

00464fb0-0

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Chapter 1

00464fb0-0

1.1 Portal Opening v2.0 (c) 1999 3AMIGOS Software

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***** ←
* Portal Opening - Remote Administration Tool For The AMIGA *
*
*           Copyright (c) 1999 3AMIGOS Software           *
*
*****

```

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***** ←

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Contact Us:

```

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```

~~ <http://www.escape-net.org> ~~

1.2 Overview

Overview

Portal Opening 2 [PO2] is a remote administration tool that allows an AMIGA to be controlled (remotely administrated) by another AMIGA on the Internet or LAN/WAN using the TCP/IP protocol.

The software package consists of three main programs:

PO2Prefs: Configure PO Server
PO2Server: Put this on the machine you want yo administer
PO2Client: Administration Tool which connects To the server
to control it.

Unlike many remote administration tools on the PC, like Back Orifice AND Netbus, this package does NOT contain any backdoors. You have complete ↔ control of who connects to your computer AND what they do.

We hope you enjoy the software,

c0mpl3x0 [Dave Searle] & Whee_Cool [Andy Wheeler]

1.3 System Requirements

What You Need

To Use PO you need To have the following:

1. Workbench 2+
2. MUI
3. TCP/IP Stack [Miami OR AmiTCP]

1.4 Installation

Installation

Use the install program provided To install the software to your hard disk
If you do NOT have the installer program Then:

1. Make a directory called PO2
2. Assign PO2: To the PO Dir in s:user-startup
3. Place PO2Server, PO2Client AND PO2Prefs in PO2:

EVERYONE NEEDS TO DO THIS NEXT BIT!!

The server is a daemon and so it needs To be set up in either Miami OR AmiTCP

Configuring Miami For PO2Server (daemon)

- ```

```
1. Load Miami
  2. Select Database, Then InetD from the Cycle gadget
  3. Click On ADD
    - a. In Service Box Put "PO2Server"
    - b. In Socket Box Put "stream"
    - c. In Protocol Box Put "tcp"
    - d. In Wait Box Put "nowait"
    - e. In User Box Put "root"
    - f. In Server Box Put PO2:PO2Server
    - g. In Name Box Put PO2
    - h. Leave the args Box blank

Press enter
  4. Select Services from the Cycle gadget
  5. Click On ADD
    - a. In the Name Box Put "PO2"
    - b. In the ID Box Put "4298" - PO2 operates On port 4298
    - c. In the protocol Box Put "tcp"
    - d. You can leave the aliases Box blank
  6. Don't forget To save the settings.
- That's IT! --

## 1.5 System Documentation: The Server

System Documentation: The Server

The server is a daemon which automatically loads up when someone makes a ↔ connection to your machine using the Portal Opening 2 Client.

Before anyone can connect to the server, you must set up the server configuration using the prefs program.

The server is responsible for recieving the commands from the client, interpreting ↔ and executing them. The server controls everything that Portal Opening 2 can do, and ↔ all that it can do is set up in the prefs program.

During a connection session the server shows everything that it has performed in ↔ the status window at the top. Also there are flashing lights for when the server is receiving and sending data to and fro the client.

At anystage the server can end the connection with the client simply by selecting the close gadget or pressing the end connection button.

The server also makes it possible for you to send messages to the client which is connecting, and in effect can be used as a mini irc terminal if you so wish. Please note that during file transfer, the send message to client option is disabled until the file has been sucessfully uploaded or downloaded.

The server has many security implementations, every activity that the client can performed is only allowed if it has been enabled in the prefs. No connection can be made to the server without a valid username and password which has been setup in the prefs.

The server can also run without the gui being displayed if you set it up using the prefs module. It is also possible to turn the server off using the prefs, so that no connections can be made at all until you have turned it back on again using the prefs program.

## 1.6 System Documentation: The Server Prefs

System Documentation: The Server Prefs

The prefs program sets up the server and what it can do.

Before anyone can connect to the server, you add a user, simple by clicking on New User button. "New User" should then appear in the list of users. Simply click on this and all the options for that user will appear.

From here you can change th name of the user and set up a password for the user.

You must also specify a directory from which the client will be presented with upon connection. There is also an option for only allowing for uploaded files to the server to be placed in one specific directory.

All the different commands are held in page groups, and can be toggled through by clicking on there tab. From here you will see each server command, and by simply ticking the box, you enable that command for the user, and unticking disables the command.

It is also possible to deny access to certain directorys on your machine, simple select the Denied Dirs tab, and click on add and add the directory you wish to block.

The server automatically blocks all sub-directorys from a denied dir so u don't need

to add each individual sub-directory. The server also checks for assigns to dirs ←  
that ←  
are denied and blocks them as necessary.

You can specify the general preferences of the server, by clicking on teh Server Status tab, here you can specify whether the server is turned on, and whether the server will load up with a GUI.

#### IMPORTANT NOTE:

Please not that the shell command is literally the running of a shell on your ←  
machine ←  
controlled by another. Therefore if you have shell commands enabled, the ←  
connecting ←  
machine can then delete, copy rename all from the shell even if you have turned ←  
those ←  
options off. Therefore we recommend that you use this option carefully and don't ←  
go ←  
giving people you can't trust such access.

