

E-Term32™/E-Term32Plus™



TERMINAL EMULATION

Getting Started

DCSi

E-Term32/E-Term32^{Plus} Getting Started

Version 4.0

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Table of Contents

Chapter 1 – Introduction	6
Overview	6
Notation.....	7
Emulator Commands.....	8
Application Window	8
Line Recall and Editing.....	8
Command Line Editing.....	8
Chapter 2 - Getting Started	9
Overview	9
Package Contents	10
Minimum Requirements.....	10
Registration	10

Installation	11
Network and Terminal Server Installations	11
Additional Installed Reference/Application Files	11
Emulator Application Window	12
Connecting To a Host	13
Connections	13
Session Manager	15
Command Line.....	18
Selecting and Setting up the Terminal	20
Terminal Tab Options.....	21
Window Sizing and Location.....	23
Number of Emulation Lines	23
Maximize Workspace	23
Screen Scrollback.....	23
Video Attribute Color Mapping	24
Character Sets	24
Printer Support	25
Running in a Browser Window.....	25
Run In-Place Using Favorites.....	25
Run In-Place Using the Session File	26
Common Problems.....	27
Technical Support.....	29
Chapter 3 - Keyboard, Mouse, and Toolbars	30
Overview	30
Keyboard Mapping	31
Creating a New Key Map	31
Defining a Key.....	31
Changing a Key Definition.....	33
Deleting a Key Definition.....	33
Mouse Mapping.....	33
Creating a New Mousemap.....	33
Defining a Mouse Button.....	34
Changing a Mouse Button Definition.....	36
Deleting a Mouse Button Definition	36

Customize Toolbars.....	37
Creating a New Toolbar	37
Chapter 4 - Menus.....	40
Overview	40
File	41
Edit Command File Selection	41
Run Command File Selection.....	41
Record Command File Selection.....	41
Capture Text to File.....	42
Record Log File Selection	42
Replay Log File Selection	42
Create Picture File Selection.....	43
Replay Picture File Selection	43
Receive.....	43
Send	44
Print	44
Print Close	45
Page Setup	45
Page Setup Options.....	45
Exit.....	47
Edit.....	47
Copy	47
Paste	47
Send	47
Select All.....	47
Select Screen.....	47
View	48
Menu.....	48
Status Line.....	48
Centered.....	48
Framed	48
Maximize Workspace	48
Scrollbar.....	48
Terminal Keyboard.....	48
File Transfer Messages.....	48
Message History	48
Toolbars.....	48
Setup.....	49
Customize Toolbars	49
Keyboard Mapper	49
Mouse Mapper	49
File Transfer.....	49
General.....	49
Terminal.....	50

Save Now	51
Save on Exit.....	52
Execute	52
Abort.....	52
Break (short)	52
Break (long)	52
Command Line.....	52
Clear Communications.....	52
DDE Command Builder.....	52
Drop DTR.....	52
Reset	53
Send Answerback.....	53
WordPerfect 5.x Mode	53
Connect.....	53
Connect	53
Session Manager	53
Help.....	54
Contents	54
Using Help	54
About	54

Chapter 1

Introduction

OVERVIEW

MS320 is a flexible 32-bit terminal emulator designed specifically for personal computers running Microsoft's Windows 98, Windows ME, Windows NT 4.0, Windows 2000, and Windows XP, and Windows 2003 (which includes Terminal Server). E-Term32 emulates DEC VT52, VT100, VT220, VT320, WYSE 50, SCO ANSI and BBS ANSI terminals. MS320 emulates these terminals as well as VT340 and TEK4010/4014. It also offers an array of extended features that extend its usefulness beyond just terminal emulation. These features include:

- *Kermit, ASCII, XMODEM, YMODEM, and ZMODEM file transfer*
- *Extensive command (script) language*
- *Command File Recorder*
- *Keyboard mapping, Mouse mapping and Customizable Toolbars*
- *Screen scrollbar*
- *Data logging and replay*
- *WordPerfect mode*
- *Color support*

NOTATION

All documentation uses the following notation:

COMMAND /OPTIONS arguments

Emulator commands appear in uppercase letters in bold text, and as user input in examples. Additional options are preceded by a forward slash (/) and also appear in uppercase letters. Arguments may or may not follow commands. A descriptive word in lowercase letters represents command arguments.

[optional]

Options or arguments appearing in square brackets are optional.

Menu - Submenu - Tab Name – Button...

Drop down menus and the menu fields appear in italics and are separated by hyphens.

PC

A general descriptor for all types of personal computers.

PROMPT>

Prompts appear in Courier type and are used in examples to illustrate where certain commands are given, or features used.

USER INPUT

Input required from the user is shown in uppercase and bold letters.

Note: *All instructions in this documentation assume that you are using a mouse. If you do not have a mouse, follow the Microsoft Windows instructions for accelerator keys.*

Examples

Examples are given throughout the manual. They have the following format:

Example: CMD>**WRITE HOST**

CMD> represents the command line prompt which displays at the bottom of the emulation window. The command “Write Host” is shown as user input.

Emulator Commands

Throughout the documentation, you may see the phrase, "Enter the xxxx command to...". Emulator commands are entered by pressing Alt C, clicking **Execute - Command Line** or by clicking the C> button on the CMD Line Toolbar (enabled via **View – Toolbars**). The command line CMD> prompt appears on the screen. Enter the command at the command prompt. Many functions that are not assigned to keys are available through emulator commands.

APPLICATION WINDOW

The application window displays many standard Microsoft *Windows* features such as scrollbars, maximize/minimize buttons, and a Control Menu icon.

The Menu Bar lists items common to *Windows* applications (*File, Edit, View, Help...*) with each menu containing emulator-specific features.

The Status Line displays the current terminal setting, online status, column mode, NumLock status (capital "N" toggles on and off), and messages indicating active features such as LOG and PRINT.

All host communications scroll through the application window as they are received.

LINE RECALL AND EDITING

Input lines can be recalled and edited in the command window.

Command Line Editing

Command Line Editing is available on all input to emulator commands. This includes input entered in response to the CMD> prompt or emulator functions activated by function keys.

The following keys are available for Command Line Editing:

Key	Function
Up Arrow	Recall previous line
Down Arrow	Recall next line
Left Arrow	Move cursor left
Right Arrow	Move cursor right
Del	Delete character
Backspace	Delete character left of cursor
Ins	Toggle Insert/Overstrike mode
Ctrl U	Delete entire line

The number of command lines stored for recall is set to 100 lines.

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Chapter 2

Getting Connected

OVERVIEW

This chapter covers the information that you need to get started with MS320. System requirements, installation, and instructions for making a successful connection to your host are detailed.

PACKAGE CONTENTS

The emulator package includes:

- Online documentation including: *Getting Started Guide*, *Programming Reference Manual*, and *Help*.
- CD-ROM, if shipped. A self-extracting executable is downloaded with an online purchase.
- Registration Card (for single copies) or a license form (5-packs and site licenses).

If any of these items are missing, please call DCSi at 303-447-9251 or contact sales@dcsi.com.

MINIMUM REQUIREMENTS

- 486 or Pentium processor
- Microsoft's *Windows 98*, *Windows ME*, *Windows NT 4.0*, *Windows 2000*, and *Windows XP*, and *Windows 2003* (which includes *Terminal Server*).
- 16 MB RAM
- 30 MB Hard Disk space
- One of the following: a) serial port directly connected to host; b) modem connected to a phone line; c) network connection to host

REGISTRATION

There is a registration number printed on the registration card or license form that is shipped with the CD.

Please record this number for future reference, updates, and technical support.

If you received a registration card, please take a few moments to fill out your product registration card and send it in. This will ensure that you receive prompt service and critical update notices.

INSTALLATION

The emulator files are stored in compressed format on the CD-ROM or download file. The installation procedure decompresses the files and copies them into the correct directory.

To install the emulator, you must be running *Windows* and have Administrative privileges. We recommend closing all other programs.

