TinyTERM

CENTURY
SOFTWARE

TinyTERM
Quick Start Guide

Table of Contents

1 Starting Out

1.1 Install the TinyTERM Emulator

The TinyTERM installation now includes four different installation types: TinyTERM PLUS Desktop Install, TinyTERM PLUS Thin Client Server Install, TinyTERM PLUS Web Client Desktop Install, and TinyTERM Desktop Install.

Before installing a TinyTERM emulator, you must remove any older versions that you have installed. If you are evaluating multiple TinyTERM product installations, you must remove one before evaluating another. To uninstall a TinyTERM product, back up your keyboard. dat file and all .tpx files by copying them to a temporary directory or to a floppy disk. Then refer to section 1.2 "Uninstall the TinyTERM Emulator" for instructions on how to uninstall the current TinyTERM product.

To install the TinyTERM emulator, follows these steps:

1. Close all Windows applications.
2. Installation can be done from either CD-ROM or from a downloaded executable.

Installing from CD-ROM:
Insert the CD-ROM in your CD-ROM drive. The TinyTERM installation program should start automatically. If it does not, open the CD-ROM folder and double-click on the SETUP.EXE program.

Installing from an executable:
Locate the executable on your system and double-click on it. The Win-Zip Extraction dialog will be displayed. To extract the installation files and launch the installer, click on Setup.

3. The TinyTERM Product Family Setup dialog should now be displayed. After reviewing the installation information displayed on the dialog, click Next.

4. The software license agreement is displayed. Read the agreement (use the PgUp and PgDn keys) and click on Yes to indicate your agreement to the software license and to continue with product installation.
5. The Installation Type dialog is displayed. If you've purchased a TinyTERM product, select it from the list and click Next. If you're evaluating a TinyTERM product, select the product you'd like to evaluate and click Next.
6. The Product Registration dialog is displayed.

If you've purchased a TinyTERM product:
Enter your name, organization (if applicable), your serial number, and activation key. Once you've verified the serial number and activation keys are correct, click Next.

If you're evaluating a TinyTERM product:
Enter your name and organization (if applicable), and then click 30-Day Eval.

7. The Destination Location dialog is displayed. You can choose the default destination folder (recommended), or click on Browse to select another location for the product files to be copied to. Click Next.
8. The Program Folder dialog is displayed. You can choose the default program folder (recommended), or select another program folder from the list. Click Next.
9. The TinyTERM files will be copied to your system. As the files are copied, progress messages are displayed as the installation program installs the TinyTERM emulator into the destination folder. Other system resources are updated (such as the registry), and entries are added to the Start button.
10. When the installation has been successfully completed, the Setup Complete dialog is displayed. To exit the installer, click Finish. If you installed from a downloaded executable, the WinZip Extraction dialog will disappear after a few moments.

1.2 Uninstall the TinyTERM Emulator

1. Click the **Start** button, point to **Settings**, and then click **Control Panel**.
2. Double-click **Add/Remove Programs**.
3. In the scroll box, click the TinyTERM emulator product that you want to remove.
4. Click **Add/Remove**.
5. Click **OK** to confirm that you want to remove the TinyTERM emulator.
6. Restart your system.

1.21 Uninstall the Century LPD Server
   (Windows NT, 2000 or XP only)

1. In the system tray, by the clock, right-click the hammer and wrench icon.
2. From the popup menu, select **Stop CenLPD**.
3. Click the **Start Button**, point to **Settings**, and then click **Control Panel**.
4. In the scroll box, select **NetUtils**, and click the **Add/Remove** button.
5. Click **OK** to confirm that you want to remove the Network Utilities.
6. Restart your system.

1.3 Start the TinyTERM Emulator

1. Click the **Start** button, and point to **Programs**.
2. Point to the TinyTERM emulator folder, and click on the TinyTERM emulator.

1.4 License the TinyTERM Product

Use the License Manager program to register an evaluation version of the TinyTERM product.