Once you have set up your user simply click the save button and the user will be ←  
saved ←  
and your preferences used by the server.

## 1.7 System Documentation: The Client

### System Documentation: The Client

The client is the main end user program in PO2. It connects to a PO server, and if permitted, the user can control the machine the server is running on.

The commands to control the server are located on the "Remote Commands" tab. Here ←  
the ←  
user can [on the server]:

1. Make assigns to directories.
  2. Get a device listing.
  3. Summon the server admin if assistance is needed.
  4. Get directory listings.
  5. Rename files
  6. Copy files
  7. Ping the server (how long data takes to reach the server and back)
  8. Delete files
  9. Execute Commands
  10. Make Directories
  11. Get server information
  12. Get information on the server's available memory
  13. Play sounds
  14. Get file sizes
  15. Upload files
  16. Download files
-



To connect to a PO server, enter the ip address in the box provided and then click ↵  
on  
the connect button. To disconnect, click on the disconnect button located in the  
"Remote Commands" tab. You will be asked to enter a user name and password, for an  
authorised conenction.

The client is set out like dopus 4. The list on the left hand side gives listings ↵  
of  
dirs and files on the local machine (the one on which the client is loaded). The ↵  
right  
list gives listings of dirs and files on the remote machine (the one on which the  
server is located).

Address Book:

Clicking on the address button opens up a window where your most commonly used ↵  
servers  
can be entered and saved. This saves u having to keep entering a username and ↵  
password  
every time u connect to the server.

U can give the server a label, and this label can be entered in the ip box on the ↵  
main  
client window when you connect. The host address is the ip address of the server, ↵  
for  
example 127.0.0.1. I could give this a label of "My Machine". I could then ↵  
connect  
to "My machine" and the client would then send the username and password that have  
been entered.

Problems ? e-mail me at: [admin@escape-net.org](mailto:admin@escape-net.org)

## 1.8 Known Bugs

Known Bugs

1. The ABORT button doesn't work when uploading or downloading files  
(this will be fixed in later versions)
2. The busy bar in the client when connecting to a server may stop if the  
ip address cannot be found or if the address is taking time to respond.

## 1.9 About The Authors

About The Authors

Andrew Wheeler - Alias Whee\_Cool

I am simply the BEST!!!! well I think so :p hmmm... well, I have an Amiga 1200T  
030/40Mhz 16MB. I'd like a PPC so if you love Portal Opening 2, all appreciation ↵  
in  
Money would be gratefully recieved. Unlike my conterpart I use my Amiga as my ↵  
main

---

machine!

You can meet me in #AmIRC on Undernet where I'm an Op, its a cool place to chill ←  
so  
see you there.

I think that writing software for the Amiga is killing me, the amount of ←  
cigerettes  
that c0mpl3x0 forces down me in a programming session is bound to be killing me. ←  
And  
then all he ever wants is a cup of tea! tut! some people. At least he sorted out ←  
his  
Client this time :) first time for everything! Hmmm... but as usual he spent too  
many hours wasting on doing the complex way for something simple.

Oh don't forget to grab some of my sounds on Aminet, I have about 18 modules on ←  
there,  
and my DanceTrain.MOD was in the top tunes section in the last ever CU-AMIGA! so ←  
they  
ain't all bad :P

Don't give up on your Amiga! if you do i'll slap ya and try to send you to your  
senses!

Oh well have fun on Portal Opening 2, and don't forget about ShoutIRC coming soon, ←  
its  
gonna rock AmIRC off its pole position, just you wait and see. Watch out Ollie, we ←  
are  
coming to get ya!

Chill!

\*\*\*\*\*

Dave Searle - Alias c0mpl3x0

NOW, I am simple THE best {forget what whee says, he always bullshits!!) Although ←  
I  
have a PEECEE, I do like to program on the AMIGA. Why ? I mean the operating ←  
system is  
about 7 years old, but it's still fucking brill.

Apart from PO2, i've produced SuperIT, AlphaNET (1-3), PO1, and shit loads of ←  
other  
utils and games for the Amiga. (SuperIT was reviewed in Amiga Format - issue 47!)

Well, off i go now to start designing and implementing ShoutIRC (which will be  
something to shout about when me and whee have finished)

(Ollie, be scared, be very scared!)

Help support us and ShoutIRC d00ds

Later!

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## 1.10 Coming Soon From 3AMIGOS Software

Coming Soon

\*\*\*\*\* ShoutIRC \*\*\*\*\*

Work is now in progress for ShoutIRC. The latest production by 3Amigos Software. ←  
This  
IRC client will feature :

- Full IRC Protocal
- Colour Support
- FTP Pluggin
- Portal Opening 2 Pluggin
- Advanced CTCP Sound (including MP3, Mod, Med, IFF and WAV)
- Secure Chat
- Script Support
- Advanced Configurable BOT program module
- MUI Interface

Release time is expected around Aug/Sept 1999. Please keep regular checks on our website [Http://www.escape-net.org](http://www.escape-net.org) For more Information