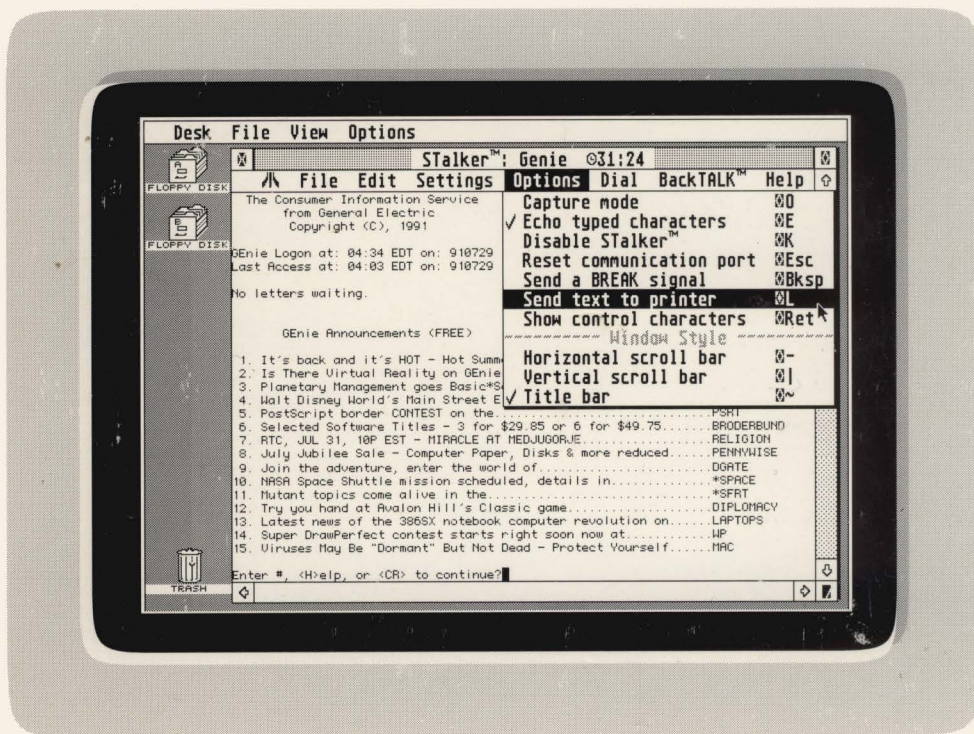


STalker™ 3

GEM Based Telecommunications Software
for the Atari ST/TT and Compatibles



GRIBNIF SOFTWARE

STalker™ 3

GEM Based Telecommunications Software
for the Atari ST/TT and Compatibles

Overview

STalker™ 3 is the best, most complete, easy to use, telecommunications and terminal emulation program for the Atari ST, STE, TT and compatibles.

STalker 3 fully utilizes the Atari's GEM interface, making it easy to learn even for the novice user, while having the performance required to satisfy even the most demanding user.

Experienced terminal users will appreciate its power, flexibility, and rich set of features.

Use it with your modem to access the computer at work or school, bulletin board systems, online services, and much more!

Modes of Operation

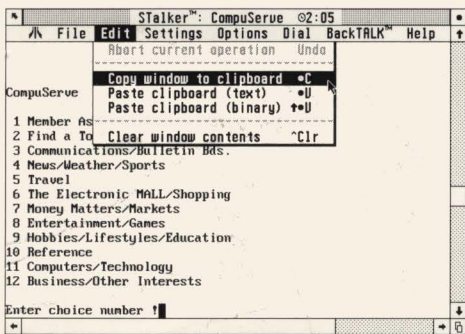
STalker 3 can be run as either a stand alone GEM program or as a convenient desk accessory.

When run as a desk accessory, all functions can be used in the background (including file uploading and downloading), allowing you to continue using the computer for other tasks.

Program Interface

STalker 3 runs inside its own GEM window. This allows complete access to other programs, desk accessories, and the desktop at all times.

When run as an accessory, *STalker 3* places its complete drop-down menus inside the window. You always have full access to its menu set.



Major Features

- Full GEM support, runs in a GEM window
- Runs as a desk accessory or GEM program
- Full background operation
- VT52, VT100, PC-ANSI emulation
- ASCII, XModem, XModem IK, YModem, YModem/G, and ZModem file transfers
- Virtual screen size (from 40x24 to 200x2000)
- GDOS support for different terminal fonts
- Powerful Autodialer with up to 30 numbers
- 20 user-definable function keys
- Cut and Paste text clipboard
- Support for the *NeoDesk® 3* desktop
- Support for the *Shadow* file transfer utility
- Supports all ST, STE, TT, Midi, *Gadgets*, *Double Click*, and *Beckemeyer* serial ports

BackTALK™ Script Language

STalker 3 also includes the very powerful *BackTALK Scripting Language*.

With this complete scripting language you can customize and program *STalker 3* to perform any function you want. Complex operations can be easily automated. Its power will amaze you!

STeno™ Interface

STalker 3 interfaces directly with the *STeno* text editor accessory (available separately). You can use *STeno* to edit electronic mail messages, as an online capture buffer, as a *cut & paste* editor, and even as a powerful *type ahead* online editor.

System Requirements

STalker 3 works on any Atari ST, STE, TT/030, or compatible. Double-sided disk drive required. Hard disk not required. GDOS included.

GRIBNIF SOFTWARE

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*STalker*TM 3

GEM Based Telecommunications Software
for the Atari ST/TT and Compatibles

GRIBNIF SOFTWARE

STalker 3

Atari GEM Based Telecommunication

Gribnif Software

SER 0007128
VER 3.02

STalker 3

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Printed in the United States of America
Second Edition

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1. Preface

1.1. Thank You

All of us at Gribnif Software would like to thank you for licensing this copy of *STalker*™ 3. We have worked very hard to make it what it is today, and we hope that you appreciate the results. We want you to know that we appreciate your support.

1.2. Software Piracy

A large amount of our time and effort has gone into making this *STalker* 3 package possible. Therefore, we ask that you not give copies of this program to your friends. Not only is this illegal, but in the end it hurts not just us, but you.

The loss of sales due to piracy will only make it harder for us to develop new and exciting Atari software like *STalker*. We have many ideas for new Atari software development, but whether they come to pass depends on you and other Atari owners. *Please, do not give out copies of our software!*

1.3. Copyright Notice

The *STalker* 3 program is copyrighted by Strata Software, which is represented by Gribnif Software. Gribnif Software (hereby referred to as "we" or "us") also holds all other copyrights over the program documentation and packaging. We reserve all rights to and ownership of this package, its disk, software, and documentation. Use of this software, disk, and manual are subject to the terms of the following licensing agreement.

1.4. Licensing Agreement

In agreeing to the terms of the licensing agreement for this *STalker* 3 package (which consists of the disk, the software on the disk, the documentation, and any other material contained in the package), you are licensing this package for your own personal use for as long as you do not violate this licensing agreement. You may make backup copies of the software for your own personal use and/or for archival storage only. The *STalker* 3 software may only be used by a single person on one or more computers, or on a single machine by one or more persons. This package cannot be licensed to more than one user at a time. Please contact us for special multiple user and multiple machine licensing agreements.

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You should remember that distribution of copies of this program and/or its documentation without proper permission violates federal and international copyright laws, and we will prosecute illegal users to the full extent of the law.

To conform to the terms of this licensing agreement, you agree to correctly fill out and mail the enclosed *STalker 3 Warranty/Upgrade Card*. We must have this card on file before we can supply you with any technical support for *STalker 3*.

You also agree to correctly register the *STalker 3* program as instructed in this manual, and to correctly enter your name and address. Once this copy of *STalker 3* is registered, you agree to destroy all non-registered copies of *STalker 3* you may have. Keeping a non-registered copy of *STalker 3* after registering a copy is a violation of this licensing agreement.

If this licensing agreement is violated by you, you agree to mail to Gribnif Software your copy of the *STalker 3* package (including all of its contents), and destroy any copies you may have, paying all expenses. Notification of the violation is not required. Remember, *STalker 3* is our property, you are simply licensing its use.

If you violate this licensing agreement, you also agree to pay Gribnif Software for any damages that occur. It is your responsibility to uphold this licensing agreement.

You also agree that you have read, understood, and agree to the **Copyright Notice** and **Disclaimer Notice** as they appear in this manual.

1.4.1. If you DO NOT AGREE

If you do not agree with the terms and conditions of this licensing agreement, do not unseal the disk envelope holding the program disk. Please return this *STalker 3* package to your place of purchase, or contact us directly. When you return the *STalker 3* package, you must include all of the original documentation and packaging, and the disk envelope must still be sealed and unopened, and the program must not be registered.

1.4.2. If you DO AGREE

If you agree with the terms and conditions of this licensing agreement and you wish to use *STalker 3*, open the disk envelope. Opening the disk envelope is considered an acceptance by you of all the stipulations presented in this licensing agreement.

You also agree to correctly fill out and mail the enclosed *STalker 3 Warranty/Upgrade Card*. We must have this card on file before we can supply you with any technical support for *STalker 3*.

You also agree to register *STalker 3* using the procedure documented in this manual, and to correctly enter your name and address during this process.

1.5. Disclaimer Notice

Gribnif Software makes no warranties, either expressed or implied, with respect to this manual or the software described in this manual and supplied in the package, its quality, performance, merchantability, or fitness for any particular purpose. *STalker 3* is licensed 'as is'.

1.6. Defective Disks

If the *STalker 3* program disk is damaged or proves defective, you should contact us directly for a replacement. Do not return the damaged disk to the place of purchase, since they are not authorized to repair, replace, or swap it.

1.7. Upgrading STalker

From time to time we may come out with new versions of *STalker*. You should contact us directly for upgrade information. Dealers are not authorized to upgrade the program.

2. Introduction

2.1. Program Overview

STalker 3 is a full featured terminal emulator, complete with file transfer capabilities. It fully supports the features that make your Atari so easy to use, including windows, drop-down menus, and dialog boxes. And best of all, it operates as a desk accessory, so all of STalker 3's features are at your fingertips even when you are running other GEM programs! Of course, you can also run STalker 3 as a stand-alone program. Some important features of STalker 3 are:

- Runs inside a GEM window with full GEM support
- Operates as a desk accessory or a stand-alone program
- Full background operation including file transfer - send or receive data while you use another GEM based program!
- Cut and Paste, via Atari's text clipboard
- VT-52, VT-100, and PC-ANSI emulation
- ASCII, XModem, XModem 1K, YModem, YModem-G, ZModem, and CompuServe B+ file transfers
- Programmable Autodialer with up to 30 numbers
- 20 user-definable function keys
- Virtual screen size of 24-9999 lines by 40-200 columns
- GDOS support for different terminal fonts and sizes
- Support for NeoDesk® 3 and NeoDesk® 4 - Gribnif Software's desktop replacements
- Fully integrated with STeno™ - Gribnif Software's GEM based text editor
- Includes BackTALK™ - STalker's powerful scripting language

2.2. About This Manual

This manual tells you everything you need to know in order to operate STalker on any Atari compatible computer. Although you will find STalker to be easy and intuitive to use, if you do not read the entire manual, you may miss out on a number of powerful features.

If any changes or corrections have been made to the program or manual since the printing of this manual, you will find a file on the disk named READ_ME.NOW. Open this file (double-click on it from the desktop, then follow the prompts) to display its contents. Press the space bar to read the document screen by screen. You may also wish to print this file for reference, since it may contain important changes or additions to this manual and/or program.

2.3. Problems and Support

Gribnif Software has tried very hard to make this software package as free from defects as possible. But, like all computer software, it is never quite finished, so be sure to mail your warranty card to us so we can notify you of new versions of STalker as they become available. We must have your warranty card on file before we can make available to you any technical support or upgrades.

If you have any problems with STalker please double check:

- The READ_ME.NOW file on the STalker 3 program disk.
- This manual.

About 90% of the questions we receive are easily answered by looking in the manual or READ_ME.NOW file. If, after a careful reading, you are still having problems, or have questions about STalker 3 not covered by the documentation, you can reach our technical support line at (413) 247-5620 during normal business hours (Eastern Standard Time). When you call, be sure to have your serial number handy.

It is easier for us to answer your questions over the phone if you are in front of the computer and running STalker during the call. It is also helpful if you can duplicate the problem.

You can also write to us at Attn: STalker Tech Support, Gribnif Software, P.O. Box 779, Northampton, MA 01061, U.S.A., or you can send us a fax at (413) 247-5622. We will try to answer as quickly as possible.

If you write or fax, be sure to include a note with the following information:

1. Your name.
2. Your address.
3. A daytime telephone number, if available.
4. Your fax number, if applicable.
5. Your STalker 3 serial number.
6. Your STalker 3 program version (check under the *STalker Info...* menu entry in the Atari "Fuji" Logo drop-down menu).

We are also available on the General Electric Network of Information Exchange (GENie). You can contact us there under the Atari roundtable on page 475, category 17. Electronic mail can be sent to our GRIBNIF address on GENie.

On CompuServe you can find us in the Atari Vendor area (GO ATARIVEN) under Gribnif Software, category 8. Electronic mail can be sent to our 75300,1131 address there. If you have access to the Internet you can send electronic mail to our CompuServe account at "75300.1131@compuserve.com"

As before, please include your STalker 3 serial number with any inquiries.

3. Getting Started

3.1. Registering and Backing Up the Disk

Before you do anything else, you must register your original STalker 3 Master Disk so that it becomes operational. STalker 3 is not copy protected. Instead, we ask that you follow this simple registration procedure which will ask you for your legal name and address (needed in order for you to receive help or updated versions of STalker 3, and to conform with the terms and requirements of our licensing agreement) so that your copy of STalker 3 becomes fully operational. Remember, registering STalker 3 is part of the licensing agreement as stated in the previous pages. As with any contract, make sure you have read the licensing agreement, fully understand it, and agree with it.

Follow these easy steps to register your copy of STalker 3. Do **NOT** write-protect the master disk or remove the disk during the procedure, because the registration program needs to modify the contents of the disk. You must follow these instructions or STalker 3 will not work.

1. Insert your original STalker 3 master disk into disk drive A and turn on your computer.
2. You should see the REGISTER.PRG icon in an open window. If no window is visible, open a window to drive A and look for the REGISTER.PRG icon.
3. Run the REGISTER.PRG program by opening it or double-clicking on it.
4. Follow the on-screen instructions. At the prompt, enter your legal name and address.
5. Wait a couple of seconds. The REGISTER.PRG will run and register your personal licensed copy of STalker 3.

STalker 3 will **NOT** work if it has not been registered. The name and address you enter must match the information you filled out on the STalker 3 warranty card. If you move, please mail us a U.S. Post Office Change of Address Card or equivalent with your new address. Be sure to include your STalker 3 serial number.

If your original STalker 3 master disk does not have a REGISTER.PRG program on it, you may have been sold a previously registered copy of STalker 3. Please contact us for a replacement, as nobody likes buying used software.

After registering your copy of STalker, you should make a backup copy of the STalker program disk. Floppy disks are magnetic media and you never know what can happen to them. For this reason, we do not recommend using the original STalker program disk for daily use. Instead, we **STRONGLY** recommend that you make a backup of the program disk and install STalker on your hard drive or regular boot disk.

The desktop disk copy procedure, as documented in your desktop manual, will allow you to make a backup of the STalker program disk.

3.2. Installing STalker 3

As STalker is not copy protected, it can be copied to your regular boot disk or hard drive. When run as a stand-alone program, STalker can be stored in any folder or directory. When run as a desk accessory, it must be stored in the same directory where your other desk accessories are located. Be certain to copy the STALKER.RSC file into this directory, along with the STALKER.PRG or STALKER.RSC file, or STalker will be unable to run.

Note: The STALKER.PRG and STALKER.ACC files are actually the same file. Just rename the file ending to change the way it works.

If you find the previous explanation slightly confusing, the following installation procedure will simplify the process.

3.2.1. To install as a desk accessory

- **Hard Drive users**

1. Place the STalker program disk in disk drive A. Then open a desktop window to drive A.
2. Open a second window to the boot partition of your hard drive (usually drive C). A *boot partition* is the partition from which all of your accessories normally load.
3. Select and drag the STALKER.ACC and STALKER.RSC files from the STalker program disk window (the drive A window) to the hard drive window (the drive C window). This will copy the STalker program to your hard drive.

Note: The end goal is to place STALKER.ACC and STALKER.RSC in the same directory as the rest of your desk accessories.

- **Floppy Drive users**

1. If you presently do not have a boot disk, then format a new disk. This will become your boot disk. A *boot disk* is a disk that the computer uses when you turn it on to initialize itself and to load desk accessories. From now on, this disk should go in drive A whenever you turn on or reboot (reset) your computer.
2. If you have a single drive system, place your boot disk in drive A. If you have a double drive system, place the boot disk in drive B.
3. Open a window to drive B by double clicking on the drive B icon. If you have a single drive system, press the [Return] key at the prompt asking you to insert disk B into drive A. From this point on, your boot disk is considered "Disk B".
4. Place the STalker program disk in drive A. If you have a single drive system, remove your boot disk before inserting the STalker program disk.
5. Open a window to drive A by double clicking on the drive A icon. If you have a single drive system, press the [Return] key at the prompt asking you to insert disk A into drive A. From this point on, your STalker program disk is "Disk A".
6. You will now have two windows open, one labeled "A" and the other labeled "B". Drag the STALKER.ACC file and the STALKER.RSC file from the "A" window (the STalker program disk window) over to the "B" window (the boot disk window). This will copy the STalker program to your boot disk.

Note: If you have a single drive system, the operating system will ask you for a series of disk swaps. These messages will prompt you at different times to insert disk A (the STalker program disk) or disk B (your boot disk) into drive A. Carefully follow these prompts and be certain to insert the correct disk so that all the STalker files are copied correctly.

3.2.2. To install as a GEM program

- **Hard Drive users**

1. Place the STalker program disk in disk drive A. Then open a desktop window to drive A by double-clicking on the drive A icon.
2. Open a second window to your hard drive. It does not matter which hard drive partition (letter) you choose, since you can place the STalker program anywhere.
3. Create a new folder with the name STALKER on the hard drive. This is done from the desktop by selecting *Create Folder...* or *New Folder...* from the File drop-down menu.
4. Open the hard drive window to the newly created STALKER folder by clicking on the STALKER folder icon within the hard drive window.