1. Place the CD-ROM into the drive to initiate the installation program. If the installation screen does not appear automatically, go to **Start - Run**. Select from **Browse...**, or enter **A:\autoruni.exe**. (Where: **A** is the CD-ROM drive.) You will need a valid installation key (shipped with the CD).

If installing from the download, launch the file from the saved location. The installation key is automatically entered in the installation procedure. **IMPORTANT!** Record this installation key for future reference, especially if you plan to delete the download file after the installation is complete.

2. Click **Install**. The installation program begins.
3. Answer any questions that appear on the screen.
4. When the installation is complete, click **Exit** to close the initial installation screen.

Network and Terminal Server Installations

Please refer to the **Netserv.htm** and **Termserv.htm** files that are copied to the MS320 installation directory for information on setting up the emulator on a network or terminal server.

Additional Installed Reference/Application Files

In addition to the files used to run the emulator, the installation directory will include these files that may be useful as you setup and configure the emulator.

Buildhis.txt	Displays a reverse chronological listing of changes in each version.
Readme.htm	Displays important information relating to the version of the software.
Startup.ini	Text version of the configuration of product options.
StartupEdit.exe	GUI version of product option configuration. Most commonly used to set the NumLock options, and for administrators to set user restrictions.
StartupEdit.hlp	Help on the StartupEdit application.
SSHKeyGeneration.exe	(Installed with SSH version of the emulator only.) A program used to generate the keys needed for SSH connections.
SSHKeyGeneration.hlp	(Installed with SSH version of the emulator only.) Help on the SSHKeyGeneration application.

EMULATOR APPLICATION WINDOW

The Emulator Application Window displays whenever the emulator is started, unless the emulator is configured to start as an icon.

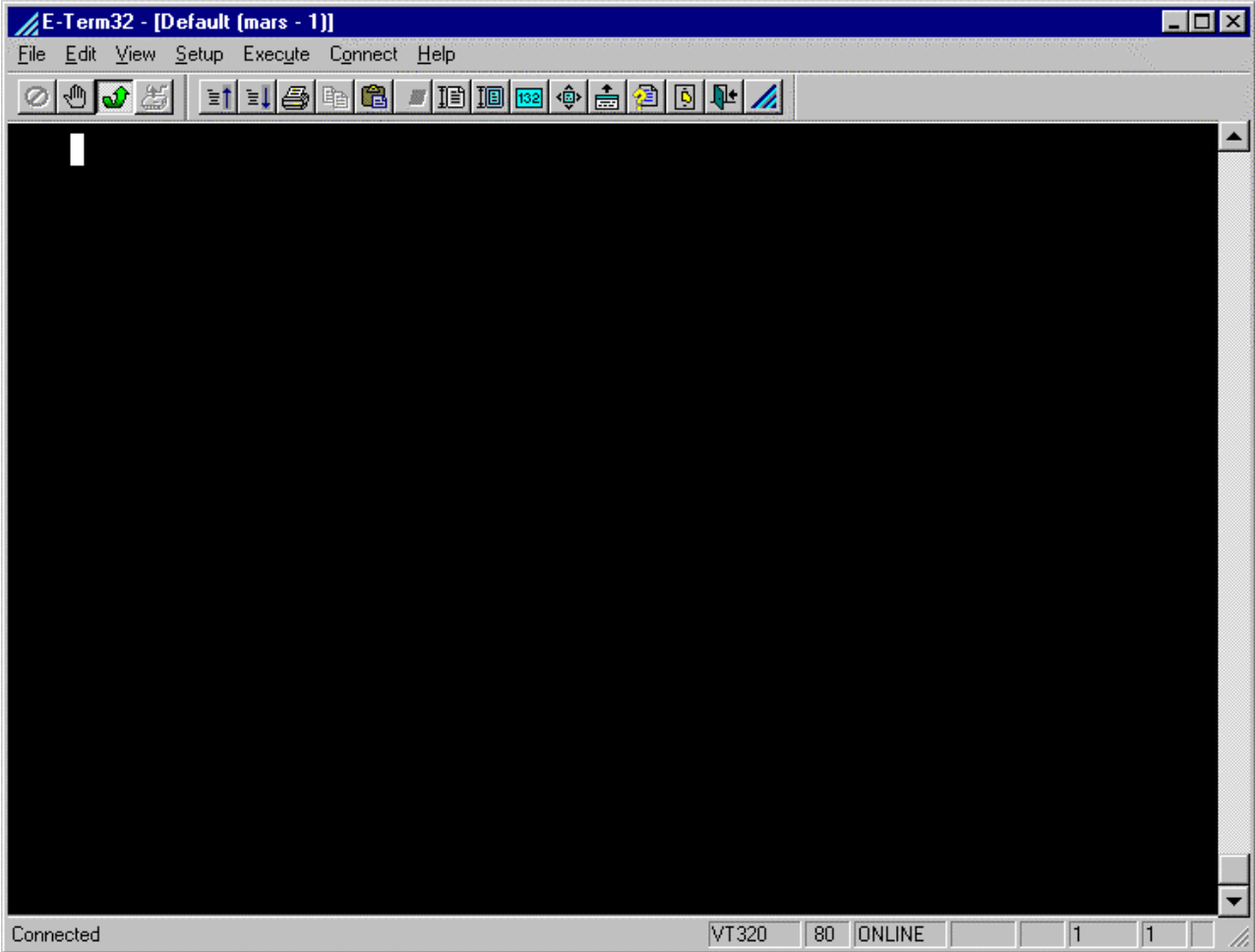


FIGURE 1 – APPLICATION WINDOW

CONNECTING TO A HOST

There are three ways to connect; through the *Connections* dialog, the *Session Manager* dialog, or the command line.

Connections

To make connection through the *Connections* dialog box:

1. Click on **Connect - Connect**. The *Connections* dialog box appears.

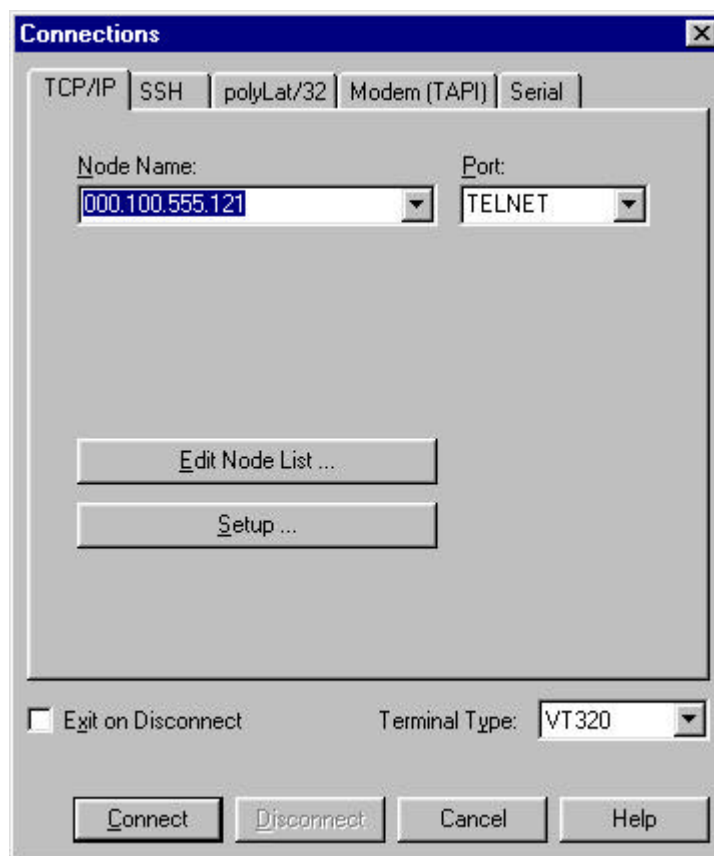


FIGURE 2 – CONNECTIONS

2. Select the tab defining the desired mode of connection to the host. The following options are available:

TCP/IP

TCP/IP provides connectivity using any of several protocols. TCP/IP is a standard network interface that many network protocol providers have available for their protocol stacks. When selecting this tab, the protocol used for the connection is Telnet.