1. Click the **Start** button, and point to **Programs**.
2. Click the TinyTERM emulator folder, and then click **License Manager**.

3. Choose the suite based on your serial number.

Your serial number starts	Choose this suite
S42	TinyTERM Web Server Edition
P42	TinyTERM PLUS Edition
E42	TinyTERM

4. Click **Upgrade**.
5. Enter your serial number and activation key.
6. Click **Update License**.
7. Click **Close**.

1.5 Install NFS (not available in the downloaded .exe)

Century Software provides an NFS solution with the TinyTERM PLUS Edition emulator. Since most customers do not need an NFS solution, the TinyTERM installer does not automatically install NFS. Before you can install the NFS solution, you must install the TinyTERM PLUS Edition emulator. (Note: NFS is only supported on Windows® 9x, and NT 4.0)

1. Close all Windows applications.
2. Insert the CD-ROM in your CD-ROM drive. If the TinyTERM installation program starts automatically, click **Cancel**, and then click **Exit Setup**.
3. Click the **Start** button, and then click **Run**.
4. In the Open box, type the following text:
   D:\nfs\setup.exe
   Note: If your system has assigned your CD-ROM drive a different drive letter, substitute that letter for D.
5. Click **Next**. You see progress messages as the installation program installs NFS.
6. Click **Finish**.
7. Restart your system.

2 Connections

2.1 Planning a Connection

Before using the TinyTERM emulator to make a connection to a remote host, you need to know the following:

- Whether you will connect to the host via a network, modem, or direct serial connection.
- The emulation (such as Wyse 60 or VT100) the host accepts.
- For each connection type, you need details about the connection.

If you connect via	You must know
Network	The host's IP Address or host name
Modem	The host modem's phone number
Serial	The correct COM port, connection speed, parity, word size, and stop bits

If you are unsure of any of this information, please contact your network administrator, who can provide the necessary information.

2.2 Make a Network Connection

1. On the **Edit** menu, click **Session Properties**.
2. Under Connection type, click Telnet, rlogin, SSH or SSL/TLS.
3. In the Emulation list, click the emulation supported by your host.
4. In the Host name, IP address, or phone number box, type the host name or IP address
5. For rlogin, click the **login** tab.
   Enter your username in the username box.
6. Click **OK**.
7. Click **Connect**.

2.3 Host Key Authentication

This procedure will guide you through associating a private key with a given session. An introduction to host key authentication is beyond the scope of this guide.

1. Open the **Session Properties** dialog, and select the **Login** tab.
2. At the top of the dialog, select the **Use Private Key** checkbox.
3. Click on the **Load Private Key** button. This will present a standard file browsing dialog from which you can select the private key to associate with this connection. Select the key file, and hit **OK**. This key file will be referenced by the .TPX file directly, and should be kept on the same place on your computer.
4. Apply the settings and exit the dialog.
5. Connect to your host.
6. When connecting, you will be asked for your private key password to decrypt the key file. This password is not stored (for security reasons) in any way: it must be entered when connecting every time.
7. If the key is accepted by the remote host, you will be automatically logged in. If it is not accepted, in most cases a dialog will be presented asking for a login and password. In certain setups, this secondary login method is barred from use – in which case, an error dialog will be displayed, and the connection will be refused.

2.4 Make a Modem Connection

1. On the **Edit** menu, click **Session Properties**.
2. Under Connection type, click Modem.
3. In the Available Devices list, click the modem for this connection.
4. Under Available Devices, click **Setup**. The Modem Setup dialog box appears.
5. Click **Configure**. The modem properties dialog box appears.
6. Set the **Maximum Speed** that matches the speed of the host's modem.
7. Click **OK** to close the modem properties dialog box.
8. Click **OK** to close the **Modem Setup** dialog box.
9. In the **Emulation** list, click the emulation supported by your host.
10. In the **Host name, IP address, or phone number box**, type the phone number, including any dial-out prefix and area code.
11. Click **OK**.
12. The modem setup dialog appears. Click **OK**.
13. Click **Connect**.