5. Select and drag the STALKER.PRG and STALKER.RSC files from the STalker program disk window (the drive A window) to the hard drive window. This will copy the STalker program to your hard drive.

Note: The end goal is to place STALKER.PRG and STALKER.RSC in the STALKER folder you created in your hard drive.

- **Floppy Drive users**

1. Select the disk you wish to place the STalker program on. If you do not have enough space on any of your disks, then format a new disk. This will be known as the "new STalker disk".
2. If you have a single drive system, place the new STalker disk in drive A. If you have a double drive system, place the new STalker disk in drive B.
3. Open a window to drive B by double clicking on the drive B icon. If you have a single drive system, press the [Return] key at the prompt asking you to insert disk B into drive A. From this point on, the new STalker disk is considered "Disk B".
4. Place the original STalker program disk in drive A. If you have a single drive system, remove the new STalker disk before inserting the original STalker program disk.
5. Open a window to drive A by double clicking on the drive A icon. If you have a single drive system, press the [Return] key at the prompt asking you to insert disk A into drive A. From this point on, your original STalker program disk is considered "Disk A".
6. You will now have two windows open, one labeled "A" and the other labeled "B". Drag the STALKER.PRG file and the STALKER.RSC file from the "A" window (the original STalker program disk window) over to the "B" window (the new STalker disk window). This will copy the STalker program to the new STalker disk.

Note: If you have a single drive system, the operating system will ask you for a series of disk swaps. These messages will prompt you at different times to insert disk A (the original STalker program disk) or disk B (the new STalker disk) into drive A. Carefully follow these prompts and be certain to insert the correct disk so that all the STalker files are copied correctly.

4. Running STalker 3

4.1. Running as a GEM Program

You can run STalker as a stand alone GEM program by double-clicking on the STALKER.PRG icon. The STalker program will load into memory and begin to run.

4.2. Running as a Desk Accessory

If you have installed STalker as a desk accessory, pressing the reset button on the computer (with your boot disk in drive A for floppy based systems) will cause STalker to load and install itself in memory.

Once STalker is loaded, you can access it by moving the mouse to the Desk or Atari Logo drop-down menu (this is the leftmost menu) and selecting the STalker : Off-line entry. (The "Off-line" part of the entry will change as you use STalker.)

When STalker is running as a desk accessory, it is available inside any regular GEM program that lets you access the desk accessory menu. Some programs (usually those ending in .TOS or .TTP) do not allow access to desk accessories until you have exited them.

The most convenient feature of running STalker as a desk accessory is that it never stops running as long as you are using GEM based programs. For instance, you can begin downloading a file from a BBS, then close the STalker window and use another GEM based program, and the downloading will continue in the background.

Note: A common mistake people make when first using STalker is to have the desk accessory version of STalker in memory (you will see "STalker: Off-line" under the Desk menu) at the same time that STalker is running as a program. Doing this will cause both copies of STalker to read data from the communications port at the same time, and can lead to unpredictable results when trying to use STalker's features. The solution is to make sure that the desk accessory version of STalker is not present when you want to run STalker as a program.

4.3. Running as a NeoDesk Accessory

You can install STalker as a *NeoDesk Accessory*. These are special desk accessories which can communicate with Gribnif Software's NeoDesk 3 and NeoDesk 4 desktop replacements. This gives the STalker accessory some extra capabilities. For more information, check the *Using STalker with NeoDesk* section of this manual.

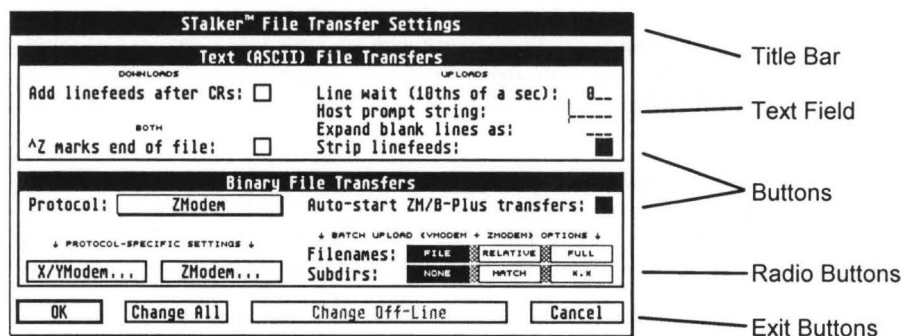
5. Operating STalker 3

5.1. Introduction

For the most part, STalker works just like any other GEM program or desk accessory, and is completely consistent with the GEM program design guidelines. This makes it easier for you to learn how to use STalker because you can apply the knowledge you have acquired from using other GEM programs.

5.2. Dialog Boxes

When you issue a command to STalker, it will sometimes need to ask you for information. When this happens, STalker will display a Dialog Box on the screen. A dialog box has a title bar at the top, followed by a series of "video buttons" and/or text fields.



Video buttons display various options available, while text fields are spaces into which you can enter information.

When video buttons are used in a dialog box, you will notice that some of them may be displayed in reverse video (white letters on a black background). These buttons are referred to as *selected*, and show the currently active option. To select a deselected video button, place the mouse pointer inside the video button you want to select, then click the left mouse button. The button will change to reverse video to indicate your choice. A button whose text is displayed in light gray cannot be selected.

Some buttons are mutually exclusive (that is, you can only select one button out of a set). A set of mutually exclusive buttons are called "radio buttons". When you select a new radio button, the previously selected one automatically deselects.

At the bottom of a dialog box there are always two exit buttons, marked OK and Cancel. You must select one of these buttons to exit the dialog box and continue operating STalker. If you select the OK exit button, any changes you made to the dialog box will take effect. If you select Cancel, any changes you made will be ignored. Until you exit the dialog box, operation of STalker is frozen. One of the exit buttons is highlighted with a thick border. This is called the default button. To choose this button without using the mouse, press the [Return] key on the keyboard.

Some dialog boxes have additional exit buttons; these are grouped together with OK and Cancel.

Occasionally, choosing a button will result in the display of a second dialog box. You can recognize this type of button because the text within the button ends in three periods. When you exit this secondary box, you will be returned to the main box. (In STalker, the only exceptions to this rule are the *Settings* buttons in the *Autodialer Directory* Dialog Box. They are too small for the periods to fit.)

In addition to the video buttons, some dialog boxes have text fields. Empty text fields are displayed as a series of underline characters. The thin vertical line in the uppermost text field is the cursor, which shows where your typing will appear. To enter information into the text field where the cursor is located, simply type on the keyboard. Some text fields may expect a certain type of information, such as numbers only. In this case, only the correct keys will be accepted; any others you type will be ignored.

While typing into a text field, you have several options.

Moving: To move the cursor within a field, use the left and right arrow keys on the keyboard.

Deleting: To delete the character to the left of the cursor, press the [Backspace] key. To delete the character to the right of the cursor, press the [Delete] key.

Erasing: To completely erase a field, press the [Esc] key.

To move the cursor from field to field, there are also several options:

1. Move the mouse pointer over the field you want, and left-click.
2. Use the up or down arrow keys on the keyboard.
3. Press the [Tab] key.

The final feature of a STalker dialog box is a vertical scroll bar. The only STalker dialog box in which this appears is the *Autodial Directory* box, which is displayed when you choose the *Autodialer Directory...* option from the **Dial** drop-down menu.

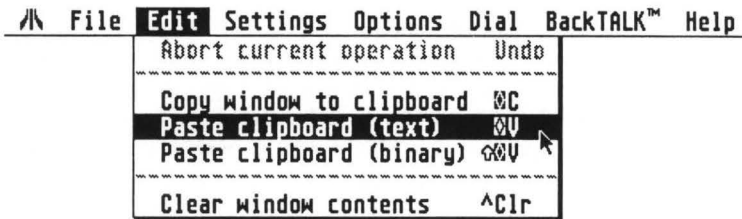
STalker maintains a list of up to 30 numbers in its *Autodialer Directory*, but only 10 are displayed at a time. The scroll bar, displayed to the left of the list of numbers, allows

you to scroll up and down the list. The white rectangle, called the *scroll box*, represents the part of the list you can see, while the gray region represents the part of the list you cannot see. To view different parts of the list, point to the scroll box with the mouse pointer, press and hold the left mouse button, drag the scroll box to a different part of the scroll bar, and release the mouse button. You can also scroll up or down one number at a time by pointing to the up or down arrows at the top or bottom of the scroll bar and clicking the left mouse button.

The *FormDoIt!* utility included in the EXTRAS folder on your STalker disk extends the capabilities of dialog boxes. See the documentation file included with *FormDoIt!* for further information.

5.3. Menu Bar

This is the STalker menu bar, with a menu visible.



5.3.1. Running as a program

When you run STalker as a program, you will see the STalker menu bar at the top of the screen. To activate the menu bar, move the mouse pointer over one of the menu headings. The menu will drop down. To view different menus, move the pointer over the heading of the menu you wish to view.

To make a choice from a menu, move the mouse pointer over the option you want. When the option is highlighted (displayed in reverse video) press the left mouse button. Options displayed in light gray text may not be selected.

Menu options that result in the display of a dialog box always end in three periods.

Some menu options may be toggled on and off by selecting them. The first selection turns the option on, a subsequent selection turns it back off, and so on. When this type of option is toggled on, a check mark will appear in the menu to the left of the option name.

To remove a menu without making a choice, move the mouse pointer completely off the menu, then press the left mouse button.

5.3.2. Running as a desk accessory

When you run STalker as a desk accessory, the stand-alone application currently in use keeps its menu bar at the top of the screen. The STalker menu bar is placed inside the STalker window, directly under the window title bar.

When STalker is running as a desk accessory, its drop-down menus may be accessed only if the STalker window is the currently active (top) window. If it is not, left-click (click the left mouse button) anywhere inside the STalker window.

To activate STalker's menus, place the mouse pointer over the menu heading you wish to view and left-click. The menu will drop down. From this point on, the STalker menus operate in the same manner as explained previously.

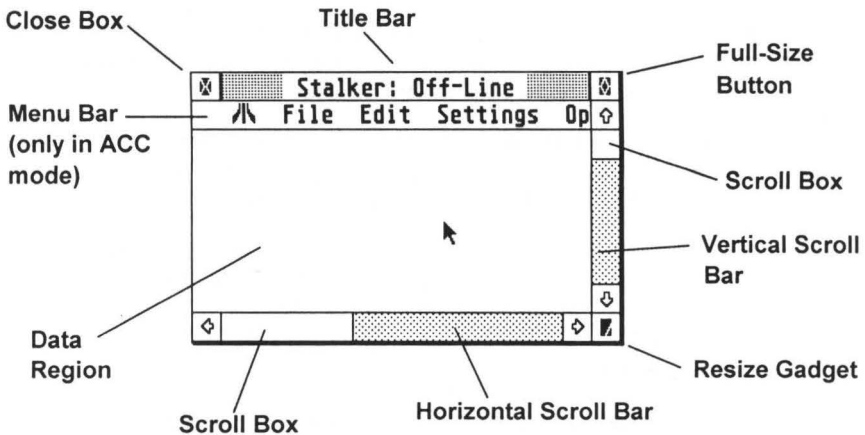
5.3.3. Keyboard shortcuts

When you look at the menu entries, you will notice that some of them have a keyboard shortcut shown to the right of the entry. Typing a keyboard shortcut has the same effect as choosing the menu entry with the mouse. To use a keyboard shortcut, press down the appropriate set of keys, all at the same time. The up arrow character represents the [Shift] key, the exploding box character represents the [Alternate] key, and the caret character (^) represents the [Control] key.

To see a list of additional keyboard commands, press the [Help] key or choose *Keyboard...* from the **Help** menu.

5.4. Window Controls

STalker uses a GEM window which is similar to other GEM windows. However, in addition to the standard GEM method of moving and resizing a window (by using the Drag Bar and Resize Gadget, respectively), STalker also allows you to use the right and left mouse buttons together to move and resize the window. This gives you additional flexibility with the mouse.



5.4.1. Title bar (shows Status Line or Menu Bar)

The top line of the STalker window is called the title bar, and normally displays the current status of STalker (On-Line, Off-Line, File Transfer Complete, etc.) When in Desk Accessory mode, the Menu Bar is located directly below this Status Line. By selecting the Title Bar command on the **Options** menu, you can turn off the Status Line display. If you do this, the Menu Bar will be displayed in the Title Bar. To redisplay the Status Line, choose the Title Bar option a second time.

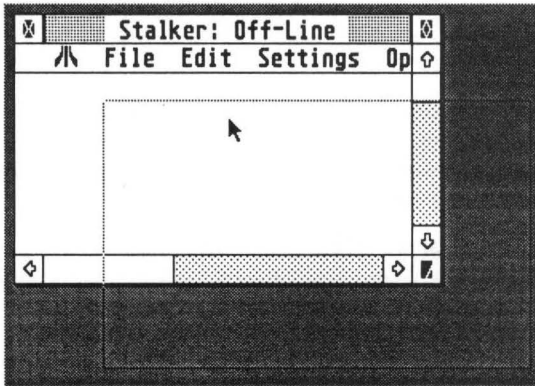
5.4.2. Moving the window

When the Status Line is visible in the Title Bar, you can move the window to a new screen location by pointing anywhere within the Status Line, then pressing and holding the left mouse button. While holding the button, move the mouse and a "ghost window" will move with the pointer. When the "ghost window" is where you want it, release the mouse button and the window will jump to its new location. This operation of holding a mouse button while moving an object to a new location is referred to as "dragging".

When the Menu Bar is visible in the Title Bar, you can drag the window as described above, except that the mouse pointer must point to the blank section of the Menu Bar, to the right of the [Help] entry.

Another way to move the window is to use the right and left mouse buttons together. To do this, first position the mouse pointer anywhere inside the window. Then press and hold down the right mouse button (or the [Alternate] key on the keyboard), and then, while holding the button or key, press and hold the left mouse button. The mouse pointer will change from an arrow to a flat hand. At this point, you can release

the right button or [Alternate] key, but continue to hold the left button. As you move the mouse while holding the button, you will see the "ghost window". To reposition the window, move to the location you desire and release the button.



5.4.3. Close button

The close button, located at the upper left-hand corner of the STalker window, works like any standard GEM window close button.

If STalker is running as a desk accessory, pressing this button will close the STalker window. However, if you are connected to a host system, you will **not** be disconnected, and any data transfer going on will continue to take place. Reopening the STalker window will allow you to check the status of your connection.

If STalker is running as a program, pressing this button will exit the program. If you are in the middle of an upload or download operation, you will not be allowed to exit until the operation is completed or you terminate it.

If you turn off the display of the Status Line by selecting *Title Bar* on the **Options** menu, the close button will also disappear. Pressing [Alternate][Q] will produce the same effect as the close button.

5.4.4. Full Size button

The full-size button, located at the upper right-hand corner of the window, will cause the STalker window to jump between the current window size and the largest possible size (usually the size of the desktop). The first time you click on the full-size button, the window will grow to full size. A second click on the button restores the window to its original size. If you hold down the [Alternate] key while left-clicking, the window will be restored to the size saved in STalker's default information file (the initial window size).

If you turn off the display of the Status Line by selecting *Title Bar* on the **Options** menu, the Full-Size button will disappear along with the Status Line. You can still grow or shrink the window by pointing to the upper right of the Data Region and holding the right mouse button or [Alternate] key while pressing the left mouse button.

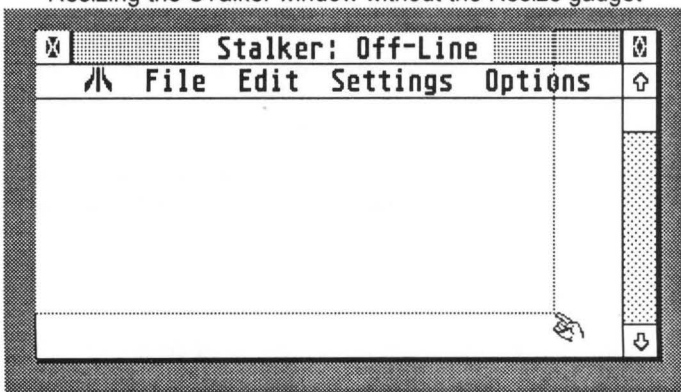
5.4.5. Resize gadget

The Resize Gadget is located in the bottom right-hand corner of the window. You can make the STalker window a new size by using the left mouse button to drag the gadget to the location where you want the window's bottom right corner. Release the button, and the window will resize itself.

Note that if you turn off the Vertical or Horizontal Scroll Bar by using the appropriate entry on the **Options** menu, the Resize Gadget disappears along with the scroll bar.

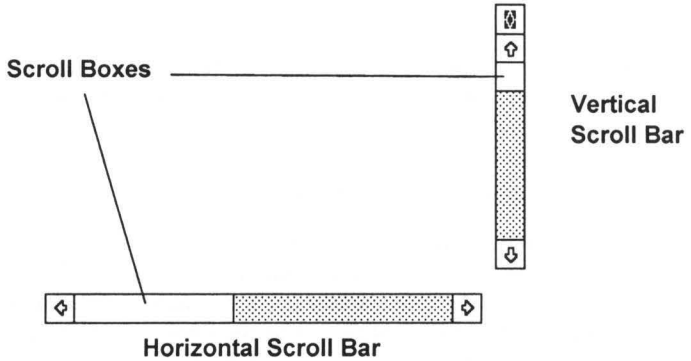
Even with the Resize Gadget missing, you can still resize the window. Simply point the mouse pointer to the bottom right corner of the window (but not within the scroll bar, if one of them is still visible.) Then, press and hold first the right button (or [Alternate] key), then the left button. The mouse pointer will change from an arrow to a pointing hand. At this point, you can release the right button or [Alternate] key, but continue to hold the left button. You can now resize the window. If you get the flat hand (move window) icon rather than the pointing hand, you didn't point to the right place. Release the buttons and try pointing closer to the corner of the window.

Resizing the STalker window without the Resize gadget



5.4.6. Scroll Bars

STalker allows you to have a virtual screen size of up to 9999 lines by 200 columns (virtual screen size is controlled by the *Preference Settings...* command on the **Settings** drop-down menu). This simply means that STalker maintains a buffer (an area of memory) in which it stores up to the last 9999 lines received from the computer system you are connected to. Additionally, the buffer can store more columns than the window can display. The vertical and horizontal scroll bars, at the right hand side and bottom of the window, respectively, allow you to scroll around this virtual screen.