SSH

Using the SSH connection, a secure, encrypted connection can be made to hosts supporting the SSH1 or SSH2 protocols. By establishing a Secure Shell connection, session data is protected from outside attacks that can steal passwords, sensitive data, or totally hijack a session. SSH makes session hijacking and IP “spoofing” much more difficult by encrypting session data. As a result, outsiders are prevented from reading raw text data that may contain passwords or other sensitive information.

Features:

- Adds a secure protocol to TCP/IP for making connections.
- Provides Port Forwarding over TCP/IP, which allows other protocols such as POP, DNS, and PPP to use SSH to establish secure sessions.

Modem (TAPI)

TAPI is a protocol available in *Windows* that allows connections to modems defined in the *Windows* operating system. If the modems were not installed by *Windows* plug-and-play or manually through the *Windows* Control Panel, the modem will not be available in TAPI.

Poly/LAT-32

PolyLAT/32 is a LAT protocol for DEC terminal communications. If polyLAT is installed on your system, DECnet terminal communications can be established.

Serial Port

Serial communications are accomplished by a direct serial connection between the host and the PC. The *Serial* tab allows connection through the PC's available serial ports.

3. Depending on the connection tab, enter the appropriate **Node Name**, **Phone Number** or **COM port**.
4. Select the **Terminal Type** for the connection. See the section, “*Selecting and Setting up the Terminal*”, for information on the available terminal types.
5. Click the **Setup...** button if available. Make any desired parameter changes, then click **OK**.
6. Click the **Connect** button. Status messages regarding the progress of the connection appear on the status line.

Session Manager

The *Session Manager* allows you to set the properties for different sessions and set up an automatic connection to the desired host. For example, you can save multiple network sessions that have different connection requirements with a unique name. Similarly, you can set up Modem (TAPI) connections and Serial port connections.

When MS320 first launches, it creates a session file named **default.et32** and stores it in the Sessions folder of the *MS320* installation directory. When you open the *Session Manager*, you can edit the properties of the default session file or create a new session file.

To start a session, select a session name, and then click **Start**. Double-clicking a session name also starts a session. Users often create a shortcut to the session and copy it to the *Windows* Desktop for easy launch.

Each connection type is assigned an identifying icon to easily distinguish between the different type of connections. The same connection types listed in the *Connections* section are available. However, when using the *Session Manager*, the *None* tab also appears. If a command file has been recorded with the *Record Command File* feature and is specified in the session's properties (for the purpose of an automatic login), the *None* tab must be used.

Creating a TCP/IP Session

1. Click on **Connect - Session Manager** to display the *Session Manager* dialog box.

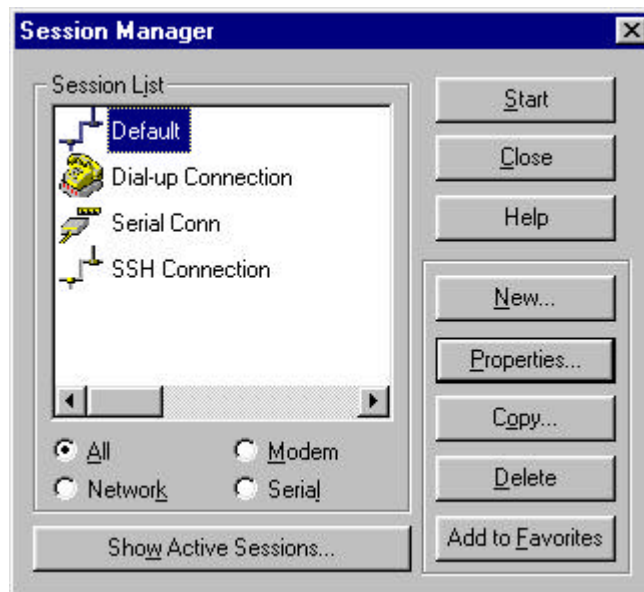


FIGURE 3 – SESSION MANAGER

2. Click **New** to display the session properties tabs where the default session name is "UnNamed".

3. Select the *TCP/IP* tab.

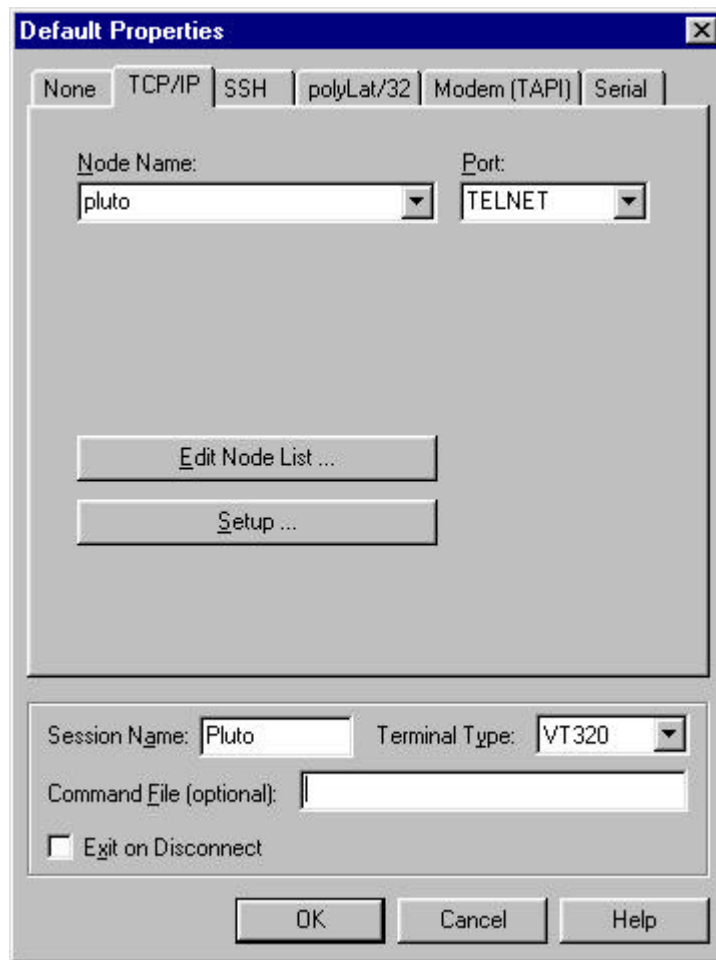


FIGURE 4 – TCP/IP SESSION MANAGER PROPERTIES

4. Enter the **Node Name** for the host computer system or select it from the list.
5. Enter a **Session Name**. This is the name used for the Session Icon in the program folder and in the *Session Manager Session List*.
6. Select the **Terminal Type** for the session.
7. Click **OK** to create the session. The new session now displays in the **Session List**. However, no connection has been initiated.
8. To start the session, double-click the session name (or select the session name), then click **Start**.

Note: To create new sessions for other than TCP/IP, click the appropriate properties tab (SSH, Modem, PolyLat, or Serial) and follow a similar procedure to the above.

Copying Sessions

The Copy feature is a quick way to create sessions of a similar type. For example, if connecting to both VMS and UNIX systems, a VMS version and a UNIX version connection can be created. These base versions can then be copied when making multiple sessions for a given type. After setting up key mappings, mouse button mappings or tool bars, the Copy feature is necessary to copy these definitions to another session.

To copy a session:

1. Click on **Connect - Session Manager**.
2. Select a session to copy.
3. Click the **Copy** button. The properties dialog box for the new session displays.
4. Enter a new **Session Name** if desired. Otherwise, a default name, "Copy X", is assigned.
5. Select the type of connection from the available tabs.
6. Adjust property parameters as necessary.
7. Click **OK**. The new **Session Name** displays in the **Create Session** list.

Deleting Sessions

To delete a session:

1. Click on **Connect - Session Manager**.
2. Select a session to delete.
3. Click the **Delete** button.

Switching Sessions

To switch between sessions:

1. Click on **Connect - Session Manager**.
2. Click the **Show Active Sessions...** button. The *Session Manager* switches to the *Active Sessions* view.
3. Select the session to which you want to switch, from the **Active Sessions** window.
4. Click the **Go To** button.