2.5 Make a Serial Connection

1. On the **Edit** menu, click **Session Properties**.
2. Under **Connection type**, click **RS232 (Serial)**.
3. In the **Available Devices** list, click the COM port for this connection.
4. Under **Available Devices**, click **Setup**. The **RS232 Setup** dialog box appears.
5. Set the **Baud rate, Parity, Word size, Stop bits** and **Flow control**.
6. Click **OK** to close the **RS232 Setup** dialog box.
7. In the **Emulation** list, click the emulation supported by your host.
8. Click **OK**.
9. Click **Connect**.

3 Settings

3.1 Map a Single Character to a Key

1. On the **Edit** menu, click **Session Properties**.
2. Click the **Keyboard** tab.
3. Click **Edit**. The **Edit Keyboard Map** dialog box appears.
4. Drag the result key onto the key you want to produce that result. *For example, if you want F12 to produce the letter "a," drag the "a" key onto F12.*
5. Repeat step 4 for each key you want to remap.
6. Click **OK** to close the **Edit Keyboard Map** dialog box.
7. If you want to save the changes to the keyboard map for use in another session, click **Save As**, and then enter a name for this keyboard scheme.
8. Click **OK**.

3.2 Map a String to a Key

1. On the **Edit** menu, click **Session Properties**.
2. Click the **Keyboard** tab.
3. Click **Edit**. The **Edit Keyboard Map** dialog box appears.
4. Click the key to which you want to assign a string.
5. In the **Action** list, click **MACRO**.
6. Do one of the following:

- Type the string into the **Value** box.
- Drag keys from the keyboard to the **Value Viewer** box.
7. Click **Set**.
8. Repeat steps 4–7 for each key to which you want to assign a string.
9. Click **OK** to close the **Edit Keyboard Map** dialog box.
10. If you want to save the changes to the keyboard map for use in another session, click **Save As**, and then enter a name for this keyboard scheme.
11. Click **OK**.

3.3 Change the Background Image

1. On the **Edit** menu, click **Session Properties**.
2. Click the **Background** tab.
3. Click **Browse**.
4. Select an image file such as one of the sample backgrounds installed with the TinyTERM emulator or with Windows®.
5. Click **Open**.
6. Under Background Image, select one of the options.\

Choose	To display the image
Fit to screen	Stretched or compressed to fit the window
Tile	Repeated to fill the window
Center	Centered in the window

7. Click **OK**.

3.4 Change Display Attributes

1. On the **Edit** menu, click **Session Properties**.
2. Click the **Attributes** tab.
3. In the **Mappable attribute combinations** list, choose the attribute that you want to change.
4. In the **Display attribute as** box, select or change any display options. As you make changes, the results appear in the **Preview** window.
5. Use the **Foreground color** and **Background** color lists to select the colors you want for this attribute.
6. Repeat steps 4–6 for each additional attribute you want to change.
7. Click **OK**.

3.5 Change the Code Page

1. On the **Edit** menu, click **Session Properties**.
2. Click the **Code Page** tab.
3. Choose the code page for incoming data in the **Receive code page** list.
4. If you want to use the same code page for transmitted data, select **Join transmit and receive code pages**; otherwise, choose the code page for outgoing data from the **Transmit code page** list.
5. Choose the code page for data you type in the **Keyboard code page list**.
6. Click **OK**.

3.6 DBCS

TinyTERM supports the use of the following DBCS standards: GB2312-80 and Big5 for Chinese, KOI-8 for Korean, and ShiftJIS for Japanese. In addition to these regional standards, UTF-8 support is present for universal language support. By default, none of these decoding methods are active. To use them, perform the following procedure.

1. Open the **Session Properties** dialog, and select the **Code Page** tab.
2. At the very bottom, select from the drop down box labeled **DBCS** the decoding method you wish to use.
3. On the **Fonts** tab, add an appropriate Unicode font, move it to the bottom of the list, and select the **Unicode Font** code page from the drop down list on the right. Please see the Font section of this guide for more information on adding and deleting fonts.
4. Apply the settings and exit the dialog.