The *vertical scroll bar*, located on the right side of the window, controls which section of the (up to) 9999 line virtual screen is visible. The white rectangle, called the scroll box, represents the part of the virtual screen you can see, while the gray region represents the part of the virtual screen you cannot see.

To go to a different portion of the virtual screen, point to the scroll box with the mouse pointer, press and hold the left mouse button, drag the scroll box to a different part of the scroll bar, and release the mouse button. While dragging, you will see an outline of the bar, called the "scroll drag box".

You can scroll one line at a time by clicking the left mouse button while pointing to the Scroll Arrow at the top or bottom of the scroll bar. This can also be accomplished by holding down the [Control] key and pressing the up and down arrow keys on the keyboard.

You can move up or down a page at a time (the size of a page is the same as the current window size) by clicking the left mouse button while pointing to the gray area above or below the scroll box. This can also be done via the keyboard by holding down the [Shift] key and pressing the up or down arrow keys.

The [Clr/Home] key takes you to the top of the virtual screen, while [Shift][Clr/Home] takes you to the current cursor position.

The *horizontal scroll bar*, located at the bottom of the window, operates in the same manner as the vertical scroll bar, but its keyboard equivalents use the left and right arrows rather than the up and down arrows.

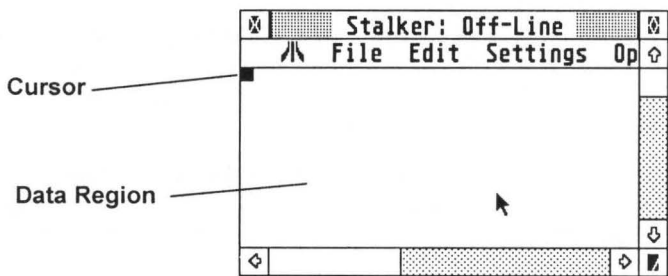
Either or both of the horizontal and vertical scroll bars may be turned off by using the appropriate command in the **Options** menu. This gives you more space on the screen to display data. If you turn off a scroll bar, you can still scroll around the virtual screen by using the keyboard commands ([Shift] arrow to go page by page, arrow keys alone to go line by line, [Clr/Home] to go to the top of the virtual screen, and [Shift][Clr/Home] to go to the current terminal cursor position)

When you turn off one or both of the scroll bars, the resize gadget also disappears. It will reappear if you turn on both scroll bars. Remember that even when the resize gadget is gone, you can still resize the window by using the left and right mouse buttons together, as previously explained.

5.4.7. Data region and virtual screen

The *Data Region* is the main section of the STalker window. This area displays the data sent and received by you and the computer system to which you are connected (called the *host system*). It is your window on the *virtual screen*, in which STalker holds up to 9999 lines by 200 columns of text. Use the scroll bars to scroll around the virtual screen. Use the *Preference Settings...* command on the **Settings** menu to adjust the size of the virtual screen. To erase the virtual screen (not just the part visible in the data region), choose *Clear Window Contents* from the **Edit** menu.

The *cursor*, which is the small black square within the data region, shows where the next character you type, or the next character received from the host system, will appear.

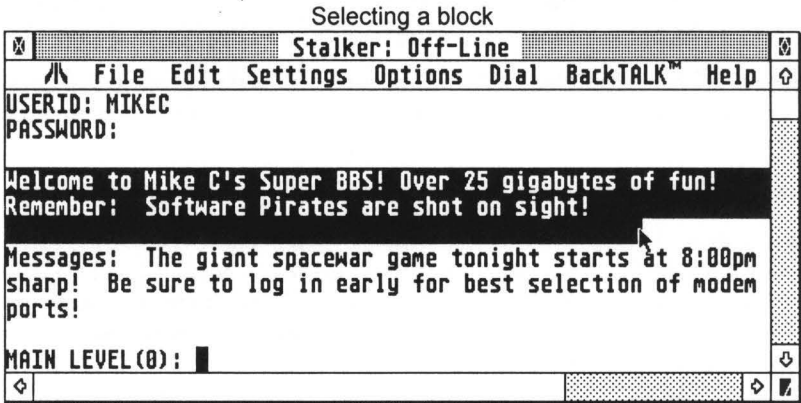


5.4.8. Cut and paste/block functions

Block functions enable you to retransmit, save to disk or print portions of the virtual screen. You can even paste text directly into STeno, Gribnif Software's desk accessory text editor. Once there, you can edit it and then send it back to STalker to be retransmitted!

5.4.9. Selecting a block

"Selecting a block" means that you highlight a piece of text within the virtual screen. The highlighted text is called a block, and you can execute any of the block commands on it.

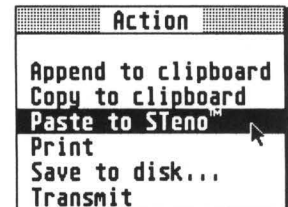


To select a block, place the mouse pointer at the beginning or end of the text you wish to select, then press and hold the left mouse button and move the mouse to the opposite end of the desired text. The block will be displayed in reverse video. A shortcut is to hold down the [Shift] key as you press the button; STalker will then select the text between the terminal cursor and the mouse pointer. If the block you want goes off the top or bottom of the data region, just move the mouse past the top or bottom edge of the region (while still holding the button), and it will scroll. If you hold the [Alternate] key, scrolling will be screen by screen. Otherwise it will be line by line. Move the mouse back inside the data region to stop the scrolling. When the block is defined as you want it, release the button, and the *block action window* will appear.

This window has six options which act on your block. Point to an option with the mouse pointer (it will display in reverse video) and left-click. If you choose a block and then decide you do not want to execute a block command, move the mouse pointer completely off the block action window and left-click. The window will disappear and the block will deselect (no longer be selected).

5.4.10. Block Action Window options

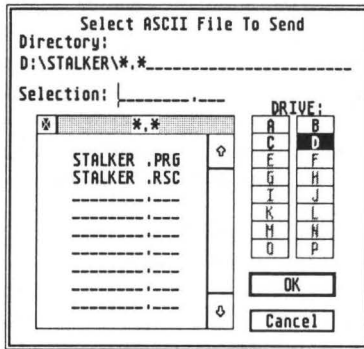
STalker maintains an invisible text clipboard on disk. In addition to the commands in the *Block Action Window*, some of the commands on the Edit drop-down menu also act on this clipboard; see the section of this manual on that menu for further information. If you are using STeno, you should be aware that STalker and STeno normally use the same clipboard file. Therefore, any clipboard operations you do in one program may affect the other as well.



Block Action Window commands are:

- **Append to clipboard** : This command adds the currently selected block to the end of any text already in the clipboard.
- **Copy to clipboard** : When you execute the *Copy to Clipboard* command, any text already in the clipboard is erased and replaced by the currently selected block.
- **Paste to STeno** : If you have STeno in memory, the currently selected block will be copied to STeno's current text file at the current cursor position. It is not necessary to have the STeno window open in order to paste to it.
- **Print** : This option sends the currently selected block to your printer.
- **Save to disk** : This option saves the currently selected block to a text (ASCII) file. You will see the *GEM file selector* (see picture below). Choose the path you want, then enter a filename and choose the OK button. To abort the save, choose the Cancel button. For further information on the GEM file selector, consult your Atari computer owner's manual.
- **Transmit** : The block is sent over the currently selected communications port, using the current text transfer settings. This command is identical to Copy to Clipboard followed by *Paste Clipboard (text)* from the Edit menu.

GEM File Selector



6. Introduction to Telecommunications

6.1. Introduction

This section of the manual assumes you know nothing about computer telecommunications. If this is not the case, you may just want to skim this section. It also does not attempt to explain every possible feature of STalker. For detailed information on every STalker command, refer to the *Drop-Down Menu* section of this manual.

6.2. Connecting Computers Together

6.2.1. Modems and null modem cables

Computers communicate over phone lines through the use of a **modem**. A modem, which stands for **M**odulator-**d**emodulator, transmits by changing information coming out of your computer's serial port into signals which may be transmitted over normal telephone lines. It receives information by taking signals from the phone line (sent by another modem), changing that information back to its original form, and feeding it into your computer's serial port.

Modems typically have three jacks. One is a 25-pin **DB-25 port**. You plug a *modem cable* into this port, and connect the other end to your Atari's serial port. The other two ports are modular phone jacks. One of these jacks (usually labeled "Line") should be connected to a modular wall phone jack via a standard phone cable (usually supplied with the modem). The other jack is connected to your phone using the phone's cable. Thus, when you are not using the modem, your phone works normally. Note that when the modem is connected to another computer, your phone line is in use and anyone calling you will get a busy signal. If you have call waiting, you should turn it off as the call waiting "beep" will interfere with the operation of the modem.

Sometimes you might want to connect two computers which are in the same room by running a cable directly between them. In this case, the modems are not needed as no phone line is involved - the information can be sent directly from one computer to the other. However, you cannot use a regular modem cable for the connection; you must use a **null modem cable**. The reason for this is twofold: the "sexes" of the connectors won't match, and the wiring would be incorrect. A null modem cable is a standard item available at any computer store. As far as the operation of STalker is concerned, it

does not matter whether you are using a null modem cable or a modem. Of course, if you are using a null modem cable, you don't have to dial the other computer as you are already connected!

6.2.2. Hayes and Hayes compatible modems

There are certain commands you can send to a modem, such as telling it to dial a certain phone number, disconnect from a connection, etc. The modem may also be set for various possible options, such as whether or not to answer an incoming call automatically. To simplify communications between computers and their modems, most modem manufacturers have a standardized set of modem commands called the AT set, so-called because all the commands start with AT. Also, modes in the modem are set via a set of built in registers. The command set and registers were created by Hayes, a popular modem manufacturer, and so modems using the AT command set and Hayes registers are said to be "Hayes compatible". You should try to stick to a Hayes or Hayes compatible modem for use with your Atari, as virtually all modem software, including STalker, is preconfigured for this type.

6.2.3. High speed modems

Newer modems automatically adjust to whatever speed the computer talks to them at. Furthermore, these modems will usually try to connect to the remote host at the highest possible rate, by default. For this reason, if your modem's manual says that it can automatically recognize the computer-to-modem connection rate, you should set STalker to always use the fastest communications rate supported by the modem. The modem should decide for itself what rate to connect to the remote modem with.

6.3. Configuration Definitions

Modems have many different parameters, such as the speed at which they transmit, the codes used for each character sent, and so on. Both STalker and the software at the other end of the line must be configured in the same way for communications to proceed properly. To set up the modem, choose *Communication Settings...* from the **Settings** drop-down menu. When you do, you will see the Communication Settings dialog box (see picture on next page) which will enable you to set up your system using the following parameters:

6.3.1. Baud rate

The **Baud Rate** refers to the transmission/reception speed of your modem. Baud Rate is measured in bits per second. The speed at which characters are transmitted is roughly the baud rate divided by 10.

Modems rated at a certain maximum speed, such as 2400 baud, can also use the common lower speeds of 1200 and 300 baud. Therefore, if you have a 2400 baud

modem but you are connected to a computer with a 1200 baud modem, set your modem to 1200 baud.

The Communications Settings dialog box

STalker™ Communication Settings

Baud Rate:

Mode: Full Duplex Echo (Half Duplex) Local

Flow Control: None XON/XOFF RTS/CTS Both

Parity: None Even Odd 1 (Mark) 0 (Space)

Word Length: 8 Bits 7 Bits 6 Bits 5 Bits

Stop Bits: 1 1.5 2

6.3.2. Full/Half Duplex

Some computers you may connect to will echo back characters you type on your keyboard. This echoing is referred to as full duplex. In full duplex, if you type a 't', that letter will be transmitted to the other computer, and the other computer will then send a 't' back to your computer. Since STalker displays any incoming information from the modem on your screen, the 't' from the other computer will appear. Therefore, if STalker were to also display a 't' at the instant you typed it, you would end up with two 't's! Thus, in full duplex mode, STalker does not display each letter as you type it, but instead waits for the echo.

If the computer does not echo back characters, the connection is referred to as *half duplex*. In half duplex mode, it is necessary for STalker to display each letter as you type it. Here is how to tell which mode to use. If you are connected to a computer and you see two letters appear for each one you type, switch to full duplex mode. If you cannot see anything you are typing, switch to half duplex mode.

STalker also supports a mode called local, in which anything you type appears on the screen but is not sent to the modem.

6.3.3. Word length

Computers communicate through the use of groups of 1's and 0's. Each group represents one character. The *word length* refers to how many 1's and 0's make up one group. The most common word lengths used are 7 or 8. If you connect to a system and

get gibberish on the screen, try changing the word length and parity from 7/even to 8/none or vice versa.

6.3.4. Stop Bits

Stop bits mark the end of a character. Most systems use 1 stop bit.

6.3.5. Parity

Parity checking is a form of error detection. Generally, when you are connected to a system using 7-bit words, you should set parity to Even. When you are connected to a system using 8-bit words, set parity to None.

6.3.6. Flow Control

Sometimes a computer can't process data coming in over a modem fast enough. Flow control permits a computer which is falling behind to tell the other computer to temporarily stop transmitting. When the receiving computer catches up, it can then tell the other end to start transmitting again. XON/XOFF is the most common form of flow control.

At baud rates of 9600 or greater, RTS/CTS flow control should be used. However, not all version of the Atari operating system support this type of flow control correctly. See the *High Speed Modem* section of this manual.

If you are reading information coming in from a host computer and you are falling behind, you can do your own flow control. Just hold down the [Control] key while pressing the [S] key to stop the transmission of data. Press [Control] and [Q] to restart transmission.

6.3.7. Terminal Emulation

STalker emulates three popular terminal protocols: VT-52, VT-100, and PC-ANSI. Which one you will use depends on the system to which you are connecting. Choose your terminal type from the *Terminal Settings* dialog box, viewed by choosing *Terminal Settings...* from the *Settings* drop-down menu.

PC-ANSI is sometimes called ANSI-BBS, ANSI, et al, by some systems. Also, the VT-52 emulation is the Atari Enhanced VT-52 and contains additional capabilities over and above the standard VT-52.

If you can read text coming in, but the text appears scrambled or has strange characters interspersed with the readable portion, try changing to a different terminal type.

6.4. How to Connect To a host System

Note: The following assumes you have a Hayes-compatible modem.

STalker supports an *autodialer directory* of up to 30 different entries. Each entry will store individual information on the phone number, baud rate, and all the other settings needed. In addition, you can even program the autodialer to log in for you by typing your password and any other necessary information automatically! If you are going to call a BBS or On-Line Service frequently, you should program it into the autodialer directory. If you are only going to call once, you can connect manually. Use of the Autodialer is explained in the section of this manual covering the Dial menu. For now, you can just dial manually.

6.4.1. Set configuration, terminal settings, etc.

First, you must set up the communications settings properly using the *Communications Settings* dialog box. If you are dialing into a commercial service like *GENie* or *CompuServe*, use the settings they give you. If you are dialing a public BBS, generally your settings should be XON/XOFF flow control, and either 8 bits/no parity or 7 bits/even parity. Baud rate and duplex depends on the system you are calling - most BBS's support 2400 baud but not all, and duplex settings vary. Refer to the previous section of this manual for information on these settings.

The next thing you should do is set your terminal emulation to the correct type using the *Terminal Settings* dialog box. If you don't know which type the system you are dialing expects, use VT-52.

Finally, if you are planning to do any file transfer, you may wish to open up the *File Transfer Settings* dialog box by choosing that option from the **Settings** menu and choose the type of transfer protocol you will be using. (Of course, you can also do this after you are connected; see the *File Transfer* section of this manual for further information.)

6.4.2. Dialing

Once your settings are correct, you are ready to dial. Type ATDT (for tone dialing) or ATDP (for pulse dialing) followed by the phone number you want to call. For instance, if you were dialing 1-555-5555, you would enter:

```
ATDT 1-555-5555 [Return]
```

to dial. (The dashes are optional.)

If your modem has a speaker, you will hear the process of dialing and connecting as it proceeds. When you are connected, you will be informed by a message on the screen. What happens next depends on the system you are connecting to. Generally, you should press the [Return] key once or twice.

If you get a response but it is completely unreadable, try changing the communication settings from 8 bits/no parity to 7 bits/even parity or vice versa, then press the [Return] key. This usually fixes the problem. If the text is readable but scrambled on the screen, try changing the terminal type.

At this point, you will probably have to enter a password and/or other information; this depends on the system you are calling.

One of the best features of STalker is that when running as a desk accessory, it operates completely in the background. This means that you can use STalker at the same time as another GEM based program. While STalker works on a lengthy file transfer, you can get on with your work - no waiting! If you are running STalker as a desk accessory, once you are connected to a host system you can try this feature out by closing the STalker window and entering a GEM based program, then reopening the STalker window. Try using STalker and the other program at the same time.

6.4.3. Hanging up

When you are done communicating, log off from the host system (the system you are connected to). Then choose *Hang Up Phone Line* from the Dial menu. Last of all, you should turn off your modem, as if you leave it on, it may answer the phone when you don't want it to!

6.5. File Transfer

One of the major reasons to call other computers is to transfer programs or files between your computer and the other computer. Sending a file is called *uploading*, while receiving a file is called *downloading*.

Remember that STalker uploads and downloads in the background. This means that while you transfer a long file to or from another computer, you can run another GEM based program and get on with your work. Once the transfer commences, you can even close the STalker window. STalker will notify you when the file transfer is complete by playing a short tune through your computer's speaker.

6.6. Basics of Uploading/Downloading

6.6.1. Text (ASCII) Files

The simplest way to perform a download or upload is to send the information character by character from the first computer to the second. In fact, when you receive some text from the host system and then use STalker's cut-and-paste function (*Save to Disk* on the *Block Action Window*) to save some text in the virtual screen to disk, you have performed an elementary download operation. If you use the *Transmit* option from the *Block Action Window*, you have performed an upload operation.

In addition to these simple upload/download methods, which operate only on text in the virtual screen, STalker also allows you to send a text file stored on disk to the host computer, or receive some text and immediately store it to disk.

- **Text File Upload** - To send a text file, use the *Send Text File...* command on the File menu. Upon issuing the command, you will see the GEM file selector. Choose the file you wish to send, and it will be transmitted to the host computer. Because this is a text upload, the host computer receives the file one character at a time, just as if you had typed it yourself. (Of course, you'd have to be a pretty fast typist!) Watch the status line at the top of the STalker window for information on the status of the upload.