Exiting Sessions Remotely

To exit a session remotely:

1. Click on **Connect - Session Manager**.
2. Click the **Show Active Sessions...** button.
3. Select a session to close.
4. Click the **End Session** button. If the session selected is the current session, a message appears warning the user that they are about to exit the session.

Add to Favorites

Click the **Add to Favorites** button to add currently selected session to the *Windows Favorites* list.

Command Line

Connections can also be initiated via the command line.

Command Line Execution

Two commands are available for connecting from the command line: SET HOST and SESSION.

SET HOST [node name]

Connects to a remote node. The SET HOST command can be used with one of the following:

/DEFAULT_PORT	Connects to the default port selected in the <i>Session Manager</i> dialog box. If the port is set to None or if you are already connected to the default port, an error is returned.
/DISCONNECT	Disconnects from the currently selected port.
/LAST_NODE	Connects to the last successfully connected port. If a previous connection did not exist, an error is returned.
/PROTOCOL=node	Where: protocol is SERIAL, MODEM, POLYLAT, SSH, or WINSOCK. node is the network node name.
/PASSWORD=password	Used only with the /PROTOCOL option, the /PASSWORD option allows the connect password to be specified.

Examples: **SET HOST/PROTOCOL=SERIAL COM1**

Connects to COM1.

SET HOST/PROTOCOL=WINSOCK PLUTO

Connects to the WINSOCK node WILLY. (Use this option for TCP/IP connections.)

SET HOST/PROTOCOL=POLYLAT PLUTO

Connects to the LAT node PLUTO.

SET HOST/PROTOCOL=MODEM "9,3034479251"

Where: **9** is required used to dial out of a company and the number following is the number to dial.

SESSION [path]session-name[ext]

Starts an emulator session using the specified session file.

Where: **session-name** is the name of the session file. By default, the session file is retrieved from the emulator's session directory. However, an optional path and file extension can be supplied.

If the session file does not exist, an invalid file specification error will be returned:

“Status =STS_K_CMD_INVFSPEC”

SELECTING AND SETTING UP THE TERMINAL

When making a connection, select the desired terminal type from the *Connections* dialog. Click on **Setup - Terminal**. Select a **Terminal Type**, then click on the corresponding Terminal tab to set the terminal options.

Terminal Type/Terminal ID

VT320

Emulates a DEC VT320 terminal. In this mode, all 7-bit and 8-bit control sequences are interpreted and multinational characters are displayed. This mode is recommended for combined VT102/220/320 operation as it offers VT100 compatibility and provides all the VT320 features.

VT220

Emulates a DEC VT220 terminal. When VT220 is selected, the terminal identifies itself as a VT220 instead of a VT320.

VT100

Emulates the VT102 terminal. However, it identifies itself as a VT100 with AVO and a printer. This mode is for use with programs that require the VT100 identification sequence. All VT102 control sequences are emulated in this mode.

VT52

Emulates the older DEC VT52 terminal.

SCOANSI

SCO ANSI is a blend of VT, ANSI color, and extensions limited to hosts running SCO. The emulator interprets the control sequences sent by the host running SCO.

BBSANSI

Displays the ANSI characters and color sequences that are generally available through bulletin board services.

WYSE-50

Emulates a WYSE-50 terminal.

VT340 (MS320)

Emulates a DEC VT340 terminal with ReGIS graphics support.

TEK4014 (MS320)

Emulates a Tektronix 4010/4014 terminal.

Status

Selects **Online** or **Local** mode. **Online** allows the emulator to communicate with the host system. This is the default setting. In **Local** mode, the emulator does not send data to the host or process data received from the host.

Local Echo

Sends the data transmitted to the host computer to the PC screen. Enable **Local Echo** when communicating with half-duplex computer systems.

Terminal Tab Options

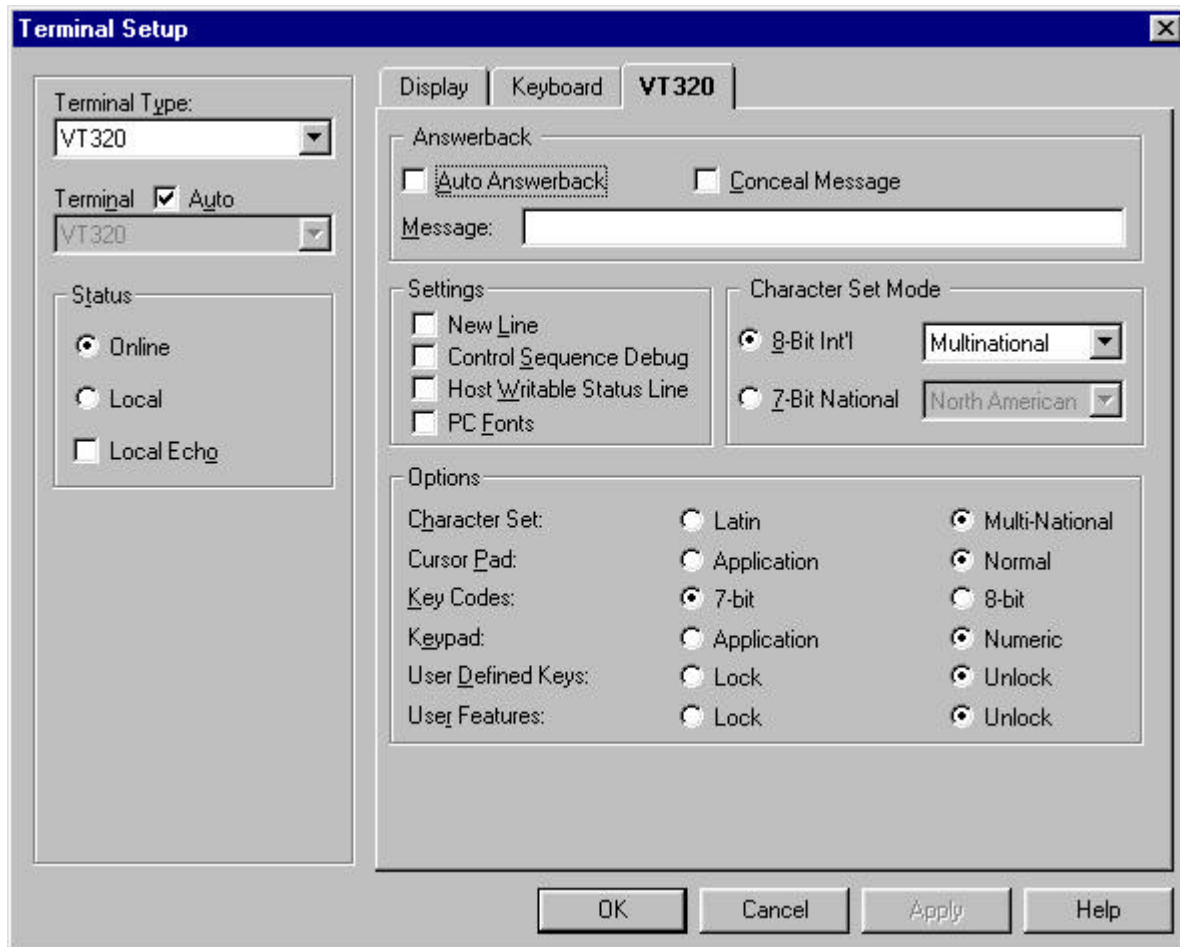


FIGURE 5 - VT320 TERMINAL SETUP

Note: All the options below are found on the VT320 tab. Since each Terminal Type is different, these options will vary, depending on the selected terminal.

Answerback

Auto Answerback

Enables or disables (default) the sending of the Answerback Message automatically when a communication connection is established. When using serial communications, **Modem Control** must be enabled if **Auto Answerback** is enabled.