3.7 Save Custom Settings

You can save any changes you make to the session properties to a TinyTERM emulator session properties file (a .tpx file). Once you save the settings, you can load the settings from the file to restore your preferences.

1. On the **File** menu, click **Save As**.

2. Type a file name for your settings file.
3. Click **Save**.

3.8 Change the User Interface Language

TinyTERM™ has the ability to change the user interface language for menus and dialogs on the fly. To change the user interface language, do the following:

1. On the **View** menu, choose **Language**.
2. Choose a language from the choices presented.
3. The user interface will now display menus and dialogs in the selected language.

4.0 File Transfer and Data Capture

4.1 Send a File

For most file transfer protocols, you must start a host application in receive mode before sending a file to the host.

1. On the **Tools** menu, click **Send File**.
2. In the **File transfer protocol** list, choose the protocol for this file transfer.
3. In the **Remote host name** box, type the remote host's name or IP address.
4. If you want to send the file to a directory other than the current directory on the remote host, enter the destination directory in the **Remote host's receive directory** box.
5. Under **Transfer type**, choose either **ASCII** or **Binary**.
6. Drag the file or files you want to send from the **Available files** box to the **Local files to send** box. *Note: Some transfer protocols do not support multiple file transfers.*
7. Click **Send**.

4.2 Get a File

For most file transfer protocols, you must start a host application in send mode before receiving a file from the host.

1. On the **Tools** menu, click **Get File**.
2. In the **File transfer protocol** list, choose the protocol for this file transfer.

3. In the **Remote host name** box, type the remote host's name or IP address.
4. If you want to save the file to a directory other than the current directory on your machine, enter the destination directory in the **Local destination directory** box.
5. Under **Transfer type**, choose either **ASCII** or **Binary**.
6. In the **Source files to get** box, type the name or names of the files you want to receive. *Note: Some transfer protocols do not support multiple file transfers.*
7. Do one of the following:
   - Click **Get File** to initiate a file transfer from the remote host.
   - Click **Receive File** to begin receiving a file for which you have already started the transfer from the remote host.

4.3 Configure Data Capture to a File

1. On the **Edit** menu, click **Session Properties**.
2. Click the **Data Capture** tab.
3. In the **Capture device** list, click **FILE**.
4. In the **Capture file or device name** box, type the name of the file to which you want to save captured data. *Note: If you use the "#" symbol in the file name, the TinyTERM emulator will consecutively number each new capture file. For example, the file name Capture#. txt produces the series of files Capture01.txt, Capture02.txt, and so on. The TinyTERM emulator creates the data capture files in the current directory unless you specify a full path in the Capture file or device name box.*
5. Under **Capture file creation**, select **Append** or **Overwrite**.
6. Click **OK**.

4.4 Configure Data Capture to a Windows Printer

1. On the **Edit** menu, click **Session Properties**.
2. Click the **Data Capture** tab.
3. In the **Capture device** list, click **PRINTMGR**.
4. Click **OK**.

4.5 Start Capturing Data

- On the **Tools** menu, click **Capture file**. If you have the Session bar visible, a moving butterfly net appears.

4.6 Stop Capturing Data

- On the **Tools** menu, click **Capture file**.

5 Printing

5.1 Print Directly to a Network Printer

1. In the **File** menu, click **Printer Setup**. The **Printer Setup** dialog box appears.
2. Click **To Windows printer**.
3. Select the printer from the drop-down list.
4. Click **OK** to close the **Printer Setup** dialog box.

5.2 Print Directly to a Local Printer

1. On the **File** menu, click **Printer Setup**. The **Printer Setup** dialog box appears.
2. Click **Direct to device**.
3. In the **Direct Device Name** box, type lpt1: or the correct port for your local printer.
4. Click **OK** to close the **Printer Setup** dialog box.

5.3 Configure LPD Printing *(Windows® 98, or Me)*

LPD makes your PC printer available to UNIX systems.