This is a useful function for electronic mail. You can use your favorite word processor to compose your letter, then save it as an ASCII (text) file and upload it later. Gribnif Software's STeno text editing program is especially convenient for this, as you can run both STeno and STalker as desk accessories.

- **Text File Download** - To receive some text and immediately save it to disk, choose *Receive Text File...* from the File menu. The GEM file selector box will pop up to allow you to name the file in which your Atari will store the data. As soon as you choose the OK button to exit the file selector, STalker will start saving incoming text. At this point, you should type the appropriate command to your host system to start sending the text you wish to receive. When you are finished receiving, choose *Receive Text File...* again to complete the transfer. Watch the status line at the top of the STalker window for information on the status of the download.

Note that at any time while incoming text is being saved, you can still type on the keyboard to send instructions to the host computer.

6.6.2. Binary Files

Sending and receiving files as straight text works fine, but there are problems. Sometimes there might be noise on the phone line or other problems which can garble the data. Since there is no way to tell what the data is supposed to look like, there is no way to check for errors. Also, some files (such as programs) are not readable text and cannot be easily transmitted as text.

To bypass these problems, use *binary file transfer*. With this method, the data is transmitted along with additional information which allows the receiving computer to verify that the data arrived correctly. If it did not, the receiving computer can request the host computer to re-transmit the data. STalker supports four basic methods, called protocols, of binary file transfer, plus some variations (these are explained later in this section). These are *XModem*, *YModem*, *CompuServe B+*, and *ZModem*. To choose the protocol you want, use the *File Transfer Settings...* command from the **Settings** menu. The *File Transfer Settings* dialog box will appear, (see picture on page after next), and you can select the protocol you want by left-clicking on the button next to the word

"Protocol", then making your choice. Exit the dialog box by left-clicking on the OK button.

- **Binary Uploads** - If you want to do a binary upload of information from the virtual screen to the host computer, first store the information you want in the clipboard (see *Cut and Paste/Block Action Window* elsewhere in this manual.) Next, choose the transfer protocol you want, if you have not already done so. Then, tell the host computer to get ready for a binary upload (exactly how this is done depends on the system to which you are connected). Finally, choose *Paste Clipboard (Binary)* from the **Edit** menu. The transfer will begin and you will see a status dialog box. To abort the transfer before completion, choose the **Abort Transfer** button at the bottom of the dialog box or press the [Undo] key.

If the information you want to upload is stored in a disk file, you first need to choose the transfer protocol you want, if you have not already done so. Next, tell the host computer to get ready for a binary upload (exactly how this is done depends on the system to which you are connected). Finally, choose *Upload Binary File...* from the **File** menu. The GEM file selector will appear so you can choose the file to upload. After you exit the file selector, a status dialog box will appear with information on the progress of the upload. To abort the transfer before completion, choose the **Abort Transfer** button at the bottom of the dialog box or press the [Undo] key.

If the host you are using supports the ZModem file transfer protocol, and STalker is set to "Auto-initiate ZModem file transfer" (in the *File Transfer Settings* dialog), you do not need to choose **Upload Binary File**. Instead, you will be presented with the GEM file selector automatically, as soon as the host computer starts to download.

- **Binary Downloads** - When doing a binary file download, it is sometimes unnecessary to use the *File Transfer Settings...* dialog box to choose a protocol because STalker can automatically detect which protocol the host computer is using. However, this does not work for YModem-G. If you are using YModem-G, you will need to choose that protocol, and if not, choose one of the other protocols.

To receive a file, tell the host computer to get ready to start a binary download (exactly how this is done depends on the system to which you are connected). Then, select *Download Binary File...* from the **File** menu. The GEM file selector will appear so you can name the file to be downloaded. After you exit the file selector, a status dialog box will appear with information on the progress of the download. To abort the transfer before completion, choose the **Abort Transfer** button at the bottom of the dialog box or press the [Undo] key.

If the host you are using supports the ZModem file transfer protocol, and STalker is set to "Auto-initiate ZModem file transfer" (in the *File Transfer Settings* dialog), you do not need to choose **Download Binary File**. Instead, you will be presented

with the GEM file selector automatically, as soon as the host computer starts to download.

- If you type [Shift][Alternate][D], STalker will immediately begin a binary download without prompting you for a filename. The file will be named RECEIVED.FIL unless you are using YModem or ZModem, which transmit the filename.

6.6.3. Binary file transfer protocols

- **XModem** - XModem is the most common binary file transfer protocol. In fact, almost all systems support it. There are two versions - standard XModem with 128 byte blocks, and XModem with 1K blocks (both checksum and CRC variants are supported automatically). If your host system supports it, use the faster 1K block protocol. If your host system just says "XModem" without specifying, use the 128 byte block protocol. When receiving, STalker can tell them apart automatically.
- **YModem** - STalker supports two versions of the YModem protocol: YModem and YModem-G. Use YModem-G only with a null modem cable or error-correcting modem, as it does not do error-correction! If an error occurs, the entire transfer is canceled. However, the lack of error correction makes YModem-G faster than regular YModem or even ZModem.
- **ZModem** - ZModem uploads and downloads are automatically detected. Not only do you not need to change the protocol choice setting in the *File Transfer Settings...* dialog box to ZModem before doing a ZModem download, but STalker will automatically begin the download without your issuing the *Download Binary File...* command. Similarly, if the host computer requests a ZModem upload, your computer will comply without your issuing an upload command.

You can turn off this automatic ZModem detection by opening the File Transfer Settings dialog box from the **Settings** menu and deselecting the button to the right of the words "auto-initiate ZModem/B-Plus transfers".

- **B-Plus** - This file transfer protocol is used exclusively with CompuServe Information Services. In order to use this protocol, you must either be using STalker as a program, or you must at least be using MultiTOS or the Geneva multitasking environment. Also, the BackTALK script directory must be set to the location of BPLUS.TTP.

A major difference between XModem and Y/ZModem is that XModem does not transmit the filename of the file you are uploading or downloading - it only transmits the data. YModem and ZModem transmit the filename and time of the transfer along with the data. For this reason, YModem and ZModem let you send more than one file in sequence. Doing this is called a *batch upload*; see the section of this manual describing the *Upload Binary File...* menu option for details.

STalker™ File Transfer Settings		
Text (ASCII) File Transfers		
DOWNLOADS	UPLOADS	
Add linefeeds after CRs: <input type="checkbox"/>	Line wait (10ths of a sec): 0__	
	Host prompt string: -----	
BOTH	Expand blank lines as: ---	
^Z marks end of file: <input type="checkbox"/>	Strip linefeeds: <input type="checkbox"/>	
Protocol: <input checked="" type="checkbox"/> XModem	File Transfers	
<input type="checkbox"/> XModem 1K	Auto-start ZM/B-Plus transfers: <input type="checkbox"/>	
<input type="checkbox"/> YModem	↓ BATCH UPLOAD (YMODEM + ZMODEM) OPTIONS ↓	
<input type="checkbox"/> YModem-G	Filenames: <input type="checkbox"/> FILE <input type="checkbox"/> RELATIVE <input type="checkbox"/> FULL	
<input type="checkbox"/> ZModem	Subdirs: <input type="checkbox"/> NONE <input type="checkbox"/> MATCH <input type="checkbox"/> *.*	
<input type="checkbox"/> CIS B-Plus		
<input type="checkbox"/> X/YModem...	<input type="checkbox"/> ZMODEM...	
<input type="button" value="OK"/>	<input type="button" value="Change All"/>	<input type="button" value="Change Off-Line"/>
		<input type="button" value="Cancel"/>

Note: If additional File Transfer Protocols have been added since the printing of this manual, they will appear in the above dialog box, and be documented in the READ_ME.NOW file on the disk.

7. Drop-Down Menus and Dialog Boxes

This chapter explains all of STalker's drop-down menu commands and any resulting dialog boxes in detail. To save space, the word "Alt" is used instead of the word "Alternate". For example, "[Alt][I]" means you should hold down the [Alternate] key while pressing the [I] key.

7.1. Desk (or Atari Fuji) Drop-Down Menu

7.1.1. STalker info... [Alt][I]



Selecting this option displays a dialog box with important information about the version of STalker being used. Write down the version number and serial number displayed in this box before calling Gribnif Software for technical support.

This dialog box also displays how much free RAM you have.

To exit the box, click the left mouse button or press any key.

7.1.2. Desk accessories

If you are running STalker as a stand-alone program, any desk accessories you have loaded will appear on this menu and may be accessed normally.

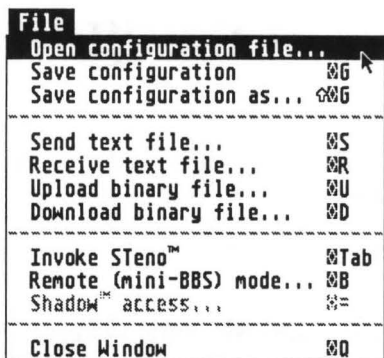
If you are running STalker as an accessory, the only entry on the menu will be *STalker Info*.

7.2. File Drop-Down Menu

7.2.1. Open configuration file...

STalker allows you to have multiple configuration files saved on disk. These files hold all the setup information from the various dialog boxes, such as the baud rate, etc.

When you choose this option, you will see the GEM file selector. Choose a configuration file, select the OK button, and the file will load. Choose Cancel to abort the command. Values in the *Preference Settings* dialog box that require a reboot to change will not be affected by loading a new configuration file.



7.2.2. Save configuration [Alt][G]

This option lets you save the current configuration. The filename used will be the last name given in an *Open Configuration File...* command. If you have not executed this command, STALKER.INF is the default filename.

The STALKER.INF file always loads automatically each time you load STalker. If you want to use a different file, use *Open Configuration File...* to load the file you want.

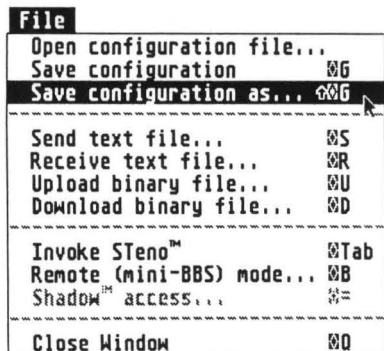
Note: This option saves all the autodialer settings. It is therefore not necessary to save these settings separately in the autodialer in order for the settings to be loaded automatically when STalker first runs.



7.2.3. Save configuration as...

[Shift][Alt][G]

When you issue this command, you will see the GEM file selector. Choose the path and filename you want to save your current configuration to, then choose the OK button to save the data. Choose the Cancel button to cancel the command.



7.2.4. Send text file... [Alt][S]

This command enables you to send a text (ASCII) file to the host computer. Upon issuing this command, you will see the GEM file selector box. Choose the file you wish to send, and it will be transmitted to the host computer using the current Text Transfer settings in the *File Transfer Settings* dialog box. Watch the status line at the top of the STalker window for information on the status of the upload. To stop the transfer in progress, press the [Undo] key.

File	
Open configuration file...	
Save configuration	⌘G
Save configuration as...	⌘⌘G

Send text file...	⌘S
Receive text file...	⌘R
Upload binary file...	⌘U
Download binary file...	⌘D

Invoke STeno™	⌘Tab
Remote (mini-BBS) mode...	⌘B
Shadow™ access...	⌘=

Close Window	⌘Q

7.2.5. Receive text file... [Alt][R]

This command lets you save incoming text to disk. When you issue this command, the GEM file selector will appear to allow you to name the file in which your Atari will store the data. As soon as you choose the OK button to exit the file selector, STalker will start saving incoming text. At this point, you should type the appropriate command to your host system to start sending the text you wish to receive. When you are finished receiving, choose *Receive Text File...* again to complete the transfer. Watch the status line at the top of the STalker window for information on the status of the download.

File	
Open configuration file...	
Save configuration	⌘G
Save configuration as...	⌘⌘G

Send text file...	⌘S
Receive text file...	⌘R
Upload binary file...	⌘U
Download binary file...	⌘D

Invoke STeno™	⌘Tab
Remote (mini-BBS) mode...	⌘B
Shadow™ access...	⌘=

Close Window	⌘Q

Note: At any time while incoming text is being saved, you can still type on the keyboard to send instructions to the host computer.

7.2.6. Upload binary file... [Alt][U]

This command lets you send a file to the host computer, using the settings and binary file transfer protocol currently selected in the *File Transfer Settings...* dialog box. Before selecting this command, tell the host computer to get ready for a binary upload (exactly how this is done depends on the system to which you are connected). Then, choose the command. The GEM file selector will appear so you can choose the file to upload. After you exit the file selector, a status dialog box will appear with descriptive information on the progress of the upload.

Status messages and errors are displayed in the *Messages* portion of the box. Efficiency rates the speed of your data transfer where 100% is the theoretical maximum speed (baud rate divided by 10). To abort the transfer before completion, choose the *Abort Transfer* button at the bottom of the dialog box or press the [Undo] key.

When you are using YModem or ZModem, you can do batch uploads. Batch uploads let you send a group of files with one upload command. To do this, enter a file specification using wildcards. Wildcards are special characters that substitute for all or part of a filename. The '*' character substitutes for a whole section of a filename, while the '?' character substitutes for only one letter.

For instance, if you wanted to send all files with a '.TXT' extension in a certain directory, you would first choose that directory in the GEM File Selector, and then enter *.TXT for a filename. If you wanted to send all files called STUFF, regardless of the extender, you would enter STUFF.* for a filename. If you had a series of files called STUFF1.TXT, STUFF2.TXT, and STUFF3.TXT, you would enter STUFF?.TXT for a filename. Parameters for batch uploads are set by invoking the *File Transfer Settings...* command on the *Settings* drop-down menu. Refer to the instructions for this command for further details.

File	
Open configuration file...	
Save configuration	⌘G
Save configuration as...	⌘⌘G

Send text file...	⌘S
Receive text file...	⌘R
Upload binary file...	⌘U
Download binary file...	⌘D

Invoke STeno™	⌘Tab
Remote (mini-BBS) mode...	⌘B
Shadow™ access...	⌘=

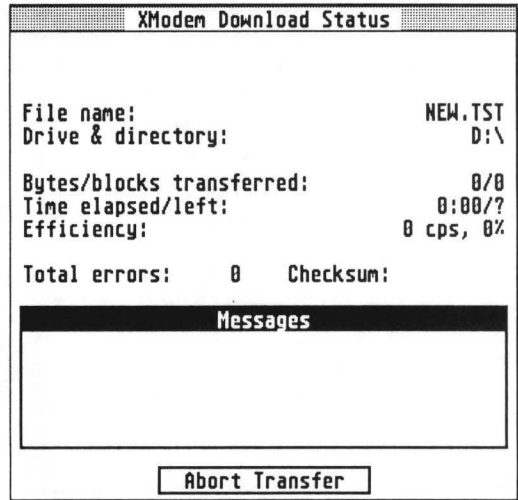
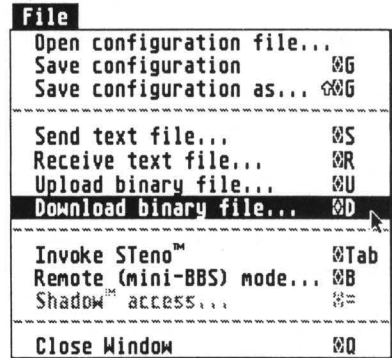
Close Window	⌘Q

XModem Upload Status	
<div style="display: flex; justify-content: space-between; width: 100%;"> 25% 50% 75% </div> <div style="border: 1px solid black; height: 20px; width: 100%;"></div>	
File name:	PIC.PC3
Drive & directory:	D: NEODESK3
Bytes transferred/left:	0/21048
Time elapsed/left:	0:00/0:00
Efficiency:	0 cps, 0%
Total errors:	0
Checksum:	
Messages	
<input type="button" value="Abort Transfer"/>	

7.2.7. Download binary file... [Alt][D]

This command lets you receive a file from the host computer. STalker will try to automatically detect the binary transfer protocol your host system is using, so it is not necessary to access the *File Transfer Settings...* dialog box unless, you are using YModem-G as your transfer protocol.

First, tell the host computer to get ready for a binary download (exactly how this is done depends on the system to which you are connected.) Then, choose the command. The GEM file selector will appear so you can name the file to be downloaded. After you exit the file selector, a status dialog box very similar to the *Upload Status* dialog box will appear with descriptive information on the progress of the download. Status and error messages are displayed in the *Messages* portion of the dialog box. To abort the transfer before completion, choose the Abort Transfer button at the bottom of the dialog box or press the [Undo] key. When the transfer terminates, you will hear a short tune, and a message will appear in the STalker window.

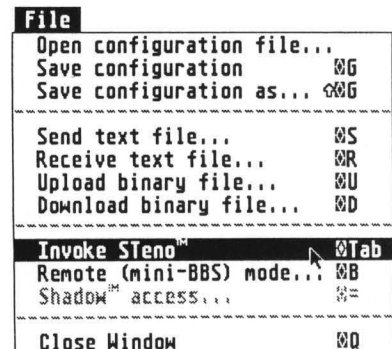


7.2.8. Invoke STeno [Alt][Tab]

If you have STeno, Gribnif Software's text editor loaded, this command will open and activate the STeno window.

If STeno is not loaded, this option will be grayed out and will not be selectable.

See the chapter *Using STeno with STalker* for information on setting up STeno.



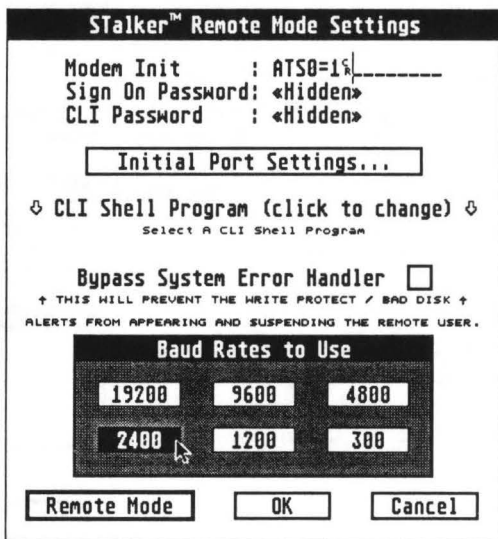
7.2.9. Remote (mini-BBS) mode... [Alt][B]

This option allows you to dial in with another modem-equipped computer and access your system. This function is useful if you will be travelling and may need to upload or download files from your system.