Conceal Message

If selected, the Answerback Message is not displayed on the screen. Instead, "<<Concealed>>" appears. Once an Answerback Message is concealed, it can only be made visible by entering a new message.

Message

The Answerback Message is sent on receipt of an ENQ code, clicking **Execute - Send Answerback**, or entering the SEND ANSWERBACK command. It is generally used as a security measure by host computer systems to identify certain terminals or users.

Settings

New Line

Sends a carriage return and line feed to the host. If a line feed is received from the host, a carriage return is added.

Control Sequence Debug

This mode is a substitute for VT320 Display Controls mode. When debug mode is enabled, and DEBUG (default is Alt `) is pressed, VT320 control sequences display on the status line of the application window before they are executed. Pressing any key executes the sequence. Press DEBUG again to allow control sequences to execute without displaying.

Host Writable Status Line

If enabled, this option allows the host program to write information to the bottom line of the screen.

PC Fonts

Uses the IBM PC character set that includes line drawing characters.

Character Set

8-Bit Int'l selects the DEC Multinational character set, while **7-Bit National** selects the 7-bit National Replacement Character Set.

Options

Character Set

Selects DEC Multinational (default) or ISO Latin-1 as the DEC Supplemental character set.

Cursor Pad

Allows manual control of the codes generated by the VT320 cursor pad. The cursor pad is normally controlled by the host. If **Normal** is selected, the code for the arrows printed on the keys is generated. If **Application** is selected, the *MS320* generates control sequences used by application programs.

Key Codes

Setting the key code to **7-Bit** sends 7-bit control sequences to the host, but still interprets 8-bit control sequences and characters received from the host. When **8-Bit** is selected, 8-bit control sequences are transmitted to the host computer by the emulator. Note that VT320 8-bit mode is not a communication setting. It is an operating environment. To select 8-bit communications, configure the emulator connection to "8" **Date Bits** and "No" **Parity**.

Keypad

Allows manual control of the codes generated by the keypad. This is normally controlled by the host. If **Numeric** is selected the numeric values printed on the keys are generated. If **Application** is selected the emulator generates control sequences used by application programs.

User Defined Keys

Locks or unlocks the user-defined keys. Locking the keys prevents downloading and protects the current key contents. UDKs can be locked by the host system but can only be unlocked through the setup menu. When unlocked, the host system can download the function keys with user-defined strings.

User Features

Locks or unlocks the user preference features. If locked, the emulator ignores control sequences that affect the user preference features. Slow/fast scroll and normal/reverse screen are considered user preference features.

VIDEO ATTRIBUTE COLOR MAPPING

Video attribute color mapping is mapping of colors to normal VT320 monochrome attributes such as bold, reverse video, and underline. Video attribute mapping is configured through the *Color Setup* dialog accessed by **Setup – Terminal – Display – Color...**

When you edit an existing color scheme, the name of the scheme changes to “Custom” and all color information is saved to that scheme.

CHARACTER SETS

The emulator supports the following character sets:

- DEC Multinational (consists of the ASCII and DEC supplemental character sets)
- DEC Special Graphics
- ISO Latin-1
- National Replacement Character
- PC

If a DEC VT terminal is selected, then on initial load or after a terminal reset, DEC Multinational is mapped as the default terminal character set.

The ASCII set is accessed for character codes 0-127. The DEC Supplemental set is accessed for codes 128-255. During a serial connection, the DEC Supplemental set does not display properly unless the emulator is set to “8” **Data Bits** and “No” **Parity**.

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Chapter 3

KEYBOARD, MOUSE, and TOOLBARS

OVERVIEW

The operation of the emulator can be customized using the Keyboard and Mouse mappers and the Customize Toolbars feature. Keystrokes and mouse clicks can be assigned to a wide variety of functions through these simple, easy-to-use mappers. Toolbar buttons and toolbars can be created to suit individual preferences.

Command File

Specifies the execution of a command file. Enter the path name of a command file in the **CMD File** field or click **Browse...** to display the *Command File Selection* dialog box. Select a command file, then click **Open**.

Terminal Key

Assign a PC key to a terminal key. Enter a valid name in the Key field or click **Browse...** and select a function from the list. If a DEC terminal type is selected, the key list will be for a DEC VT terminal. If a WYSE terminal is selected, the WYSE key list is displayed.

Edit/Paste

Performs an edit/paste function. Enter a valid name in the **Edit/Paste** field or click **Browse...** and select from the list.

Emulator Functions

Executes a VT key or emulator function. Enter a valid name in the **Emul. Func.** field or click **Browse...** and select from the list.

Help File

Launches a help file. Enter the path name of a help file in the **Help File** field or click **Browse...** to display the *Help File Selection* dialog box. Select a help file, then click **Open**.

Nothing

Ignores any key action (disables the key definition). Nothing can be entered in the **Nothing** field.

String

Defines a string to be sent to the host. A simple ASCII string can be entered in the **String** field.

Examples: **String:** <027>OPor **String:** <ESC>OP
Both examples send the escape sequence Control [OP (^[OP).

String: <<BELL>>
Sends <BELL>. Double brackets prevent conversion to numeric values.

String: <%x44>
Converts the string from its Hex value to D.

Unmapped

The default setting for unmapped keys. Nothing can be entered in the **Unmapped** field.

3. When you are satisfied with the key combination, click the **Add** button. The key definition displays in the **Mapped Keys** list box, and the keystroke combination is highlighted in blue.

If at any time while defining a key you wish to make changes, click the **Undo** button.

4. Save the key map by clicking the **OK** button.

Defining a Mouse Button

Mouse button definitions are set in the **Current Action** section. Note that predefined mouse buttons displayed on the Mouse Button Layout are outlined in green, while user-defined keys are outlined in blue.

To define a mouse button to perform a specific function:

1. Using the mouse, click on the desired mouse button and Alt, Shift, or Control if desired. For example, to map the following mouse button, Alt+Right Button, click the Alt key followed by Right. The sequence displays in the **Current Action - Action** field as follows:

ACTION: A^Right

Any combination of Alt, Shift, and Ctrl can be used. Note however, that these keys will always display in the Action: field in the order C^, A^, and S^.

Mouse buttons that are shown with a colored border are predefined and display in the **Mapped Action** window.

2. Select a function for the mouse button from the **Set To** list. The following **Set To** options are available:

Command

Defines a single ECL command to be executed when the mouse button is pressed. Enter a valid command in the **Command** field.

Example: **Command:** ERASE SCREEN
Erases the screen when the mouse button is pressed.

Command File

Specifies the execution of a command file. Enter the path name of a command file in the **CMD File** field or click **Browse...** to display the *Command File Selection* dialog box. Select a command file, then click **Open**.

Terminal Key

Assign a mouse click action to a terminal key. Enter a valid name in the **Key field** or click **Browse...** and select a function from the list. If a DEC terminal type is selected, the key list will be for a DEC VT terminal. If a WYSE terminal is selected, the WYSE key list is displayed.

Edit/Paste

Performs an edit/paste function. Enter a valid name in the **Edit/Paste** field or click **Browse...** and select from the list.

Emulator Functions

Executes a VT key or emulator function. Enter a valid name in the **Emul. Func.** field or click **Browse...** and select from the list.

Help File

Launches a help file. Enter the path name of a help file in the **Help File** field or click **Browse...** to display the *Help File Selection* dialog box. Select a help file, then click **Open**.

String: <%x44>

Converts the string from its Hex value to D.

Unmapped

The default setting for unmapped mouse buttons. Nothing can be entered in the **Unmapped** field.

3. When you are satisfied with the mouse button combination, click the **Add** button. The mouse button action displays in the **Mapped Action** window, and the mouse button combination is highlighted.
4. If at any time while defining a mouse button you wish to make changes, click the **Undo** button.
5. Save the mouse map by clicking the **OK** button.

Changing a Mouse Button Definition

To change the existing configuration for the currently selected mouse button.