1. Open the **Network** control panel.
2. Click **Century Internet Services**.
3. Click **Properties**.

4. In the **Service Name** list, click **printer**.
5. Click **Enable**.
6. Click **Configure**.
7. Click **New**.
8. Type the printer's name. This name must be exactly the same as specified when setting up a remote printer on the UNIX host.
9. Click **OK**.
10. Click on the new printer, and click **Connect**.
11. Choose a printer driver for the new printer, and click **OK**.
12. If you want to set up a specific spooling directory, click the **Spooling** tab, clear **Use local machine Temp directory**, type the directory in the **Path** box, and click **OK**. (Include a trailing \ on the directory; e.g., C:\Spool\)
13. Click the **Access Rights** tab.
14. Click **Add**.
15. Click **Any Host**, or type a machine name and click **OK**.
16. Click **OK**.
17. Click **OK** to close the **Century Internet Services** dialog box.
18. Click **OK** to close the **Network** control panel.
19. Restart your machine.

5.4 Configure LPD Printing on Windows® NT 4.0, 2000 or XP

1. In the **System Tray** by the clock, right-click on the **hammer-and-wrench** icon.
2. Select **Open** from the pop-up menu.
3. Click the **New Printer** button.
4. Type the printer's name in the **Print Queue Name** box. This name must be exactly the same as specified when setting up a remote printer on the UNIX host.
5. In the **Windows Printers** section, select a printer driver for the new printer.
6. If you want to set up a specific spooling directory, clear **Use local machine TEMP Directory** and type the directory in the Path box. (Include a trailing \ on the directory; e.g., C:\Spool\)
7. Click **OK** to close the **Add New Printer** dialog box.
8. Click **Hide** to close the **Century LPD Server** dialog box.

5.5 Configure LPR Printing *(Windows® 98, and Me only)*

LPR allows PC workstations to use your UNIX printers.

1. Open the **Printers** control panel, and choose an existing printer.
2. On the **File** menu, click **Properties**.
3. Click the **Details** tab.
4. Click **Add Port**.
5. Click **Other**, and then click **Century Port Monitor**.
6. Click **OK**.
7. Type the port name. *(for example,* hostname!printer*)*
8. Click **OK**, and close the printer properties.

5.6 Configure Transparent Printing

Transparent or pass-through printing enables the host to tell the terminal to send data to a printer. For each emulation, the TinyTERM emulator watches for certain codes in the data stream from the host.

Emulation	On Code	Off Code
ADML	ESC A	ESC B
AT386	ESC [5i	ESC [4i
SCO ANSI	ESC [5i	ESC [4i
TeleVideo 925	ESC '	ESC a
VT52	ESC W	ESC X
VT100	ESC [5i	ESC [4i
VT220	ESC [5i	ESC [4i
VT320	ESC [5i	ESC [4i
Wyse 50	CTRL+X	CTRL+T
Wyse 60	ESC d#	CTRL+T

Note: When using the values from this table, you must set the correct values for :PN= *and* :PS= *in the* /ETC/TERMCAP *file on the UNIX host. Also, the SCO ANSI console does not support transparent print; however, the SCO ANSI emulation in the TinyTERM emulator does.*

The sequence used to turn transparent printing on for Wyse 50 (CTRL+X) is the same sequence that is used to end the file transfer for Z-Modem and WTERMCRC. To have the TinyTERM emulator accept the CTRL+X sequence as "Transparent Print On," change the file transfer protocol to something other than ZMODEM or WTERMCRC (for example, XMODEM).