When you issue this command, you will see the *STalker Remote Mode Settings* dialog box. By configuring the dialog box as described below, then exiting the box with the Remote Mode exit button, you can access your system via another computer/modem. The computer you call from is called the remote computer.

At the top of the *Remote Mode Settings* dialog box, there are three text fields labelled Modem Init, Sign On Password, and CLI Password. The default value for Modem Init is correct for Hayes compatible modems. If your computer uses a different type of modem, change this field to the appropriate value for that modem. The Sign On Password field is the password you will need to enter when you connect to your system. Clear the field by pressing the [Esc] key, then type in your desired password. The CLI Password field lets you enter a password to restrict access to a CLI (Command Line Interpreter) program which may be accessed from the remote computer. Enter a password here. When you exit the Remote Mode Settings dialog box, these passwords will be hidden, and you will not be able to view them again. If you forget your entries, you must clear the fields and enter new passwords. If either password is left completely blank, STalker will not ask for a password before granting access to the caller.

The Initial Port Settings... button lets you configure the setup of your modem. The resulting dialog box is the standard STalker communications settings box, described later in this chapter. It is helpful if you remember what settings you use here, as when you dial in you may need to configure the remote computer accordingly. If you select Half Duplex mode, someone looking at your computer screen will see everything the



remote user sees except when the CLI is in use. If you select Full Duplex, STalker will not show anything in the terminal window except modem commands and responses.

Click the mouse on the words **CLI Shell Program** (click to change) and the GEM file selector will appear. Choose a TOS based CLI program and its name will appear in the dialog. This CLI program can be run if you call into your system and know the CLI password. Only CLI programs that support redirection will work, such as the public domain CLI on the STalker disk.

Note: If you are accidentally disconnected while using the CLI, you will not be able to log back in.

If you left-click in the box next to the words **Bypass System Error Handler**, you can turn off the dialog boxes that normally pop up on your Atari's screen when you have a bad disk, write protect error, etc. As these boxes freeze the system until the problem is corrected, and you would be some distance away at the remote computer, this can save you from being locked out of your system in the event of an error.

The **Baud Rates to Use** buttons allow you to choose which baud rates you can use when calling in. You must choose at least one speed before you can enter remote mode.

If you exit the *Remote Mode Settings* box with the OK button, changes you made to the box will take effect, but the system will not enter remote mode. If you exit via the Cancel button, any changes you made will be ignored and the box will return to its previous state. If you exit via the **Remote Mode** button, the system will enter remote mode and start waiting for an incoming call. Before you leave, be sure your modem is turned on. To exit remote mode, press the [Undo] key.

When you dial in, you will be greeted with "Hit Return" messages until you type [Return]. (Wait for this, as STalker cycles through the baud rates.) After entering the password, you will see the prompt "Command?". Type "?" for a list of commands. Commands are available to choose a directory, list the files in it, upload or download files, run the CLI program, and log off. There is also a Chat Mode, in which you and a person at your computer can type messages to each other.

Remote mode is actually run by a BackTALK script called REMOTE.BTK, located in the script directory (see *Preference Settings* for details.) Therefore, the script directory must be set properly in order for remote mode to work. If you want to try out Remote Mode without actually dialing in, use Communication Settings... on the Settings menu to set your mode to 'Local', then execute the REMOTE.BTK script by using *Run BackTALK Script...* from the BackTALK menu. If you are told your script buffer is not big enough, use *Preference Settings* to increase its size. You will have to save your settings and reboot to reload the accessory, or reload the STalker program, for the change to take effect.

7.2.10. Shadow access... [Alt][=]

If you own the *Shadow* background file transfer utility from Double Click Software, you can use STalker to interface with the Shadow driver, rather than using the desk accessory supplied on the Shadow disk. You can still use STalker's file transfer routines if you wish; it's your choice.

If Shadow is loaded, the *Shadow Access...* command will be enabled. This will present you with one of two dialog boxes similar to the ones used by the Shadow Desk accessory. The first box allows you to start a Shadow upload / download, and the second allows you to monitor the



status of a transfer and abort it if

7.2.11. Quit/Close window [Alt][Q]

As a GEM program

When run as a GEM program, this option will exit STalker and return you to the desktop. It will only say Quit. If you are in the middle of a file transfer operation, you will not be allowed to exit until the transfer finishes or is aborted.

As a desk accessory

When run as a desk accessory, this option closes the STalker window. It will only say Close window. As STalker operates in the background when used as a desk accessory, the only thing this command does is remove the STalker window from the screen. You are not disconnected from the host system, and any data transfer operation in progress will continue. To reopen the STalker window, choose STalker from the Desk or Atari Fuji menu.



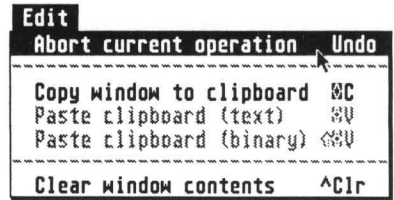
7.3. Edit Drop-Down Menu

7.3.1. Abort current operation

[Undo]

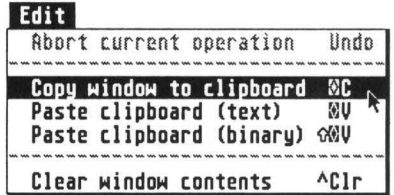
This command lets you stop any operation in progress. This includes file transfer operations and remote mode. You can also press the [Undo] key on the keyboard.

Some operations, like an autologin sequence, actually consist of multiple steps. Pressing [Undo] will cancel just the current step. To abort the entire operation press [Shift][Undo].



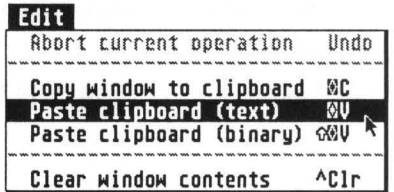
7.3.2. Copy window to clipboard [Alt][C]

This command copies the visible contents of the window (not the entire virtual screen) to STalker's invisible text clipboard, erasing any text already in the clipboard. If you wish to append to text already in the clipboard, define a block and use the *Append to Clipboard* command from the *Block Action Window*.



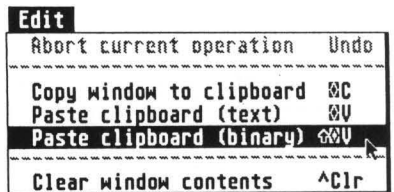
7.3.3. Paste clipboard (text) [Alt][V]

This command uploads the contents of the clipboard to the host system as text. It is similar to the *Send Text File...* command on the File menu, but sends text from the clipboard rather than from a disk file.



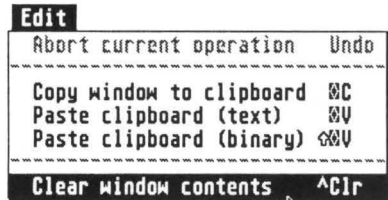
7.3.4. Paste clipboard (binary) [Alt][Shift][V]

This command uploads the contents of the clipboard to the host system, using the *Binary File Transfer Protocol* and settings currently in effect. Before issuing this command, you should tell your host system to prepare for a binary upload.



7.3.5. Clear window contents [Control][Clr/Home]

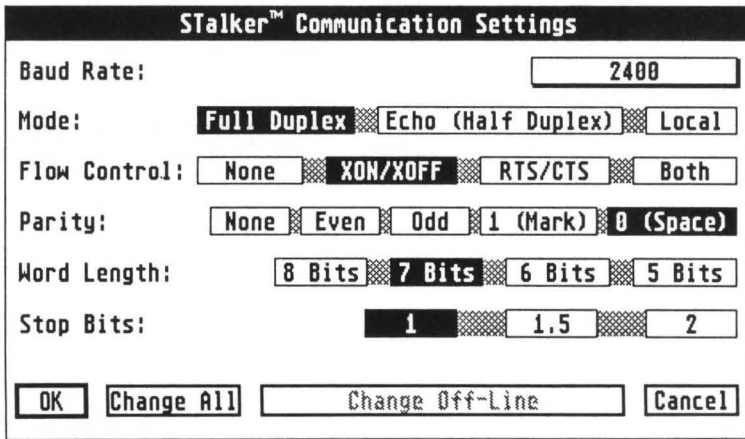
This command erases the entire virtual screen, not just the text that is visible within the window.



7.4. Settings Drop-Down Menu

7.4.1. Communications settings... [Alt][P]

This option displays the *Communication Settings* Dialog Box. You can set the baud rate, echo mode (duplex), flow control, parity, word length, and stop bits by left-clicking on the appropriate set of radio buttons. See the *Intro to Telecommunications* chapter for information on these settings.

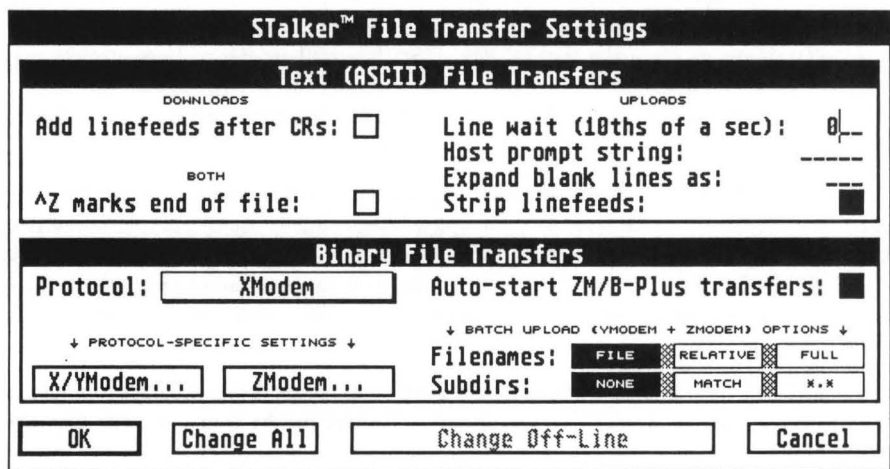
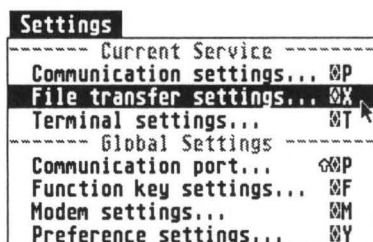


There are 4 ways to exit from this dialog box. The OK button puts the changes you made to the box into effect until you change them again or dial using the Autodialer menu. The Change All button puts the changes into effect and copies them to all entries in the Autodialer. (Each of the 30 entries in the autodialer not only stores a phone

number, but a complete and independent set of parameters; see *Autodialer Directory* for more information.) If you have used the Autodialer to call a system, the Change (name) button changes only the Autodialer entry you are using to reflect the new parameters. Finally, the Cancel button exits the dialog box and ignores all changes.

7.4.2. File transfer settings... [Alt][X]

The *File Transfer Settings* dialog box, displayed by invoking this command, lets you set the parameters for both text and binary uploads and downloads. The top half of the box deals with text uploads and downloads, while the bottom half deals with binary file protocols.



There are 4 ways to exit from this dialog box. The OK button puts the changes you made to the box into effect until you change them again or dial with the Autodialer menu. The Change All button puts the changes into effect and copies them to all entries in the Autodialer. If you have used the Autodialer to call a system, the Change (name) button changes only the Autodialer entry you are using to reflect the new settings. The Cancel button exits the dialog box and ignores all changes.

7.4.2.1. Text settings

The button labelled Add linefeeds after CRs, when turned on, causes all Carriage Return characters received in a text download to have Linefeed characters added after them before the file is saved. This is useful because many text editing programs expect

each line in a text file to end with a CR/Linefeed combination. Most systems already send the CR/Linefeed combination, so this option can usually be turned off.

The ^Z (Control Z) marks end of file option, when turned on, causes STalker to add a ^Z marker to the end of the newly saved text file when the *Receive Text File...* command is terminated. In *Send Text File...* with this option on, STalker uses ^Z as an end-of-file marker and will therefore stop transmitting when it encounters a ^Z. With this option off, STalker transmits until the physical end of the file.

The Line wait text field lets you enter a number which is used to pause uploads at the end of each line. The number is in 10ths of a second, so a 10 in this field would cause a pause of one second between transmission of each line. Use this function if your host computer needs extra processing time before it is ready to receive the next line.

Host prompt string is dependent on your host system; check with your host system to see what, if anything, to enter in this field. When sending a text file, STalker will wait up to 30 seconds for the specified Host Prompt String to be received before sending the next line of text. If it appears that the Host Prompt String is not coming, you can abort the wait by pressing the [Undo] key. [Shift][Undo] or *Abort Current Operation* from the Edit menu aborts the entire file transfer command. If you have a Line Wait as well as a Host Prompt String, STalker will first wait for the string and then pause for the line wait.

The Expand blank lines as text field lets you enter characters which will be transmitted in place of any blank lines in your upload file. This is useful because many BBS text editors exit the editor upon receipt of a blank line. If you are trying to send text containing blank lines into an editor of this type, you can use the Expand Blank Lines field to substitute a space for each blank line. This will enable you to send your file without any problems.

Finally, the Strip linefeeds option will remove linefeeds from your file's transmission. Carriage Return/Linefeed combinations will therefore be transmitted as Carriage Returns alone.

7.4.2.2. Binary File protocol settings

The Protocol button lets you select which Binary File Protocol you will use for future uploads. Left-click on the button to pop up the protocol menu, then left-click on the protocol you want.

Note: If any new protocols have been added to STalker since this manual was written, they will be added to the protocol buttons in this dialog box. See the README.NOW file on the program disk for information, if necessary.

When downloading, STalker can usually detect which protocol the host computer is using. However, if STalker is set for YModem-G it will not be able to detect any other protocol.

The X/YModem... and ZModem... buttons pop up dialog boxes which enable you to set up parameters for X,Y, and ZModem. Generally, the default settings work. If they don't, check with the system you are calling to see what the correct settings are. These boxes are explained on the next page.

YModem and ZModem can be used for batch uploads, as explained in the *Binary Upload...* menu option. Because they can transmit several files in sequence, YModem and ZModem send the filename along with the file. The Filenames group of radio buttons lets you control how the filename is sent. **File** sends just the filename with no subdirectory information. **Relative** adds subdirectories below the starting subdirectory, and **Full** sends the complete pathname (except the drive letter, which is never sent). For example, if your upload request path was for C:\TELECOMM*. * and the current file being uploaded was C:\TELECOMM\DIR\INFO.TXT, you would send the following:

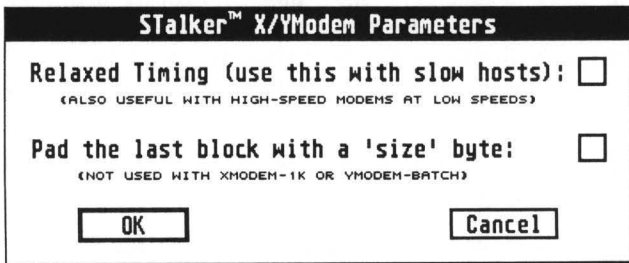
```
FILE:      info.txt
RELATIVE:  dir/info.txt
FULL:      telecomm/dir/info.txt
```

The *Subdirs* group of radio buttons lets you control how subdirectories are handled when doing a batch upload. **None** means do not look in subdirectories; rather, only send files in the requested directory. **Match** means to look in all subdirectories for files that match the requested template. ***.*** means to send all files in all subdirectories.

The Auto-start ZM/B-Plus transfers button controls whether or not STalker automatically begins a ZModem upload/download upon receipt of the special string indicating a ZModem up/download (**^XBO). A similar string is also detected for CompuServe B-Plus file transfers.

7.4.2.3. Setting X/Y/ZModem Upload/Download Parameters

In the *X/YModem Parameters* box, click on the appropriate button to turn the two options on or off. Normally, both the options may be off.



The *ZModem Settings* box contains a number of buttons which let you set the parameters for ZModem uploads and downloads.

ZModem Upload Settings

Options:

Transfer Mode: AUTOMATIC BINARY TEXT

Use 16 bit CRCs (off means use 32 bit CRCs):

Zmodem Download Settings

Options:

Transfer Mode: SENDER PICKS BINARY TEXT

Escape (encode for transmission) all ctrl chars:

↑ LOWERS THROUGHPUT SLIGHTLY, BUT IS NECESSARY WITH SOME HOSTS ↑

The two Options buttons pop up a menu of choices as follows:

None specified: Use whatever option, if any, the host system specifies. Unless you choose this option, STalker will override the host system's specified option with its own.

Transfer if source is newer or longer: send the file only if the destination file does not exist, or has a timestamp or length less than the source file.

Transfer if size/date/content differs: send the file only if the destination file does not exist, or has a timestamp or length different than the source file. If the timestamp or length matches, the receiver should request that the sender compute a 32-bit CRC on the files to see if they are the same. If they are not, the file is transmitted. Note that many ZModem implementations do not support the CRC section of this option.

Append: Append the contents of the source file to the destination file, creating the destination file if it does not exist.

Overwrite: Delete the destination file, then transfer the file.

Transmit only if source newer: Send the file only if the destination file either does not exist or has a timestamp 'older' than the source file.

Don't overwrite: Do not transfer the file if a file of the same name already exists on the destination machine.

The **Transfer Mode** button groups control whether ZModem text or Binary is used. In ZModem binary mode, the file is sent exactly as it is, byte for byte. In ZModem text mode, the sender does whatever translation is required to change end-of-line markers within files to be transferred between computers that use different methods for marking the end of a line. Files to be transferred via ZModem Text must contain only printable ASCII characters (from ASCII 33 to 126, plus spaces, tabs, backspaces, LF's and CR's).

You can usually leave the **Transfer Mode** buttons set to *Automatic* and *Sender Picks*. STalker can usually pick the correct mode so it is not necessary to specify which one to use under normal circumstances.

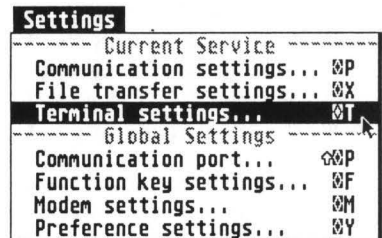
If STalker is receiving in ZModem Text mode, it will convert single Linefeeds into CR/LF pairs. Due to the fact that the file is being modified as it is received, files sent in Text Mode cannot have an aborted transmission resumed.

The **Use 16 bit CRC's** button lets you choose between 16 and 32 bit CRC's. When on, you will get 16 bit CRC's, when off, 32 bit. You should generally leave this button off, as 32 bit CRC's are more reliable.

