bin programs do not update the URL when accessed.

File Transfer Problems

The three most common reasons for file transfer problems are as follows:

- The file already exists on the computer receiving the file.

- There is not enough disk space on the computer system receiving the file.

- The wrong download directory is specified under PowWow's settings.

The former can be fixed by changing to a disk volume with more space on it. The latter can be fixed by entering **Setup⇒Files and Directories⇒Download Directory** and specifying the complete path for downloads.

Audio Problems

No sounds are played at all

Use the following steps to verify your computer can play Microsoft `.WAV` files:

- Run a Windows application you know plays sounds.

- Adjust the volume level knob on your speakers while running a sound-playing application.

- Adjust the .WAV or Speaker volume settings on your sound card's mixer applet while running a sound-playing application.

- Close any other programs (mixer applications, screen savers, and so forth) that may be trying to access your sound card.

The default .WAV file and system beep are the only sounds played by PowWow

First, check the PowWow directory (typically `C:\POWWOW`) to verify the `.WAV` files are present. If the `.WAV` files are present then the Working Directory may not be correctly set up:

Windows 3.x and NT users: You can check this by highlighting the PowWow icon and press **Alt** and **Enter** to bring up the Program Item Properties screen, changing the **Working Directory:** field to `C:\POWWOW` or wherever you have installed PowWow, and saving the new settings by clicking on the **OK** button. The next time PowWow is run it will play the Microsoft `.WAV` sound files.

Windows 95 users: You can check this by highlighting the PowWow icon by clicking the Right Mouse Button on it and selecting the **Properties** option, changing the **Start In:** Field to `C:\POWWOW` or wherever you have installed PowWow, and saving the new settings by clicking on the **OK** button. The next time PowWow is run it will play the Microsoft `.WAV` sound files.

Advanced Topics

Specifying a default connection

You can tell PowWow to connect with someone each time its run by adding their *Remote User I.D.* to the command-line for PowWow. To do so, open the Program Item Properties for PowWow and go the end of the command line. After the `POWWOW.EXE` filename, put a space followed by the *Remote User I.D.* for the person with whom you wish to chat.

Speeding up PowWow

PowWow works by establishing a point-to-point connection to whomever you are talking. If you are seeing a slowdown in the connection, this is because the connection between you and the other person(s) is slowing down. Possible reasons for this include:

- Excessive noise on your modem line causing delays and modem retraining (resynchronization) in sending packets (for users with dial-up Internet access).
- You or the other person running other bandwidth-intensive programs on your computers, such as WWW or FTP sessions.
- The Internet connection between you is slowing down because of a bottleneck (router or backbone failure) somewhere between you and the other party(s)
- Your Internet service provider's computers (or those of the other person) are becoming busier

The problem is usually the latter. There is no real solution, other than for your Internet service provider to upgrade their computers and network connection.

Technical Support

Tribal Voice offers technical support for PowWow by email, fax and PowWow.

Technical support is available via PowWow from 9:00AM to 5:00PM MST, Monday through Friday (excluding major Native American and US holidays) by chatting with **powwow@tribal.com**.

Technical support is available via fax 24-hours-a-day, 7-days-a-week by sending a fax to +1 (719) 687-0416.

Technical support is available via email 24-hours-a-day, 7-days-a-week barring router failure, flooding, bad cabling, disappearance of the technical support staff under mysterious circumstances, crashed hard disks, prairie fire, power outages, stampede by buffalo or other herd animals, network service interruptions, and other Acts of God.

NOTE: Priority support will be given to people who have followed the instructions in the *Before Contacting Technical Support* section, below.

Whom to Contact?

Tribal Voice provides a variety of forms on our World-Wide Web server as well as email accounts for customer assistance and technical support:

Questions about your PowWow password	**http://www.tribal.com/password.htm**
Help with your White Pages information	**http://www.tribal.com/wphelp.htm**
Changing your White Pages information	**http://www.tribal.com/wpchange.htm**
Help with PowWow (**except** for passwords)	**support@tribal.com**
Help with your PowWow password **only**	**password@tribal.com**
Comments about White Pages	**wpages@tribal.com**
Questions about Tribal Voice (**except** PowWow)	**feedback@tribal.com**

Please use the forms on our World-Wide Web server before using email for a faster response.

Before Contacting Technical Support

When contacting technical support with a question, please have the following information available or enclosed with your email:

- your name, email address, fax and telephone number

- PowWow version number and the date and time of your **POWWOW.EXE** program file.

- a detailed description of the problem you are experiencing

- brand and version of TCP/IP (WinSock) stack

- brand, model, and version of sound card and drivers

- computer software type (operating system name and version, brand and version of other network drivers, video driver settings, plus the name and version of any device drivers or other memory-resident programs)

- computer hardware type (type and make of CPU, RAM, hard disk type and size, video and network cards installed plus any other unusual cards)

- system configuration files (**AUTOEXEC.BAT**, **CONFIG.SYS**, MS-Windows **.INI** files and so forth).

- network configuration (TCP/IP stack brand and version, type and speed of Internet connection, Internet service provider name and contact, if any)

The majority of this information can be found by running a utility such as Microsoft's System Diagnostics (included with MS-DOS and Microsoft Windows), Quarterdeck's Manifest, Peter Norton Computing's System Info, and so forth.

Glossary

cruise leader - see *Leader*

domain name - The "name" of a particular network of computers attached to the Internet. For example, all of Tribal Voice's networked computers have a domain name of `tribal.com`.

dynamic IP address - An internet protocol address that changes each time a connection is made to an Internet service provider. This type of connection is usually used with dial-up Internet accounts accessed via modem.

fixed IP address - An internet protocol address which remains the same. Networked computers and other computers with a dedicated connection to the Internet typically have fixed IP addresses.

IP address - A numeric address used to identify a computer or other device (printer, router, and so forth) over the Internet. IP addresses are composed of four sets of numbers with values of 0-255. For example: 204.227.15.1 is the IP address for the Tribal Voice's World-Wide Web server.

Leader - The person who first initiates a PowWow session. The *Leader* has control of cruising the World-Wide Web.

Local User I.D. - Your PowWow address.

Remote User I.D. - Anyone else's PowWow address.

SLIP - stands for Serial Line Interface Protocol. A common method for connecting to the Internet using a modem.

static IP address - see *fixed IP address*

TCP/IP - stands for Transmission Control Protocol/Internet Protocol. The method by which computers communicate with each other over the Internet.

URL - stands for Uniform Resource Locator. A standard method of displaying the name of a FTP or World-Wide Web server.