1. Select the mouse button definition to change.
2. Set to the desired function.
3. Click the **Change** button.

Note: *Be sure to click the **Add** or **Change** button before selecting another mouse button definition from the Mouse Button Layout, otherwise all changes to the current mouse button will be lost.*

Deleting a Mouse Button Definition

To delete a mouse button definition:

1. Select the mouse button definition to delete.
2. Click the **Delete** button.

Note: *Predefined (default) mouse buttons can be edited and redefined, but can never be deleted. If you delete the user-defined definition, it will revert to the default definition.*

Command

Defines a single ECL command to be executed when the toolbar button is pressed. Enter a valid command in the **Command** field.

Example: Command: ERASE SCREEN
Erases the screen when the toolbar button is pressed.

Command File

Specifies the execution of a command file. Enter the path name of a command file in the **CMD File** field or click **Browse...** to display the *Command File Selection* dialog box. Select a command file, then click **Open**.

Terminal Key

Assign a toolbar button to a terminal key. Enter a valid name in the **Key** field or click **Browse...** and select a function from the list. If a DEC terminal type is selected, the key list will be for a DEC VT terminal. If a WYSE terminal is selected, the WYSE key list is displayed.

Edit/Paste

Performs an edit/paste function. Enter a valid name in the **Edit/Paste** field or click **Browse...** and select from the list.

Emulator Functions

Executes a VT key or emulator function. Enter a valid name in the **Emul. Func.** field or click **Browse...** and select from the list.

Help File

Launches a help file. Enter the path name of a help file in the **Help File** field or click **Browse...** to display the *Help File Selection* dialog box. Select a help file, then click **Open**.

4. Enter the **Button Text**.
5. Enter the **Help Text**.
6. Enter the **Tool Tip**.
7. The new button will be available in the *Buttons* tab under the **User Defined** category and can be added to any toolbar.

Changing a Toolbar Button Definition

To change the existing configuration for the currently selected toolbar button.

1. Select the button name from the **User Defined Buttons** list.
2. Edit the **Button Function** properties.

Note: To revert back to the previous definition, click the **Reset** button. The **Reset** button is available after editing a button and prior to closing the dialog box.

Capture Text to File

The Capture Text to File feature records all data sent to the emulator from the host into a file on the PC. The data is first interpreted by the emulator, so it appears in the log file as it appears on the screen.

To capture text to a file:

1. Click on **File - Capture Text to File** to display the *Capture Text to File* dialog box.
2. Select or enter a name of the capture file where the data is recorded.
3. If desired, check **Append** to append recorded data to the end of an existing command file, or enable **Overwrite Protection** to be prompted before overwriting an existing file.
4. Click **Save** to open the capture file and begin capturing. To stop capturing text, click on **File - Stop Capturing Text to File**.

Record Log File Selection

The Log feature records all data sent to the emulator from the host into a file on the PC.

1. Click on **File - Record Log File** to display the *Record Log File Selection* dialog box.
2. Select or enter the name of the log file where the data is to be recorded.
3. If desired, check **Append** to append recorded data to the end of an existing command file, or enable **Overwrite Protection** to be prompted before overwriting an existing file. This also applies when opening a log file from the command line.
4. Click **Save** to open the log file and begins recording. To stop recording, click on **File - Stop Recording Log File**.

Replay Log File Selection

To replay a log file:

1. Click on **File - Replay Log File** to display the *Replay Log File Selection* dialog box.
2. Select or enter the name of the log file to replay.
3. Click **Open** to open the selected log file.

Use Internal Printer Font

If enabled, the emulator will print without sending a downloadable font to the printer. Instead it will print using printer's internal font. Note that to print line drawing characters, the appropriate printer font must be selected locally on the printer.

Print Controller Options

These options are available when **Use Windows Print Driver** is selected.

Use Windows Print Driver

Enables the use of the *Windows* Print driver, which is normally bypassed during controller mode printing.

Columns

Determines the number of columns to be printed on the page during controller mode printing.

Rows Per Page

Sets the number of rows to be printed.

Auto Wrap

If checked, wraps any text that appears beyond the defined number of columns to the next line. If left unchecked, any text that appears beyond the defined number of columns is not printed.

Auto Calculate Rows

When selected, ignores the set number of rows and auto calculates the optimal number of rows to be printed for the page based on the parameters set and selected in **Columns** and **Maintain Font Aspect Ratio**. If either parameter is changed, a new calculation is provided.

Print Controller Strings

These strings define the character strings that control various printer functions. Most printer control strings have an enable string that selects a printer feature and a disable string that deselects a printer feature.

The printer strings can include any ASCII control character.

Example: <ESC> <^O>
 Enables condensed print for the IBM ProPrinter.

Initialization

The initialization string can be used to select a specific printer connected to a printer sharing device and select a printer feature, such as condensed print, prior to sending the printer data. This string is sent to the printer, at the beginning of printer output, when the print is initiated.

Finalize

The reset string is sent to the printer at the end of a print operation, and can be used to deselect a printer attached to a printer sharing device and reset a printer feature that was enabled by the initialization string.

80 Column

This string is sent when the emulator is in 80 column mode. This string is sent when Continuous print mode is selected or when the host initiates a printer mode.

VIEW

The *View* menu options affect the look of the emulation window.

Menu

Toggles the display of the menu bar.

Status Line

Toggles the display of the status line on the bottom of the emulation window.

Centered

If checked, centers the emulation window. Otherwise, the window is left-justified.

Framed

If checked, places a frame around the emulation window. Otherwise, the window is unframed.

Maximize Workspace

Toggles the Maximize Workspace mode on and off. When the workspace is maximized, the status line, menu bar and toolbars are hidden. A checkmark indicates that this option is in effect.

Scrollbar

Toggles the display of the scrollbar.

Terminal Keyboard

Displays a graphical representation of the terminal being emulated, either a VT (includes SCO-ANSI and BBS-ANSI) or a WYSE keyboard layout. To send a key to the host, click the appropriate key on the terminal keyboard. The description of the terminal key being pressed displays on the status line.

File Transfer Messages

Toggles the display of the *File Transfer Messages* window.

Message History

Toggles the display of the *Message History* window.

Toolbars

The display of the Toolbars is controlled in the *Toolbars* dialog box. Click on **View - Toolbars** to select the toolbars to display.

SETUP

The *Setup* menu lists the following categories that customize the emulator to your PC and host computer.

Customize Toolbars

Please refer to Chapter 3 “*Keyboard, Mouse, and Toolbars*” for detailed information on this feature.

Keyboard Mapper

Please refer to Chapter 3 “*Keyboard, Mouse, and Toolbars*” for detailed information on this feature.

Mouse Mapper

Please refer to Chapter 3 “*Keyboard, Mouse, and Toolbars*” for detailed information on this feature.

File Transfer

E-Term32 includes an ASCII file transfer plus four popular protocols for error free file transfer:

- Kermit
- XModem
- YModem
- ZModem

Please refer to online Help for detailed information on the *File Transfer Setup* for each protocol.

General

The *General Settings* dialog box contains tabs for *DDE*, *Directories*, and *Log Replay*. To display, click on ***Setup - General***.

DDE

Click on ***Setup - General*** and then select the *DDE* tab. From this dialog, you can enable the **Server** option to allow the emulator to act as a DDE Server. If disabled, the emulator ignores any attempt by another application to initiate a DDE conversation. This is helpful when running multiple instances, e.g., if a specific instance should be prevented from participating in a DDE conversation.

Directories

Click on **Setup - General** and then select the *Directories* tab.

Command Files

Enter the directory paths containing command files that you wish to read from multiple locations. Separate each path name with a semi-colon.

Picture Files

(VT340 mode only.) Enter the directory path to be used to save and display picture files.

File Transfer Directory

Enter the directory path to be used for file transfers.

Log File Replay

Click on **Setup - General** and then select the *Log Replay* tab. From this box, you set the Sets the rate of replay for log files. Incremented from slowest to fastest, the rates go from 300, 1100, 2400, 4800, 9600 to the maximum baud rate.