The **Escape All Control Characters** button causes all 7 and 8 bit control characters to be 'escaped' (preceeded with an Escape sequence). This slows down transfer speed but is sometimes the only way to transfer binary files over systems that try to process control characters.

7.4.3. Terminal settings... [Alt][T]

The *Terminal Settings* dialog box, which appears when you invoke this command, lets you choose which of STalker's three terminal emulation modes you wish to use - VT52, VT100, or PC-ANSI. You can also set various parameters related to the emulation. Check with your host system for information on how to set these options correctly, as proper settings vary from system to system.



The buttons on the left work for all terminal modes. The **Application Mode Keypad** button controls whether using the keypad sends numbers or control sequences. *Line wrap* controls whether long lines are wrapped or truncated. On the right, **Appl. Mode Cursor Keys** controls the codes sent by the cursor keypad. **Insert Characters Mode** is an advanced mode that lets characters be inserted into a line. **NewLine Mode** causes a Return to transmit a Return/Linefeed, and moves the cursor to the beginning of a new line when you receive a linefeed. **Swap Backspace and Delete** reverses the functions of these two keys on the keyboard; it is primarily designed to facilitate connecting to Digital VAX systems.

If you have GDOS loaded, the Font To Use For Terminal button will allow you to select a GDOS font. Use the Point Size text field to select a size. The IBM Character Set button controls whether the current font uses the IBM or Atari Character set. See the *Technical Information* section for more information on these features.

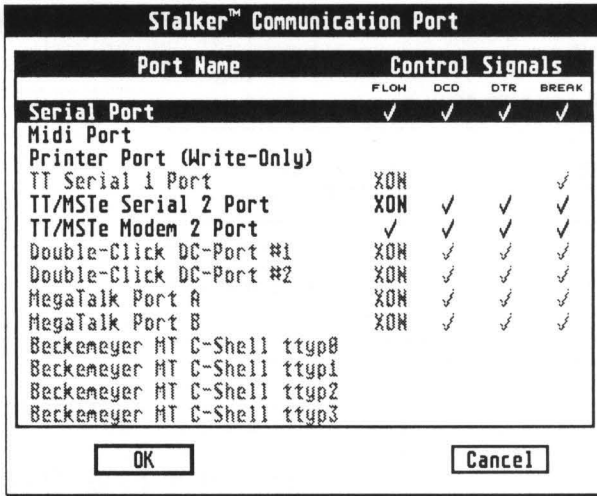
There are 4 ways to exit from this dialog box. The OK button puts the changes you made to the box into effect until you change them again or dial using the Autodialer menu. The Change All button puts the changes into effect and copies them to all entries in the Autodialer. If you have used the Autodialer to call a system, the Change (name) button changes only the Autodialer entry you are using to reflect the new parameters. Finally, the Cancel button exits the dialog box and eliminates all changes.

7.4.4. Communication port... [Shift][Alt][P]

This option lets you choose the port to which your modem is connected. STalker can support any of the ports on the Mega STe and TT/030, plus Double Click Software's *DC-Port*, Gadgets by Small's *MegaTalk*, and Beckemeyer's simulation of multiple ports in software. Left-click on the name of the port you want to use.

If you have an ST/TT with more than one port, and you have multiple modems, it is possible to keep multiple copies of STalker in memory, each one talking to a different port/modem combination. In addition, if you own STeno, you can keep multiple copies of that program in memory and have each copy of STeno "attached" to a different copy of STalker. See the chapter entitled *Keeping Multiple Copies of STalker and STeno in memory* for further information. The *Control Settings* columns tell you which ports support which signals.

Settings	
Current Service	----
Communication settings...	ⓀP
File transfer settings...	ⓀX
Terminal settings...	ⓀT
Global Settings	----
Communication port...	ⓀP
Function key settings...	ⓀF
Modem settings...	ⓀM
Preference settings...	ⓀY



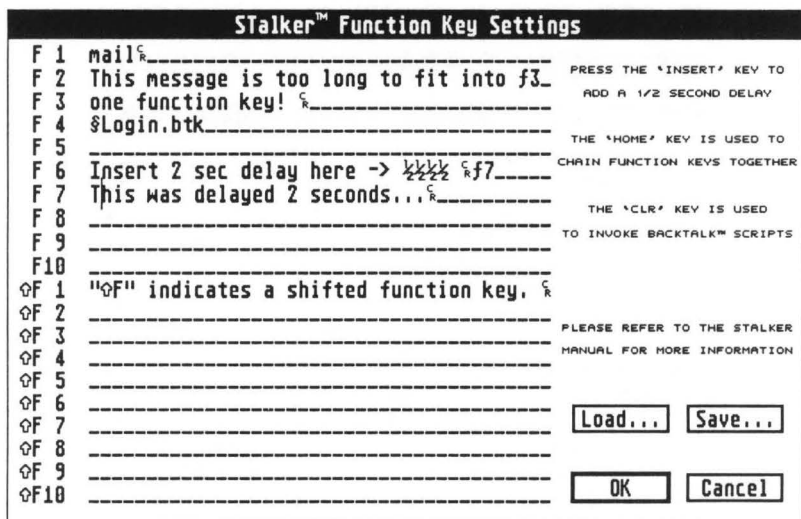
7.4.5. Function key settings... [Alt][F]

This option brings up a dialog box which allows you to program the function keys ([F1] through [F10]) so that when you press them, they transmit a message of your choice to the host computer. There are 20 text fields in the dialog box, allowing individual programming of keys [F1] through [F10] and [Shift][F1] through [Shift][F10]. Once the function keys are programmed, press the appropriate key, or [Shift] and that key, to transmit your message.



To program in a 1/2 second delay at any point in the transmission of the message, use the [Insert] key on the keyboard. The symbol "½" will appear to indicate the pause.

If your desired message does not fit in the text field allowed for each function key, you can chain the keys together. This means that STalker can send another key's message at any point within the first key's message. To use chaining, at any point in the text field type the [Clr/Home] key (the symbol "f" will appear) followed by an f-key number from 1 to 20. 1 to 10 represent the ten function keys, while 11 through 20 represent the keys plus the [Shift] key. Do not put a space between the "f" and the number. When the function key's message is sent, the f# code will be substituted by the chained function key's message. You can chain keys within already chained keys ("nesting"). If, for example, you wanted to send function key 1 followed by the number 7 you would need to enter "f017", as "f17" would be interpreted as function key 17.



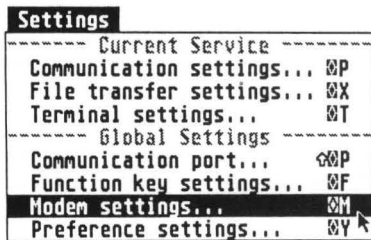
If your message requires a significant portion of the available function keys, you may find it more efficient to write a BackTALK script rather than programming the keys. To cause a function key to invoke a BackTALK script, place the cursor in the field of the key you want to program, then press [Shift][Clr/Home]. A "\$" symbol will appear in the field. Then, put the name of the BackTALK script you wish to run. Note that the directory in which BackTALK scripts are located is set using the *Preference Settings...* command on the *Settings* menu.

The *Load...* and *Save...* buttons bring up the GEM file selector so you can load and save your function key settings. Do not forget to save after editing. If you exit STalker without saving, you will lose all your work! *Save Configuration...* will cause your keys to be loaded automatically.

The OK button exits the dialog box and implements your changes. The Cancel button exits the box and ignores all changes.

7.4.6. Modem Settings... [Alt][M]

This option displays a dialog box which lets you configure your modem settings. If you are using a Hayes compatible modem, you should not need to change anything in this dialog box. There is only one exception: if you do not have Touch Tone dialing, change the PREFIX text field from "ATDT " (tone) to "ATDP" (pulse).



STalker™ Modem Settings	
<p style="text-align: center;">Dialing</p> <p>Modem Init: ATX4_____</p> <p>Prefix: ATDT_____</p> <p>Suffix: _____</p> <p>Delay between chars: 10_</p> <p>↑ TIMING FOR MODEM COMMANDS ↑</p> <p style="text-align: center;">IN 1/100ths OF A SECOND</p>	<p style="text-align: center;">Detecting Connection</p> <p>Modem Sets DCD Properly: <input type="checkbox"/></p> <p>Connect 1: CONNECT_____</p> <p>Connect 2: _____</p> <p>Failure 1: NO CARRIER_____</p> <p>Failure 2: NO DIALTONE_____</p> <p>Failure 3: BUSY_____</p> <p>Failure 4: ERROR_____</p> <p style="text-align: center;">STALKER™ WILL WAIT FOR ONE OF THE ABOVE STRINGS TO BE RECEIVED IF *MODEM SETS DCD* IS NOT SELECTED</p>
<p style="text-align: center;">Hanging Up</p> <p>Drop DTR: <input type="checkbox"/></p> <p>Send: <u>AT&D1</u>_____</p> <p>*INSERT* ADDS A 1/2 SEC. DELAY</p>	
<input type="button" value="OK"/>	<input type="button" value="Cancel"/>

If you are not using a Hayes compatible modem, consult your modem manual to determine the correct settings are for the entries in this dialog box.

The options in the Dialing section of the dialog box allow you to configure STalker's autodialer to work with your modem. The Modem Init text field is sent to the modem each time the autodialer dials. Next, STalker sends the Prefix field's text, followed by the number programmed into the autodialer, and finally, the text in the Suffix string. Carriage Returns are displayed as a small "c/r", and are entered with [Control][M]. If you don't have enough space, you can use function key chaining in these fields. If you leave both Prefix and Suffix strings empty, STalker will assume you are using a manual-dial modem, and will display an alert box instructing you to dial the telephone.

If you find that STalker doesn't seem to be able to dial properly, then it's possible that your modem isn't handling the DCD (Data Carrier Detect) line correctly, as STalker normally monitors this line to determine if a dialing attempt was successful. This can be solved either by changing your modem settings (if you have a Hayes-compatible modem, send it the "AT&C1" command, then save the new configuration) or by left-clicking in the Modem sets DCD properly box to turn it off. When DCD handling is off, STalker will examine the modem's responses for one of the success (connect 1 and 2) or failure text fields. Enter the data into these fields according to your modem's manual.

STalker also uses the RS-232 DTR (Data Terminal Ready) signal in order to hang up the phone line. Make sure that your modem is not ignoring the DTR signal or the Hang-up phone line command will not work. For Hayes compatible modems, this is accomplished with the "AT&D1" command. If your modem is not Hayes compatible, consult your modem manual. If your modem will not hang up when the DTR signal is dropped, left-click on the Drop DTR box to turn it off; this will cause STalker to send the text in the field directly under the button rather than dropping the DTR signal

when you issue a hang-up command. Consult your modem manual to see what to enter in this field. You can use function key chaining as previously described.

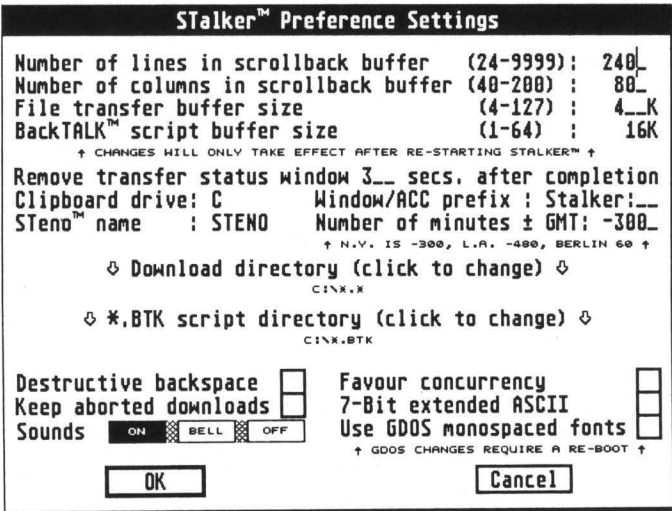
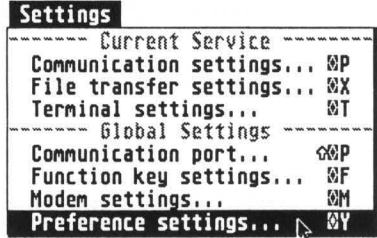
The OK button exits the dialog box and implements your changes. The Cancel button exits and ignores any changes. After changing the settings, use *Save Configuration* from the File menu to save your changes.

7.4.7. Preference Settings... [Alt][Y]

The Preference Settings dialog box lets you change various settings. After making any changes to this box, save your configuration to make the changes permanent.

The first two text fields, Number of lines in scrollbar buffer and Number of columns in scrollbar buffer, let you set the size of the virtual screen. The larger the numbers you enter here, the more memory STalker will use.

The File Transfer Buffer Size sets the size of the buffer (memory area) STalker uses when doing uploads and downloads. Increasing the size of the buffer reduces the number of disk accesses STalker will make during a file transfer operation. Buffer size is not overly important for hard disk owners since hard disk I/O is so fast. Floppy users will need to experiment to find a value that balances the frequency of disk access with the time required for each access. Too large a buffer may result in retries during downloads if the time required to save or load the buffer is too long.



BackTALK Script Buffer Size lets you set the maximum size for a script.

Note: After changing any of these four fields, you must save your configuration and restart STalker for the changes to take effect.

The Remove Transfer Status Window text field lets you enter a number which determines how long the status box displayed during a file transfer operation stays on the screen after the transfer completes.

The Clipboard Drive field lets you choose the drive to which STalker writes the temporary data files (SCRAP.TXT) used by the clipboard.

Note: If the drive letter Z is entered in the field, STalker will use the new Atari standard method for accessing the clipboard. Note that some older programs (including STeno 2.00) are not aware of this method, and may experience difficulty when trying to Paste text which was written by STalker when drive Z is used.

The Window/ACC Prefix field lets you customize the name which is displayed in the Desk Accessories list and at the top of the window for this copy of STalker. Since it is possible to have more than one copy of STalker in memory at a time, each one connected to a different port/modem combination, this option lets you determine which copy is which by giving each copy of STalker a unique name.

The STeno Name field lets you enter the program name under which STeno is running. Normally, this will be STENO. However, if you are running multiple copies of STalker, you may also wish to have multiple copies of STeno as well. (See *Keeping Multiple Copies of STalker and STeno in memory* for details.) Each copy of STeno will be run using a unique filename (such as STENO1.ACC, STENO2.ACC, etc), and you should enter into the STeno Name field the filename of the particular copy of STeno you want to associate with this particular copy of STalker.

Enter into the Number of Minutes +/- GMT field the number of minutes that your timezone is offset from GMT (Greenwich Mean Time, also called Universal Coordinated Time). In the United States, Eastern Standard Time is -300, Central Time is -360, Mountain Time is -420, and Pacific Time is -480. Berlin, Germany, is +60. This number is used to correct timestamps in YModem and ZModem transfers. See the *Technical Information* chapter for further details on timestamps.

The Download Directory lets you set the default path for downloads (that is, the path initially displayed in the GEM file selector when you issue a download command). This path is also used when a ZModem transfer initiates automatically. To change this setting, left-click anywhere on the words Download Directory. The GEM file selector will appear. Choose the path you want, then exit with the OK button.

The *.BTK Script Directory function lets you set the default path for BackTALK scripts (that is, the place in which STalker looks for BackTALK scripts). To change this

setting, left-click anywhere on the words *.BTK Script Directory. The GEM file selector will appear. Choose the path you want, then exit with the OK button.

If you elect to **Keep Aborted Downloads**, any data received before a download is aborted will be kept. Normally, this option is off and the data is only kept upon successful completion of the download. In order to use the **GDOS Monospaced Fonts** option, you must have GDOS or a compatible program loaded. Fonts are supplied on the STalker 3 disk. If you are running STalker as a desk accessory, you must turn this option on, save the configuration, and then reboot the computer before STalker will allow GDOS fonts to be used.

If 7-bit **Extended ASCII** is selected, a SHIFT-OUT (Control N) character tells STalker to interpret subsequent characters as extended ASCII codes until a SHIFT-IN (control O) is received. If this option is not selected, SHIFT-IN and SHIFT-OUT are ignored. If you receive a spurious SHIFT-IN with this option on and start seeing strange characters, you can return to normal by pressing [Alt][Esc]. This option only affects VT100 and PC-ANSI emulation modes.

The **Sounds** buttons control the sound effects used by STalker. **On** plays the full range of tunes. **Bell** gives you a simple tone. **Off** causes STalker to briefly invert the menu bar instead of making a sound. This setting affects the "Play_Sound()" BACK-TALK routine similarly.

The **Favour Concurrency** option causes STalker to look for GEM events more often than normal during binary file transfers. This slows down file transfer speed slightly, while improving the system's response time to GEM events. When this option is off and a baud rate of 9600 or greater is being used, very few GEM events will occur. This is so that the maximum throughput can be achieved.

7.5. Options Drop-Down Menu

All the entries on the **Options** menu may be toggled on and off by selecting them. When an option is turned on, a check-mark will appear in the menu to the right of that option.

7.5.1. Capture Mode [Alt][O]

This option is only available if STeno is loaded. When capture mode is on, incoming text is sent to STeno, which appends it to the file being edited. This mode is indicated by a black dot which appears to the left of the window title text. See the *Technical Information* chapter for further information.

Options	
Capture mode	<input type="checkbox"/> O
Echo typed characters	<input type="checkbox"/> E
Disable STalker™	<input type="checkbox"/> K
Reset communication port	<input type="checkbox"/> Esc
Send a BREAK signal	<input type="checkbox"/> Bksp
Send text to printer	<input type="checkbox"/> L
Show control characters	<input type="checkbox"/> Ret
----- Window Style -----	
✓ Horizontal scroll bar	<input type="checkbox"/> -
✓ Vertical scroll bar	<input type="checkbox"/>
✓ Title bar	<input type="checkbox"/> ~

7.5.2. Echo Typed Characters [Alt][E]

This option toggles between Full and Half Duplex. When this option is turned on, you are in Half Duplex mode, when off, Full Duplex. This option does the same thing as opening the Communication Settings dialog box and changing the Full/Half Duplex buttons. If you change the settings using the dialog box, the *Echo Typed Characters* menu option will change accordingly, from checked to unchecked or vice versa. Similarly, if you change the settings using the menu, the dialog box settings will change.