To test to see if transparent print works, do the following:

1. Create the following short UNIX shell script file and name it tprint. Make sure you use the correct escape codes for your terminal emulation.

```
# Test for transparent print in vt100 mode.
# \033 is ESC
echo "\033[5i"
cat $1
echo "\033[4i"
```

2. Set the permissions on tprint to read/write/execute.
3. Run the script with a short test file as a parameter.

```
tprint file.txt
```

If the transparent print fails, check the following:

- The host's TERM environment variable *(it must match the emulation you set in the TinyTERM emulator)*
- The values for :PN and :PS in the /etc/termcap file
- The TinyTERM emulator output setting *(it must be set to send printer output to the printer and not to a file)*

6 Usage Tips

6.1 Create a Desktop Shortcut for TinyTERM

1. Right click on the Windows desktop, point to **New**, and click on **Shortcut**.
2. In the **Command line** box, ty*pe (include the quotation mar*ks): "C:\Program Files\Century\TinyTERM\tt.exe" *Note: If you did not install the TinyTERM emulator to its default location, you must type the correct path to the tt.exe file.*
3. Click **Next**.
4. In the **Select a name for this shortcut** box, type TinyTERM Emulator or the name you want to use for the shortcut.
5. Click **Finish**.

6.2 Start a Custom Setting File from a Shortcut to TinyTERM

1. Right click the shortcut to the TinyTERM emulator, and click **Properties**.
2. Click the **Shortcut** tab.
3. Press the right arrow key to move the insertion point to the end of the text in the **Target** box.
4. Press the spacebar.
5. Type the file name of the .tpx file you want the TinyTERM emulator to use when starting *(such as the* Wyse60.tpx *file supplied with the TinyTERM emulator or a custom settings file you have created)*.
6. Click **OK**.

6.3 Use TinyTERM in the Internet Explorer

1. Start the Internet Explorer browser.
2. On the **File** menu, click **Open**.
3. Click **Browse**.
4. In the **Files of type** list, click **All files**.
5. Double click the TinyTERM emulator settings file (.tpx file) you want to open.
6. Click **OK**.

6.4 Use TinyTERM in the Netscape Navigator

1. Start the Netscape Navigator browser.
2. On the **File** menu, click **Open page**.
3. Click **Choose file**.
4. In the **Files of type** list, click **All files**.
5. Double click the TinyTERM emulator settings file (.tpx file) you want to open.
6. Click **OK**.

6.5 Use the Century FTP Client to Connect to a Host

1. Start the Century FTP client. The **Century FTP - Configuration Info** dialog box appears.

2. In the **Hostname** box, type the remote host's name or IP address.
3. In the **User Name** box, type your user name for the remote host.
4. In the **Password** box, type your password for the remote host.
5. Click **Connect**. An explorer window appears for the remote directory.
6. Transfer a file by dragging the desired file from its source to the destination folder.

7 Scripting

7.1 Create a Basic Script

The sample script below can be used to automatically dial a phone number. To implement this or any script, see section 7.2, "Run a Script."

1. On the **Tools** menu, click **Script Editor**.
2. Click **New**.
3. Click **CScript**.
4. In the **Text** box, type the following:

```
te.xmit ("ATZ\r");
te.wait ("OK", 0);
te.xmit ("atdt8012683088\r");
```

5. Click **Save As**.
6. In the **File name** box, type Modem.cs, and click **Save**.

7.2 Run a Script

1. On the **Tools** menu, click **Execute Script File**.
2. Double click the .cs or .cmd file you want to run.

7.3 Automatically Launch a Post-Connection Script

You can have the TinyTERM emulator run scripts automatically before starting a session or after closing a session. The example that follows uses the script Modem.cs created in section 7.1, "Creating a Basic Script," to send dialing commands to the modem.

1. On the **Edit** menu, click **Session Properties**.
2. Configure a serial connection (see section 2.4, "Make a Serial Connection").
3. Select **Establish connection on open**.
4. Click **Post Connect**.
5. Click **Browse**.
6. Click the Modem.cs script, and click **Open**.
7. Click **OK**.
8. On the **Session** menu, click **Connect**.

7.4 Using the Macro Recorder

1. On the **Tools** menu, click **Macro Recorder**.
2. In the list box, type a name for the macro.
3. Click the **Record** button to begin recording.
4. Type the commands you wish to record.
5. Click the **Pause** button to temporarily halt recording and to resume.
6. Click the **Stop** button to end recording and write the macro file.
7. Click the **Play** button to play the macro back.
   See section 7.2, "Run a Script," to run a macro as a script.