In addition, you can set the options to pause the log file at the following points:

Clear Screen

If enabled, causes the log file replay to pause each time the screen is cleared.

Every Page

If enabled, causes the log file replay to pause when a new page of text is scrolled onto the screen.

Text

This parameter is used to enter a comparison string. When the string is matched by data in the replay file, a replay pause occurs. The string can be up to 25 characters in length and can include control characters. To disable the comparison string, leave this field blank.

Terminal

The *Terminal Setup* dialog box contains tabs for *Display*, *Keyboard* and the Terminal type.

Display

Click on **Setup - Terminal**, then select the *Display* tab. The following options are set in this tab:

Columns

Sets the display width to **80** or **132** columns. This option is typically controlled by the host.

Cursor

Selects a **Visible** or **Invisible** cursor.

Cursor Type

Selects a **Block** or **Underline** cursor.

Auto Wrap

Enables or disables auto wrap. If disabled, characters written to the last column of the screen overwrite each other. If enabled, the next received character at the end of a full line wraps to the beginning of the next line. Display lines are 80 or 132 columns, depending on the number of screen columns selected.

Smooth Scroll

Enables or disables smooth scrolling.

Display Lines

Selects the number of lines, from 24 through 48, that are displayed on the emulation screen.

Jump Scrolling

Determines the number of lines scrolled when updating the screen. Increasing the number of lines enables the screen to keep up with the data being received from the host.

Scrollback Lines

Sets the size of scroll memory in lines. The maximum value is 32,768 lines. Based on 25 line screens, the upper limit will reach 1,300 + pages of scroll memory.

Tabs

A small line represents each character of a 132 column line. To add a tab, click on the desired location. An arrow appears for each tab setting. To delete a tab, click on the location again and the arrow disappears. You can also **Clear All** tab settings or set the tabs at specific intervals.

Color Setup

Click the **Color Setup...** button in the *Display* tab to display the *Color Setup*. Select a new color scheme from the predefined schemes or create your own. In addition you can set attributes such as bold, underline, and blink.

When you edit an existing color scheme, the name of the scheme changes to “Custom” and all color information is saved to that scheme.

Keyboard

Click on **Setup - Terminal**, then select the *Keyboard* tab. The *Keyboard* setup dialog box appears. Key behavior and bell options can be set.

Save Now

Click **Setup - Save Now** to save configuration changes immediately.

Save on Exit

This option is enabled by default. All configuration changes are saved when the program exits. To enable or disable this mode, click **Setup - Save on Exit**. When a check mark is displayed, the feature is enabled. If disabled, configuration changes will be lost when the program exits.

EXECUTE

The *Execute* menu lists different emulator commands and features.

Abort

Click on **Execute - Abort** to abort file transfers, emulator commands, and command file execution.

Break (short)

Sends a 200 millisecond break to the Serial or Modem communications port.

Break (long)

Sends a 3.5 second break to the Serial or Modem communications port.

Command Line

Displays the command prompt (CMD>) for execution of emulator commands and command files.

Clear Communications

Releases a hold condition and sets flow control on.

DDE Command Builder

Displays the *DDE Command Builder* dialog box.

Drop DTR

Drops the Data Terminal Ready (DTR) and Request to Send (RTS) modem control signal.

Reset

Resets the terminal emulator. The following actions take place during a reset:

- The default character set is selected.
- The scrolling region is set to 24 lines.
- The UDKs are cleared.
- The screen is erased and the cursor is set to [1,1].
- Video attributes are set to normal.
- All screen characters positions are set to erasable.

Send Answerback

Sends the Answerback message to the host. The message is specified in the *Terminal Setup* dialog box, in the *Terminal* tab.

WordPerfect 5.x Mode

Toggles WordPerfect 5.x mode on or off. A checkmark indicates that WP5 mode is enabled. In WP5 mode, the VAX/VMS WordPerfect version 5.x operates using the PC keystrokes. This feature allows the user familiar with PC WordPerfect 5.x keystrokes to operate VAX/VMS WordPerfect 5.x without having to learn the VAX WordPerfect 5.x keystrokes.

CONNECT

Connect

Please refer to Chapter 2 “*Getting Connected*” for detailed information on connecting to the host with the *Connections* dialog box.

Session Manager

Please refer to Chapter 2 “*Getting Connected*” for detailed information on connecting to the host with the *Session Manager*.

HELP

The *Help* menu lists the help options.

Contents

Lists all help topics. Cross-referencing and searching is supported.

Using Help

Gives instructions on using *Windows* Help. See the Microsoft *Windows* documentation for more information.

About

General

Displays information such as the version number and release date of the emulator installed on your PC.

Version

Displays the name, version, and path to all the modules used by the emulator.



INDEX

1

132 Column Mode
printing, 47

8

80 Column Mode
printing, 46

A

Abort, 52
Answerback, 21
 conceal message, 21
 message, 21
Answerback, Send, 53
Application Window, 8
Auto Wrap, 51
 in controller mode printing, 46

B

BBS-ANSI Mode, 20
Break
 long, 52

short, 52

C

Capture Text to File, 42
Character Sets, 24
 7-bit national, 22
 DEC multinational, 22
 DEC Multinational, 24
 DEC special graphics, 24
 ISO Latin, 22, 24
 national character set, 22
 national replacement, 24
 national replacement character set, 22
 PC, 24
 PC font, 22
Clear Communications, 52
CMD. See: Command Line
Color Setup, 24, 51
Columns, 50
COM Port. See: Serial Setup
Command File
 edit, 41
 Edit, 41
 execution from menu bar, 41
 record. See: Record Command File
Command Files

- directory/path setup, 50
- Command Language
 - DDE, 52
- Command Line, 8
 - editing and recall, 8
 - prompt, 52
- Common Problems, 27
 - dropping characters, 28
 - garbage characters, 28
- Communications
 - clear, 52
 - common problems, 27
- Connect
 - Modem (TAPI), 14
 - polyLAT-32, 14
 - Serial Port, 14
 - TCP/IP, 13
- Connect Menu, 53
- Connecting to Host
 - common problems, 27
- Connections
 - problems with, 28
- Control Menu
 - maximize workspace, 23
- Control Sequence Debug, 22
- Controller Print Mode, 46
- Copy, 47
- Create Picture File, 43
- Cursor, 50
- Cursor Pad, 22
- Cursor Type, 50
- Customize Toolbars, 49

D

- DDE
 - command builder, 52
- DDE Setup, 49
 - server enable, 49
- DEC Emulation. *See: Terminal Setup (type)*
- DEC Multinational Character Set, 22
- DECnet. *See: polyLAT-32 Setup*
- Directories Setup, 50
 - command files, 50
 - file transfer, 50
 - picture files, 50
- Display Control Mode, 22
- Display Lines, 23, 51
- Display Setup, 50
 - auto wrapcolumns, 51
 - color. *See: Color Setup*
 - color setup, 24
 - columns, 50
 - cursor, 50
 - cursor type, 50
 - display lines, 23, 51
 - scroll, smooth, 51
 - scroll, jump, 51
 - scrollback lines, 51
 - tab settings, 51
- Drop DTR, 52
- Dynamic Data Exchange. *See: DDE. See: DDE*

E

- Edit Command File, 41
 - open, 41
- Edit Menu, 47
 - Copy, 47
 - Paste, 47
 - Select All, 47
 - Select Screen, 47
 - Send, 47
- Emulation Window
 - centered, 48
 - file transfer messages, 48
 - framed, 48
 - maximize workspace, 48
 - menu bar, 48
 - message history, 48
 - scrollbar, 48
 - status line, 48
 - terminal keyboard, 48
 - toolbars, 48
 - View, configuring, 48
- Emulator Commands
 - notation, 7, 8
- Examples
 - notation, 7
- Execute Menu, 52
 - abort, 52
 - break, long, 52
 - break, short, 52
 - clear communications, 52
 - command line, 52
 - DDE command builder, 52
 - drop DTR, 52
 - reset, 53
 - send answerback, 53
 - WordPerfect 5.x Mode, 53
- Exit Emulator, 47