Options	
Capture mode	⌘O
Echo typed characters	⌘E
Disable STalker™	⌘K
Reset communication port	⌘Esc
Send a BREAK signal	⌘Bksp
Send text to printer	⌘L
Show control characters	⌘Ret
----- Window Style -----	
✓ Horizontal scroll bar	⌘-
✓ Vertical scroll bar	⌘
✓ Title bar	⌘~

7.5.3. Disable STalker [Alt][K]

This option disables STalker, preventing it from sending or receiving data. To turn STalker back on, choose this option again. When STalker is disabled, you will not be able to execute any commands having to do with sending or receiving data. This option is useful if you want to run another GEM based communications program while STalker is loaded, as it stops STalker from reading data from the communications port.

Options	
Capture mode	⌘O
Echo typed characters	⌘E
Disable STalker™	⌘K
Reset communication port	⌘Esc
Send a BREAK signal	⌘Bksp
Send text to printer	⌘L
Show control characters	⌘Ret
----- Window Style -----	
✓ Horizontal scroll bar	⌘-
✓ Vertical scroll bar	⌘
✓ Title bar	⌘~

7.5.4. Reset Communication Port [Alt][Esc]

This command resets the current communications port. This is helpful if the port locks up, something that happens more frequently on TOS 1.0 and 1.2 based machines. See the *Technical Information* chapter for further details.

Options	
Capture mode	⌘O
Echo typed characters	⌘E
Disable STalker™	⌘K
Reset communication port	⌘Esc
Send a BREAK signal	⌘Bksp
Send text to printer	⌘L
Show control characters	⌘Ret
----- Window Style -----	
✓ Horizontal scroll bar	⌘-
✓ Vertical scroll bar	⌘
✓ Title bar	⌘~

7.5.5. Send a BREAK Signal [Alt][Backspace]

This command transmits a BREAK signal. Some systems use this special signal to stop certain operations. You can also use [Control][Undo] to send a BREAK signal.

Options	
Capture mode	ⓀⓀ
Echo typed characters	ⓀE
Disable STalker™	ⓀK
Reset communication port	ⓀEsc
Send a BREAK signal	ⓀBksp
Send text to printer	ⓀL
Show control characters	ⓀRet
----- Window Style -----	
✓ Horizontal scroll bar	Ⓚ-
✓ Vertical scroll bar	Ⓚ
✓ Title bar	Ⓚ~

7.5.6. Send Text to Printer [Alt][L]

When on, this option echoes any text to your printer as it is received. Control and Escape sequences are filtered out and each line is printed after the cursor moves off it.

This mode is indicated by a dot which appears to the right of the window title text.

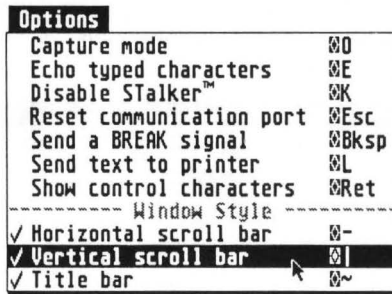
Options	
Capture mode	ⓀⓀ
Echo typed characters	ⓀE
Disable STalker™	ⓀK
Reset communication port	ⓀEsc
Send a BREAK signal	ⓀBksp
Send text to printer	ⓀL
Show control characters	ⓀRet
----- Window Style -----	
✓ Horizontal scroll bar	Ⓚ-
✓ Vertical scroll bar	Ⓚ
✓ Title bar	Ⓚ~

7.5.7. Show Control Characters [Alt][Return]

Terminal emulation uses invisible control characters to select colors, move the cursor, etc. By turning this option on, you can see these characters. Their appearance will vary depending on the currently selected font.

Options	
Capture mode	ⓀⓀ
Echo typed characters	ⓀE
Disable STalker™	ⓀK
Reset communication port	ⓀEsc
Send a BREAK signal	ⓀBksp
Send text to printer	ⓀL
Show control characters	ⓀRet
----- Window Style -----	
✓ Horizontal scroll bar	Ⓚ-
✓ Vertical scroll bar	Ⓚ
✓ Title bar	Ⓚ~

7.5.8. Window style



- Horizontal Scroll Bar [Alt][-] (dash key left of [=])
- Vertical Scroll Bar [Alt][|] (key under [Delete])
- Title Bar [Alt][~] (key next to [Backspace])

These three options turn the corresponding window border element on or off. A check mark displayed to the left of the menu option indicates that the element is being displayed. Remember that turning off either or both scroll bars will also turn off the resize gadget, while turning off the title bar will also turn off the close and full size gadgets. See the *Using STalker* chapter for a discussion of window gadgets and ways to manipulate the STalker window even when some gadgets are hidden.

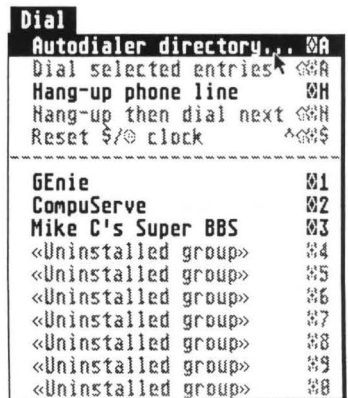
7.6. Dial Drop-Down Menu

7.6.1. Autodialer Directory [Alt][A]

This entry brings up the Autodialer Directory dialog box, which enables you to program up to 30 entries to be automatically dialed. Each entry contains its own individual data for system name, phone number, communication settings, file transfer settings, etc.

As only 10 entries at a time are displayed, use the vertical scroll bar on the left side of the dialog box to scroll up and down the list of entries.

The Dial? button on the far left of each Autodialer entry works with the Dial Selected Entries command from the Dial menu or the Dial exit button at the bottom of the box. A single left-click puts this entry into the list of entries to be dialed. This choice, displayed by making the button light gray (or green for color systems), means that the entry will be removed from the dialing list after a successful connection. A second left-click (not a



double click), shown by a black button, also puts this entry into the list, and it stays in the list even after a successful connection. A third left-click removes the entry from the list. Finally, a double left-click on the button causes this entry to be dialed immediately. To interrupt dialing, press the [Undo] key.

STalker™ Autodial Directory						
Dial?	System Name	Menu#	Phone Number	\$\$/Hr	Limit	Settings
<input type="checkbox"/>	CompuServe.....	2	1-549-0000.....	---	---	C T X L S
<input type="checkbox"/>	GEnie.....	1	1-581-5854.....	---	---	C T X L S
<input checked="" type="checkbox"/>	Mike C's Super BBS..	3	1-555-1111.....	12.34	56.78	C T X L S
<input type="checkbox"/>	-	---	---	C T X L S
<input type="checkbox"/>	-	---	---	C T X L S
<input type="checkbox"/>	-	---	---	C T X L S
<input type="checkbox"/>	-	---	---	C T X L S
<input type="checkbox"/>	-	---	---	C T X L S
<input type="checkbox"/>	-	---	---	C T X L S
<input type="checkbox"/>	-	---	---	C T X L S

Don't dial
 Dial & de-select if successful
 Dial

Wait 35 seconds for a connection
 Redial the list 3 times

In the System Name field, enter the name of the computer or service this dialer entry calls.

The Menu# field holds a number from 0 through 9, corresponding to the 10 entries at the bottom of the Dial drop-down menu. When you enter a number into this field, the system name will appear in the corresponding entry in the Dial menu, and you can dial the entry by selecting it off the menu. If you give multiple entries the same number, each entry will be dialed in sequence until one answers.

Enter the complete phone number for the dialer entry into the Phone Number field, including 1-Area Code if necessary.

The \$\$/Hr field can hold the cost per hour of the dialer entry. If you enter a number into this field, when you are connected STalker will display a "cash clock" showing how much you've spent since you logged on. If the service is free, leave this field blank and STalker will show you a connect time clock instead.

The Limit field holds a dollar value. If you enter values into the \$\$/Hr and Limit fields, STalker will give you an audible warning when you exceed your dollar limit.

The five buttons at the right of each dialer entry control the various settings for that entry. In order, these buttons are:

- C Communications Settings
- T Terminal Emulation Settings
- X File Transfer Settings
- L Auto Logon Sequence
- S Auto-Execute BackTALK Script

Each entry in the Autodialer has its own independent settings for each option. When you click on one of the buttons, the corresponding dialog box will appear, allowing you to change the settings for that entry. The C, T, and X options bring up dialog boxes identical to the ones from the **Settings** menu, except that they only have OK and Cancel exit buttons. Refer to the instructions for the **Settings** menu for detailed instructions on these dialog boxes. Remember that changing the settings in these boxes does not change STalker's current settings; the changes you make are only associated with the corresponding Autodialer entry, and are implemented only when you autodial that entry.

The L button brings up a dialog box which enables you to enter an Auto-Logon sequence. This allows you not only to dial automatically, but to log into the host system without even touching the keyboard. Examine this box, and you will see eight Host Prompt fields, each followed by a "text to respond" with field. STalker uses these fields as follows: After a connection is established, STalker waits for the data in the first Host Prompt field to be received. When it is, the corresponding Text to respond with data is transmitted. STalker then waits for the second host prompt field, and so on. If the Host Prompt field is left blank, STalker will immediately respond with the correct string. You can insert pauses in each response field and at the beginning of the prompt field by pressing the [Insert] key once for each 1/2 second delay. Use [Control][M] to insert carriage returns at the end of each response. Don't forget the Returns!

You only need the "tail end" of each prompt in the Host Prompt field. Don't worry if it all doesn't fit. For instance, if the host sends "Password/ID?", all you need is enough to differentiate this message from others, such as "ID?". A single "?" may even be enough in some cases.

The Hide button causes a response field to be hidden upon subsequent views of this dialog box. In addition, a hidden field will not be echoed to the screen, even in half-duplex mode. This will prevent others who may have access to your computer from looking at your passwords. Once a field is hidden, you will never be able to view its contents.

As an example of an Auto-logon sequence, suppose your host computer displayed "USER ID?" upon connection, and at this point, you enter "12345" and press return. Suppose the computer would then respond with

USER ID OK

ENTER PASSWORD? and you enter here "XYZZY" and press return.

Your Auto-logout sequence would look like this:

STalker™ Auto-Logout Sequence		
Host Prompt	Text To Respond With	Hide?
1: User ID?_	1: 123456_	<input type="checkbox"/>
2: Password?	2: <Hidden>_	<input checked="" type="checkbox"/>
3: _____	3: _____	<input type="checkbox"/>
4: _____	4: _____	<input type="checkbox"/>
5: _____	5: _____	<input type="checkbox"/>
6: _____	6: _____	<input type="checkbox"/>
7: _____	7: _____	<input type="checkbox"/>
8: _____	8: _____	<input type="checkbox"/>

↑ THE 'INSERT' KEY GIVES A 1/2 SECOND DELAY ↑
Type Control-M to insert a 'Return'

When you redisplay this box, XYZZY will be hidden.

The S box lets you specify a BackTALK script to execute upon login. The script is located in the directory specified in the *Preference Settings...* dialog box.

At the bottom of the Autodialer Directory box are two text fields. The Wait XX seconds for connection, where "XX" is a number in seconds, tells STalker how long to wait for a connection before giving up. The Redial the list XX times, where "XX" is a number from 0-99, tells STalker how many times to dial the list of selected entries when you choose the Dial exit button or *Dial Selected Entries...* from the Dial menu. If you enter 0 into this field, STalker will continue to dial every entry on the list until one answers.

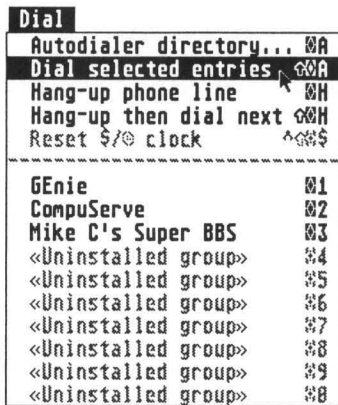
In the lower right-hand corner of the Autodialer Directory box are three buttons which enable you to sort, load, and save your work. The Load... and Save... buttons display the GEM file selector so you can enter a filename for your data. While the default Autodialer entries are saved in the STALKER.INF file, this allows you to have unlimited additional Autodialer files. Use Save Configuration to make the current autodialer settings load automatically.

Finally, the exit buttons are at the bottom left of the box. The Dial button exits the box and begins dialing selected entries. The OK button exits the box and keeps any changes that you have made (though if you want to save them when you shut off the computer, select [Alternate][G] to save the default configuration file). The Cancel button exits the dialog box and ignores any changes made.

7.6.2. Dial Selected Entries... [Shift][Alt][A]

When you display the Autodialer Directory dialog box, you can select entries to be dialed by left-clicking on the box to the immediate left of each dialer entry.

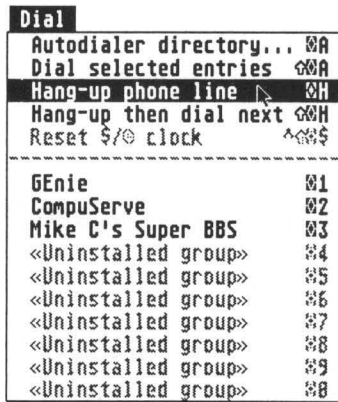
When you choose this menu option, selected entries will be dialed, one at a time, just as if you had displayed the Autodialer Directory dialog box and exited with the Dial button.



7.6.3. Hang Up Phone Line... [Alt][H]

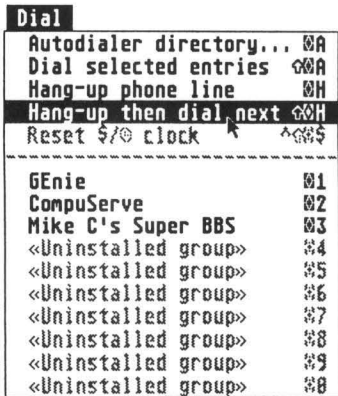
This option hangs up the phone line, using the method specified in the Modem Settings dialog box. This option also causes the communications/transfer/terminal settings to revert to their default values.

The default values are the settings that were in effect at boot time, or at the time of the most recent *Save Configuration* command, if one has been issued since boot time.



7.6.4. Hang-up then Dial Next [Shift][Alt][H]

This option hangs up, then continues to dial selected entries in the list, starting with the next one in the sequence, until one answers. The effect is the same as selecting [Alternate][H] followed by a [Shift][Alternate][A].



7.6.5. Reset \$/Time Clock [Control][Shift][Alt][\$]

This option will reset the connect time/dollar clock to zero.

7.6.6. Dialing Groups [Alt][0] through [Alt][9]

Note: Use numbers on main keyboard.

If you entered a number from 0-9 into the Menu# field of the Autodial Directory box, that entry will be displayed in the corresponding field (0-9) of the Dial drop-down menu, and you can dial that entry by choosing it from the menu. If you had more than one entry with the same number, the text displayed in the menu will be the name of the first dialer entry with that number, and the entries will be dialed in order until one answers.

Dial	
Autodialer directory...	0A
Dial selected entries	00A
Hang-up phone line	0H
Hang-up then dial next	00H
Reset \$/⌘ clock	00\$

GEnie	01
CompuServe	02
Mike C's Super BBS	03
<Uninstalled group>	04
<Uninstalled group>	05
<Uninstalled group>	06
<Uninstalled group>	07
<Uninstalled group>	08
<Uninstalled group>	09
<Uninstalled group>	00

7.7. BackTALK Drop-Down Menu

7.7.1. Run BackTALK Script [Alt][Enter]

When you choose this option, you will see the GEM file selector. Choose a BackTALK script to execute. The default directory shown will be the one specified in the Preference Settings dialog box.

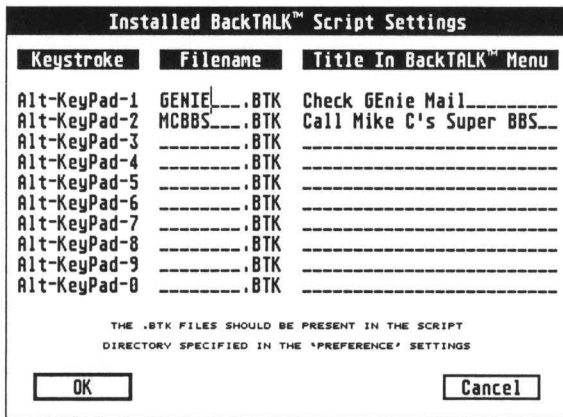
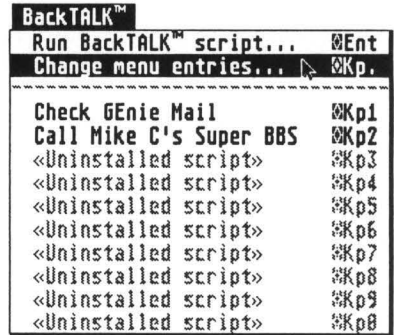
BackTALK™	
Run BackTALK™ script...	0Ent
Change menu entries...	0Kp.

Check GEnie Mail	0Kp1
Call Mike C's Super BBS	0Kp2
<Uninstalled script>	0Kp3
<Uninstalled script>	0Kp4
<Uninstalled script>	0Kp5
<Uninstalled script>	0Kp6
<Uninstalled script>	0Kp7
<Uninstalled script>	0Kp8
<Uninstalled script>	0Kp9
<Uninstalled script>	0Kp0

7.7.2. Change Menu Entries... [Alt][.]

Note: Use the period on the numeric keypad.

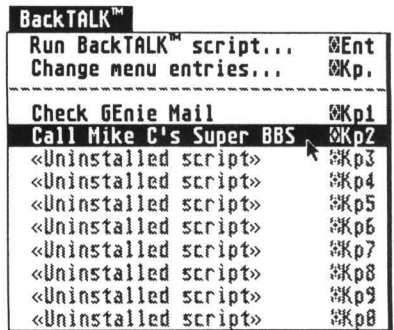
This option displays a dialog box which enables you to enter up to 10 BackTALK scripts to be displayed in the BackTALK drop-down menu. For each entry, enter the filename and the name you would like displayed in the menu. BackTALK files must be located in the directory specified in the Preference Settings dialog box. Clicking on the Filename field will display the GEM file selector.



7.7.3. Scripts [Alt][0] through [Alt][9]

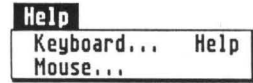
Note: Numbers on the keypad only. Can also use [Control] instead of [Alt].

After you have specified entries using the Change Menu Entries dialog box, you can execute a BackTALK script by selecting it from this section of the menu. Uninstalled entries will be grayed out and cannot be selected.