7.5 Using the Hostmode.cs Script

TinyTERM has a powerful script called hostmode.cs that allows you to transfer files between PCs. **Note:** Both PCs will need modems. For best results the controlling PC needs to have a modem that will accept typed commands. If it has a Winmodem, a modem specifically designed to work only with Microsoft Windows, the hostmode.cs script won't be able to communicate with it properly, and the script will fail. An updated version of the Hostmode.cs script is now available. To download the latest version, please visit our website at

http://www.centurysoftware.com/support. Click on the using hostmode.cs link. To set up and use hostmode.cs do the following:

1. On the **Edit** menu, click **Session Properties**.
2. In the Session Properties dialog, change the connection type to "RS232 (Serial)."
3. Under the "Available devices," select the COM port your modem is on.
4. Then click the "Setup" button next to available devices and set the appropriate connection speed based on your modems capabilities.

5. Once you've setup the connection, click the "OK" buttons until the Session Properties dialog closes.
6. Go to the "File" menu and select "Save Session" to save the settings.
7. Go to the "Tools" menu and click on "Script Editor."
8. In the Script Editor, click the "Open" button and select the hostmode script in the "Open Script File" dialog box. The script will open in a separate Notepad window. About 25 lines down you'll see a section labeled, "Variable declaration and initial values." Each line after that has a variable setting and a description. These need to be changed to match your controlling PC's requirements. The settings listed in this section of the script are fairly common and may work for your modem. But then again, they may not. If they don't work, try to get the correct settings from your modem documentation. Most modems come with a manual or other documentation that lists the best values for these functions. If you don't seem to have the information, gather all the documentation you can for your modem and call our technical support for help in setting up the values for your modem. The other values in this section are mainly personal preference. If you don't like the setting, feel free to change it. Just remember to keep the quotation marks in place, and be sure the upload and download directories you choose exist on the PC.
9. Make any changes necessary to the hostmode.cs script.
10. Close Notepad, saving the changes.

11. Click the Run button to start hostmode. Once everything has been set up properly, (adding users, setting passwords, etc.) you will see a message telling you that hostmode is running.

To connect to the PC running Hostmode.cs, see section 2.3 "Make a Modem Connection."

To send a file to the PC running Hostmode.cs, see section 4.1 "Send a File."

8 Frequently Asked Questions

8.1 Installing TinyTERM

Q: Why do I keep getting an error that the install has failed due to denied access when installing the TinyTERM emulator on a Windows NT Workstation machine?

A: You are trying to install with User rights. You must have Administrator rights to install the TinyTERM emulator on a Windows NT Workstation machine.

Q: How can I install the TinyTERM emulator on a machine without a CD-ROM drive?

A: Do one of the following:
   • Copy the TinyTERM CD-ROM to a network drive
   • Download the TinyTERM emulator from http://www.censoft.com/download. Install on the desired machine and use the License Manager to register.

8.2 Licensing Questions

Q: After typing my serial number and activation key, why do I receive an error that the serial number doesn't match the activation key?

A: Make sure that you have typed the serial number and activation key correctly. The serial number should start with one uppercase letter, followed by eight numbers and by the letters EM (for example, P42234567EM). The activation should be eight lowercase letters (for example, abcdefgh).

Q: I have just downloaded and installed the latest version of the TinyTERM emulator. When I try to launch the evaluation version, why do I get the message that "the license has already expired"?

A: This often happens when the evaluation version is installed over a previous version of the TinyTERM emulator. Uninstall all previous TinyTERM versions, restart your PC, and reinstall the new version of TinyTERM.

Q: Can I license an evaluation version without reinstalling the TinyTERM emulator?

A: Run the License Manager. See "Licensing the TinyTERM Emulator."

8.3 Connecting to a Host with Telnet

Q: I cannot connect to a host using a Telnet connection, what should I do?