F

- Favorites
 - running under a browser window, 25
- File
 - capture text to, 42
 - create picture, 43
 - record log, 42
 - replay log, 42
 - replay picture, 43
- File Menu, 41
 - capture text to file, 42
 - create picture file, 43
 - edit command file, 41
 - Exit, 47
 - page setup, 45
 - print, 44
 - print close, 45
 - receive, 43
 - record command file, 41
 - record log file, 42
 - replay log file, 42
 - replay picture file, 43

- run command file, 41
- send, 44
- File Transfer
 - ASCII, 43
 - directory/path setup, 50
 - Kermit, 43
 - receive, 43
 - send, 44
 - view messages, 48
 - XModem, 43
 - YModem, 43
 - ZModem, 43
- File Transfer Setup, 49
 - Kermit, 49
 - XModem, 49
 - YModem, 49
 - ZModem, 49
- Font
 - changing to printer default font, 46
- Force Black on White (print), 45
- Form Feed on Close
 - in controller mode printing, 47

G

- General Settings
 - DDE, 49
 - Directories. See: Directories Setup
 - Log File Replay Setup, 50
 - setup, 49

H

- Hardware Requirements, 10
- Help, 54
- Help Menu, 54
 - about the emulator, 54
 - contents, 54
 - using help, 54
- History
 - message, 48
- Host Writable Status Line, 22

I

- Installation, 11
 - problems with, 27
 - registration number, 10
- International Character Sets
 - character set mode, 22
- International Setup
 - character mode, 22
- Internet Explorer
 - running in the browser window, 25
- ISO Latin Character Set, 22

K

- Kermit File Transfer Setup, 49
- Keyboard Mapper, 49

- Keyboard Mapping, 31
 - changing a key definition, 33
 - creating a new keymap, 31
 - defining a key, 31
 - deleting a key definition, 33
- Keyboard Setup, 51
- Keyboards
 - problems with, 27
- Keycodes, 22
 - 8-bit, 22
- Keypad
 - application mode, 22

L

- Line Editing
 - command line, 8
 - keys for, 8
- Local Echo, 20
- Local Mode
 - terminal status, 20
- Log file
 - record, 42, 43
- Log File
 - replay, 42
 - replay setup, 50
- Log File Replay Setup, 50
 - (pause on) every page, 50
 - (pause on) text string, 50
 - (pause on)clear screen, 50
 - replay rate, 50

M

- m, 43
- Maximize Workspace, 23, 48
- Menu Bar
 - view, 48
- Menus, 40
 - Connect, 53
 - Edit, 47
 - Execute, 52
 - File, 41
 - Help, 54
 - notation, 7
 - Setup, 49
 - View, 48
- Message History, 48
- Modem (TAPI) Setup, 14
- Mouse Mapper, 49
- Mouse Mapping, 33
 - changing a mouse button definition, 36
 - creating a new mouse map, 33
 - defining a mouse button, 34
 - deleting a mouse button definition, 36
 - extended mouse report, 35
 - function, 35
 - mouse position report, 35

N

National Character Set, 22
New Line. See: Terminal Setup Options
Notation
 documentation, 7
NumLock
 problems with, 27

O

Online Help. See: Help
Overwrite Protection
 on record command file, 41, 42

P

Package Contents, 10
Page Setup
 options (see Page Setup Options, 45)
 printing, 45
 printing options, 45
Page Setup options
 132 column mode, 47
 80 column mode, 46
Page Setup Options, 45
 auto wrap (controller print), 46
 auto-calculate rows, 46
 automatic close on print screen, 45
 automatic print mode, 45
 columns (controller print), 46
 convert LF to CR/LF, 47
 finalize, 46
 force black on white, 45
 form feed on close, 47
 idle time before close, 45
 initialize, 46
 maintain font aspect ratio, 45
 print controller options, 46
 print to file, 45
 rows per page (controller print), 46
 use internal printer font, 46
 use Windows print driver (controller print), 46
Paste, 47
PC Font, 22
Picture File
 replay, 43
Picture files
 directory/path setup, 50
polyLAT-32 Setup, 14
Print, 44. See also: Page Setup Options. See also:
 Page Setup. See also: Print Close
 copies, number of, 44
 graphics, 44
 page setup (printing) options, 45
 print close (printing) options, 45
 print to file, 44
 range, 44
 screen, 44
 scrollback, 44
 selected text, 44

 to file, 45
Print Close
 printing, 45
 printing options, 45
Print Modes, 25
 continuous print, 25
 controller print, 25
 print screen, 25
Printer Support, 25
Printing. See: Print

R

Receive File Transfer, 43
Record Command File, 41
 append, 41, 42
 overwrite protection, 41, 42
Record Log File, 42
Registration Card
 product registration, 10
Registration Number, 10, 29
Replay Log File, 42
 open, 42, 43
Replay Picture File, 43
Reset Terminal, 53
Run Command File, 41
Running in Place, 25

S

Saving Configuration, 51, 52
SCO-ANSI Mode, 20
Screen Scrollback, 23
Scroll
 jump, 51
 smooth, 51
Scroll lines (scrollback), 51
Scrollback, 23
Scrollbar
 view, 48
Select All, 47
Select Screen, 47
Send, 47
 answerback, 53
Send File Transfer, 44
Serial, 14
Setup Menu, 49
 customize toolbars, 49
 Customize Toolbars, 37
 file transfer, 49
 general, 49
 General, 50
 keyboard mapper, 49
 Keyboard Mapping, 31
 mouse mapper, 49
 Mouse Mapping, 33
 save now, 51
 save on Exit, 52
 terminal, 50
 Terminal tab, 20
Status Line
 host writable, 22

view, 48
Strings
 print controller, 46
Support, 29

T

Tab Settings, 51
TAPI. *See: Modem (TAPI)*
Technical Support, 29
Terminal
 (Terminal Setup), 20
Terminal Keyboard, 48
Terminal Modes
 BBS-ANSI, 20
 SCO-ANSI, 20
 VT100, 20
 VT220, 20
 VT320, 20
 VT52, 20
 WYSE-50, 20
Terminal Reset, 53
Terminal Setup, 50
 answerback message, 21
 character sets, 22
 Color Setup. *See: Color Setup*
 conceal answerback, 21
 control sequence debug, 22
 cursor pad, 22
 DEC keypad, 22
 Display Setup. *See: Display Setup*
 host writable status line, 22
 Keyboard tab. *See: Keyboard Setup*
 keycodes, 22
 local echo, 20
 local mode, 20
 new line, 22
 online mode, 20
 options tab, 21. *See: Terminal Setup Options*
 PC Font, 22
 status, 20
 type, terminal, 20
 user features, 22
 user-defined keys, 22
Terminal Setup options
 answerback, 21
Text
 copy, 47
 paste, 47
 select all, 47
 select screen, 47
 send, 47
Toolbar, 37
 changing a toolbar button definition, 38
 creating a new toolbar, 37
 defining a toolbar button, 37

 deleting a toolbar button definition, 39
 renaming a toolbar button definition, 39
Toolbars
 customize, 49
 view, 48
Troubleshooting. *See: Common Problems*

U

UDKs, 22
User Features, 22
User-Defined Keys
 lock/unlock, 22

V

Version
 product version # and date, 54
View Menu, 48
 Centered (emulation window), 48
 File Transfer Messages, 48
 Framed (emulation window), 48
 Maximize Workspace, 48
 Menu Bar, 48
 Message History, 48
 scrollbar, 51
 Scrollbar, 23, 48
 Status Line, 48
 Terminal Keyboard, 48
 Toolbars, 48
 window size and location, 23
VT100 Mode, 20
VT220 Mode, 20
VT320 Mode, 20
VT52 Mode, 20

W

Window Size and Location, 23
WordPerfect 5.x Mode, 53
WYSE-50 Mode, 20

X

XModem File Transfer Setup, 49

Y

YModem File Transfer Setup, 49

Z

ZModem File Transfer Setup, 49