7.8. Help Menu

The two entries in the **Help** menu display dialog boxes with information on basic keyboard and mouse commands. Left-click or press any key to exit the Help boxes.



8. Using STeno with STalker

8.1. Keeping Multiple Copies of STalker and STeno in Memory

Some Atari computers, such as the TT, have multiple serial ports. Even if you only have one serial port, you may own a product such as Double-Click Software's *DC-Port*, which gives your computer extra ports. If you have these extra ports, you can connect more than one modem to your computer and connect to more than one host system at the same time. STalker is only designed to talk to one port at a time. Fortunately, as STalker is also designed to run at the same time as other programs, there is a simple solution. If you have more than one port, you can keep more than one copy of STalker in memory, each one connected to a different port!

To do this, simply make copies of the STalker desk accessory file (STALKER.ACC) keeping the copies in the same directory. You can use any name you want as long as you keep the ".ACC" extension, but it is best to use STALKER1.ACC, STALKER2.ACC, etc. since each copy will then use STALKER1.INF, STALKER2.INF, etc., and will label itself with a name and number, so you can tell which accessory is which. If you use other names, they all will load STALKER.INF, and you will have to manually rename each accessory as explained in the next paragraph. When you reboot (reset) your computer, you will see the STalker entry on the desk menu as many times as you made copies of the file. (Remember, without special software there is a limit of 6 desk accessories.)

Open each copy of STalker and use the *Communication Port* dialog box to set each copy to a different port. Then, open the *Preference Settings* dialog box and use the *Window/ACC Prefix* text field to give each copy of STalker a unique name. This name will be displayed in the *Desk* (or Atari "Fuji" Logo) menu and at the top of the window. (This is not necessary if you numbered your accessory's filenames, as the windows will automatically be numbered.) Finally, use *Save Configuration* to save each copy's setup in a unique file. If you do not use *Save Configuration As...*, but you did number your accessory files, the name of the setup file will correspond to the name of the ".ACC" file; STALKER.ACC will save to STALKER.INF, STALKER1.ACC will save to STALKER1.INF, and so on).

As STalker can be run as a stand-alone program, if you have no other desk accessories, you can have as many as seven copies of STalker running at once - six accessories plus the stand-alone program copy.

STalker also communicates with STeno, Gribnif Software's desk accessory text editor. If you are running multiple copies of STalker, you may also want independent copies of STeno. Install the copies of STeno as you did for STalker, keeping in mind the six accessory limit. Then, when you set up each copy of STalker, change the text field in the *Preference Settings* dialog box where it says **STeno Name** to the filename of one of the copies of STeno. Make sure that each copy of STalker communicates with an individual copy of STeno. Finally, activate each copy of STeno and choose *Preferences...* from the **Options** menu. Enter the filename of the copy of STalker you want this copy of STeno to communicate with into the field labeled STalker to communicate with and change the field labeled **Window/ACC Title Prefix** to a unique name (this field is STeno's equivalent of STalker's **Window/ACC Prefix** field in the *Preference Settings* dialog box).

8.1.1. Example

If all this seems confusing, here is an example. Suppose you have an Atari TT030 with two modems, each attached to a serial port. You want to have two copies of the desk accessory version of STalker and two copies of the desk accessory version of STeno in memory. The first STalker should talk to modem #1, while the second talks to modem #2. Each copy of STalker should have an independent copy of STeno communicating with it.

First, open a window to the directory where your desk accessory files are located. Install a copy of STalker and a copy of STeno the usual way. Next, as you can only have a maximum of six accessories, you may need to make room for two additional accessories by changing the extension of existing accessories from ".ACC" to ".ACX".

Next, drag the STALKER.ACC file within the directory window and drop it (not into a folder, however). You will see a "Name Conflict During Copy" message. Change the STALKER.ACC text field to STALKER2.ACC and exit the box with the **COPY** button. Do the same thing with the STENO.ACC file, and change the name to STENO2.ACC. After you are done, reset your computer.

If you look under the **Desk** menu, you will notice that there are now two copies each of STalker and STeno. Open up the topmost copy of STalker, open the *Communication Port* dialog box, and choose the first modem port. Exit the dialog box and close this copy of STalker.

Next, open up the copy of STalker which is the bottommost on the **Desk** menu. Open up the *Communication Port* dialog box and choose the second modem port. Exit the dialog box. Then, open the *Preference Settings* dialog box. Change the text field

labeled Window/ACC Prefix to "STalker 2:" (do not type the quotes). Change the field labeled STeno Name to "STENO2". Exit the dialog box.

Now, open the copy of STeno bottommost on the Desk menu. Choose *Preferences...* from the Options menu. Enter "STALKER2" into the field labeled STalker to communicate with and change the field Window/ACC Title Prefix to "STeno 2:".

Unfortunately, the order in which the various programs show up on the desk menu is not necessarily the order in which they are stored on the disk. Therefore, you cannot assume that STalker and STeno are communicating with each other and STalker2 and STeno2 are communicating. It is also possible that you may have STalker talking to STeno2, and STalker2 talking to STeno. Therefore, the final step is to open one of the two copies of STeno, and choose *Arrange STalker & STeno Windows* from the STalker menu. See which copy of STalker and which copy of STeno arrange themselves on the screen. This shows you which copy of STalker is connected to which copy of STeno. If you have it set up as STalker-STeno2/STalker2-STeno, you may wish to adjust the Window/ACC Prefix entries in STalker, and the Window/ACC Title Prefix field in STeno so that the copys' titles match properly.

8.2. Using STeno as a Type-ahead Buffer for STalker

A type-ahead buffer is an area of memory into which you can enter and edit text before you send it to your modem. STeno is designed with special features that make it perfect for use as a type-ahead buffer for STalker.

To use STeno as a type-ahead buffer, open the STeno window and select *Type-Ahead Mode* from the STalker drop-down menu in STeno. You will see a special symbol composed of three horizontal lines displayed at the left margin of the STeno window. This symbol indicates that type-ahead mode is turned on.

While in this mode, as soon as you press [Return], the current line of text in the STeno window will be sent to STalker, which will transmit it over the modem. Before you press [Return], you can edit the line using the left and right arrow keys, the [Delete] key, and the [Backspace] key. This enables you to make sure your line of text is entered correctly before you actually transmit anything. If you type more than one line, STeno will word-wrap normally. When you press [Return], everything you have entered will be transmitted by STalker. The STeno menu entry *Send a <CR> after each Line* controls whether or not word-wrapped lines are sent with Carriage Returns after them. If the option is on, CRs are sent. If not, STeno sends a single space between each line, making the input look like one big line (great for online conferences!).

When you turn type-ahead mode off by selecting *Type-Ahead Mode* a second time, the text you sent to STalker is not erased. It remains in the STeno window and it may be edited or saved just like any other text in the window.

If you wish to send pre-existing text to STalker, or type without using type-ahead mode and then transmit the text, enter your text into STeno normally or load a file from disk. Then, define a block of the text you want to send to STalker (see your STeno manual for details). Finally, choose Transmit Line/Selection from the STalker menu in STeno. The block will be sent to STalker, which will transmit it over the modem.

9. Using STalker 3 with NeoDesk

When running STalker as a desk accessory, you can install it as a *NeoDesk Accessory*. This gives STalker some extra capabilities when used with Gribnif Software's Neodesk 3 and NeoDesk 4 desktops.

To install STalker 3 as a *NeoDesk Accessory*, enter the STalker filename in the *Accessories...* dialog box in the *Set Preferences...* menu entry under the NeoDesk **Options** drop-down menu.

Once you have installed STalker 3 as a NeoDesk Accessory, you can place the STALKER.ACC icon directly on the NeoDesk desktop and select *Save Configuration...* to save it permanently.

From this point on, you can do the following from the NeoDesk desktop:

1. You can open the STalker 3 accessory by double-clicking on the STALKER.ACC desktop icon.
2. By assigning a unique desktop icon letter to the STALKER.ACC icon, you can open the STalker accessory directly from the keyboard.
3. You can have STalker automatically execute a BackTALK script by dragging the script icon to the STalker icon and dropping it.
4. NeoDesk windows will be updated automatically when STalker creates a new file during download or when saving a block of text to disk.

10. Technical Information

10.1. Shutdown

Shutdown is a special feature activated by doing a [Control][Shift][Alternate] key combination together with a left-click on the window close box. Doing this, then confirming it at the alert box, will cause STalker to free all of its allocated memory and other system resources, then shut down. It is intended for use just before a change of resolutions, to prevent loss of system RAM. This is more common in older TOS systems.

10.2. The STalker Clipboard

The STalker clipboard is actually a hidden text file called SCRAP.TXT which is saved in the clipboard directory of the drive specified in the *Preferences...* menu entry. This file is created whenever you use any of the clipboard options. Since STeno uses the same filename for its clipboard, any STalker clipboard usage overwrites the STeno clipboard, and vice-versa. Thus, you can transfer data through the clipboard between STalker, STeno, and any other program using the same clipboard system.

STalker can use two different methods to write to the clipboard. In the "old" method, STalker writes a hidden SCRAP.TXT file to the drive specified in the *Preferences* dialog box. The "new" method is selected by using a *Clipboard Drive* of "Z"; the path is not set directly by STalker, but it is inquired from the operation system. This allows all programs which are aware of the new standard to use the same location for clipboard files.

10.3. Y/Z Modem Information

In YModem and ZModem, the sender transmits the file name, and optionally the file size, modification date/time, the file "mode" (permissions etc. a la UNIX) and a serial number. Most YModem implementations send the file size, some send more; it is up to the receiving program to decide what to do with the data. STalker sends the size, date, and mode. The mode will be 0 unless the file is marked as 'read only', in which case the mode will be octal 444 (Unix mode for a read-only file).

As per the Y/ZModem specification, filenames are converted to lowercase before transmitting, and the slash character (/) is used to delimit directories. If the file being sent happens to contain a "/" in its name, STalker changes it to an underscore character.

10.4. Timestamps in Y/ZModem

The modification time is sent as the number of seconds since January 1, 1970 Universal Coordinated Time (GMT). Since the Atari operating system has no concept of time zone, STalker allows the user to enter the system's "offset" from GMT in minutes. This amount affects the conversion of time values between GMT and Atari format. A value of zero means that the value will be converted but not altered. Non-zero values are subtracted in the Atari-to-GMT conversion, and added in the GMT to Atari conversion. If you transfer files with a system that handles time zones correctly (like a Unix host), it is a good idea to set your GMT offset. If you transfer files with systems that do not handle time zones (such as most BBS systems), then you can leave it set to 0. There is no sure way to tell what any other system is doing other than to look at the timestamps you get on received files and see if they are what you expected.

10.5. File Transfer Efficiency

The upload and download status boxes display an "efficiency" rating showing the efficiency of your transfer speed, where 100% is the theoretical maximum speed (baud rate divided by 10). This efficiency is dependent on the protocol being used as well as the speed of the sending and receiving computers. The protocol affects efficiency since extra characters may be transmitted to perform error checking, etc. Protocols like XModem that require the sender to stop and wait for the receiver to acknowledge each block reduce the efficiency since there are small periods of "dead time" where nothing is happening. STalker calculates efficiency by looking at how many bytes of actual data have been transmitted in the elapsed time, not including additional bytes for error checking, etc.

While ZModem is one of the most efficient protocols and you should try to use it as often as possible, there are cases where it can become bogged down (mostly due to its complex error correcting protocols). This usually happens if you are dealing with a very noisy phone line. Under this situation, you might want to try YModem, which is able to more efficiently cope with very noisy phone lines.

10.6. Capture Mode

Capture Mode lets you send incoming text directly to STeno. If you do not have STeno, the Receive Text File command is a good alternative. There are differences between the two methods, however, as follows:

1. *Capture Mode* requires STeno.
2. *Capture Mode* filters out control characters and escape sequences by sending lines of text only when the cursor moves to a new line via a line feed or formfeed. If the

cursor moves off the line due to a cursor positioning command, the line will not be sent to STeno.

3. *Receive Text File* copies every character received from the host computer, except for ASCII Null, to the disk file. Control and escape sequences are not filtered out. This makes it an effective way to capture a session along with the control sequences to be replayed later or used to test other terminal emulators.
4. *Receive Text File* uses the file transfer buffer, so you cannot perform another file transfer while it is active. You can, however, perform a file transfer while *Capture Mode* is active.
5. *Receive Text File* is more efficient than *Capture Mode*, since it does not require communication with STeno, which requires a good amount of system overhead.

10.7. Reset Communication Port

The *Reset Communication Port* command in the **Options** menu has the following effects:

1. It resets the XON/XOFF flag so that the Atari can transmit.
2. The video attributes (bold, underline, etc) are reset. Color is not changed, however.
3. Any escape sequence currently being processed is aborted.
4. The VT100/PC-ANSI character mappings are reset to their default values.
5. The VT100/PC-ANSI scrolling region is reset to the entire virtual screen.
6. Any characters waiting in the port buffer are removed.

10.8. Autodialing Routine

The following is a detailed explanation of the way in which STalker's Autodialer dials.

1. STalker finds the first selected entry in the list and switches the communication port settings to the ones for that entry.
2. STalker sends the modem init string, and then pauses for half a second to let the modem "digest" it.

Then, for each selected entry, STalker will:

1. Switch to the communication settings for that entry.

2. Send the prefix, then the number, then the suffix string to the modem. If the prefix and suffix strings are empty, you will be instructed to dial the phone manually.
3. Pause for 1/4 second to let the modem "digest" the command.
4. STalker will then wait up to NN seconds for a connection, where NN is the number in the *Autodialer* dialog and 0 means to wait forever. The following algorithm is used. Note that the timing begins after STalker sends the command to the modem. It is at this point that the modem begins to dial.
5. If DCD is enabled and carrier becomes active, dialing was successful. Go to step 10.
6. If DCD is enabled and the modem sends some text, STalker assumes it to be a status message such as "BUSY". STalker will read the response from the modem and display it in the terminal window. There will then be a 1/2 second pause to give the modem time to set DCD, then STalker will examine DCD. If it is active, dialing was successful; go to step 10. Otherwise, dialing was not successful; go to step 15.
7. If DCD is not enabled, STalker waits for one of the 6 connect/failure strings to be received. If a connect string is received, dialing was successful; go to step 10. If a failure string was received, dialing was not successful; go to step 15.
8. If dialing was successful, the special tune is played and the window title is updated accordingly.
9. The file transfer and terminal settings for the entry are activated.
10. The *Logon Prompt/Response* strings, if any, are used.
11. The *Cash/Time Clock* is reset and turned on.
12. The *BackTALK Script To Be Executed*, if any, is executed.
13. If dialing was not successful, STalker sends a Carriage Return to the modem and then pauses for 1/4 second. This will cause Hayes-compatible modems to abort the current command.
14. If DCD is enabled and carrier was not present when dialing started, STalker will drop the DTR signal (assuming DTR is enabled and available on the current port). This will get most modems to abort dialing and return to command state, and is necessary for non Hayes-compatible modems that are not affected by step 15.
15. STalker will then pause for 3/4 second and then return to step 3 for the next selected entry.

Note: If you are dialing a long distance number, particularly with pulse dialing, it may take a long time for the dialing to occur, so you may need to increase the timeout value (wait NN seconds for connection in the *Autodialer* dialog box). If STalker

aborts the dialing attempt before the modem can respond, you can usually assume that the timeout value was too small.

10.9. ASCII Null Character

Typing [Control][2] will transmit an ASCII Null character.

10.10. Using MultiDesk

While STalker will work inside the *MultiDesk* program from CodeHead software, we recommend that if you plan to use STalker with STeno or as a NeoDesk Accessory you keep STalker outside of MultiDesk. This is because when STalker is used in this way it relies heavily on the GEM "pipeline communications" which do not always work reliably from inside MultiDesk. Keeping STalker outside MultiDesk will also help prevent problems if the STalker accessory is directly invoked by the *Invoke STalker* command inside STeno or by the NeoDesk desktop. This is not due to a bug in Multidesk, but to a limitation in the GEM environment which only allows one MultiDesk accessory use the GEM "pipeline" at a time.

10.11. Using the FastLoad Option

You should not use the TOS 1.4 or higher *FastLoad* option with STalker when it is run as an accessory. Using this option can cause unexpected behavior, including system crashes. It is safe to use the *FastLoad* option when running STalker as a program.

10.12. Using PinHead

If you use the PinHead shareware program from CodeHead Software, you **MUST** make sure that you have a PINHEAD.DAT file in the root directory of your boot disk. Inside this file you should have entered STALKER.ACC (or whatever other file name you are using). This is because when STalker runs as a desk accessory it requires that its memory be cleared before execution. For more information, please consult the PinHead documentation. Not entering the STalker name in the PINHEAD.DAT file is likely to cause unexpected system crashes.

10.13. Using GDOS

In the GDOS folder on your STalker disk, you will find GDOS.PRG and several PC style GDOS fonts. IBMO6.FNT is a 6 point, 8x8 pixel wide font. IBM11.FNT and IBM12.FNT are 11 and 12 point versions that have 8 x 14 and 8 x 16 pixel dimensions, respectively. In addition, there is a PC-ANSI 9 point font, which lets you have 80 columns displayed in a regular screen size.

In addition to the supplied fonts, you can use others. STalker can recognize any monospaced (non-proportional) GDOS font in which all regular 256 characters are present. The Typewriter font is an example. A font missing some of the control characters will be ignored.

However, you should keep in mind that GDOS fonts can slow down the text display in older TOS systems.

To use GDOS fonts, you must have GDOS.PRG, FONTGDOS.PRG, NVDI.PRG, or a compatible program in the AUTO folder of your boot disk. Then, you must add the fonts to your ASSIGN.SYS file, as follows:

10.13.1. Sample ASSIGN.SYS File

```
path = c:\GDOS (or whatever directory your fonts are in)
01p screen.sys ; DEFAULT
   ...other fonts you may have
02p screen.sys ; low res
   ...any low res screen fonts here
03p screen.sys ; medium res
   IBM06.FNT
   IBM11.FNT
   IBM12.FNT
   PC-ANSI.FNT
   ...other fonts you may have
04p screen.sys ; high res
   IBM06.FNT
   IBM11.FNT
   IBM12.FNT
   PC-ANSI.FNT
   ...other fonts you may have
   ..the rest of your ASSIGN.SYS file
```

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