A: Use ping from a command prompt to check for connectivity to the host. If you get no response from the host, you have a problem with either the network configuration on your machine or your network. See your network administrator for assistance.

Q: Why am I getting Winsock errors *(such as, 10065, 10061)* when I try to connect to a host?

A: This error comes from Windows, not the TinyTERM emulator. Try the following:

- Open the Network control panel and record all the information for the TCP/IP protocol. Remove the TCP/IP protocol and restart your machine. Add a new TCP/IP protocol to the Network control panel using the information you recorded and restart your machine.
- Visit *http://www.sockets.com* for details and helpful information about Winsock errors.

8.4 Connecting to a Host with a Modem

Q: My modem dials and it seems like the host is answering, so why am I not getting anything on screen?

A: Try lowering the modem connection speed in the TinyTERM emulator.

Q: When I attempt to make a modem connection, why do I get a TAPI error, "No reply from host"?

A: Make sure that you have typed the phone number correctly, without any spaces or dashes in the number. If you need to dial 9 to get an outside line, you will need to include that in your number *(for example, 9,18015551212)*.

Q: The modem dials, so why do I get the message that there is no carrier or the host is not responding?

A: Check with your UNIX administrator to make sure the host system is responding. The UNIX administrator may need to reset the modem on the host machine.

8.5 Connecting to a Host Over a Serial Connection

Q: Why don't I get a response from my host through my serial connection?

A: Try lowering the port connection speed in the TinyTERM emulator. Generally, host ports cannot support the 115,200 rate.

Q: I successfully connected to my host over a serial connection, so why can't I connect a second time?

A: You probably did not log off properly when you closed the connection and left processes running on the UNIX machine. Have your UNIX administrator close down any processes you left running on the host system and try it again.

Q: I get the message "connected = RS232," so why don't I see a login prompt? What's wrong with my COM port?

A: Try connecting using Hyperterminal. If Hyperterminal cannot connect, check all related cables and connections. *Note: If you are replacing a dumb terminal with a PC, you will need a null modem adapter on one end of the cable between the PC and host machine.*

8.6 Customizing TinyTERM

Q: How do I get the TinyTERM emulator to automatically connect to my host when I start the emulator?

A: In the Session tab of the Session properties, enter your host name or address and click **Establish connection on open**. You must also save the settings to the Default.tpx file or configure the TinyTERM emulator to start with your preferred .tpx file.

Q: Why do I lose my connection to my host system after not using the TinyTERM emulator for a while?

A: Most host systems will automatically close a connection after a certain period of inactivity. Your UNIX administrator can set how long the UNIX system waits before closing idle connections. There are shareware programs on the Internet that will send a "keep-alive" packet to keep the connection open.

Q: Every time I start the TinyTERM emulator, dial-up networking tries to connect and I have to press cancel. Can I disable this?

A: You need to disable the autoconnect feature of your browser or dial-up networking. If you use Internet Explorer 4.0, open Dial-Up Networking and rename the Internet connection by adding one character. Start Explorer, and you see an error message. Click the message that disables the autoconnect feature. Rename your Internet connection by removing the character you added. *Note: This is just one example. You may need to contact your vendor or ISP to learn how to disable the autoconnect feature.*

8.7 Emulation

Q: I get strings of letters instead of line-draw characters. What do I need to change?

A: Do the following:

1. On the **Edit** menu, click **Session Properties**.
2. Click the **Session** tab, and select **Ignore graphic parity bit**.
3. Click the **Attributes** tab, and select **Use non-font based line draw characters**.

Q: I have successfully logged in to my host, so why do I see gibberish when I run my application?

A: You have selected the wrong emulation. Check with your UNIX administrator to find out what emulation you should be using.

Q: I have a hard time reading the TinyTERM emulator's default fonts. How do I change the font?
A: Do the following:
1. On the **Edit** menu, click **Session Properties**.
2. Click the **Font** tab.
3. If you do not see the font you want to use in the **Font/Code Page display order** list, click **Add Font**, and choose the font you want to use.
4. Click on the font you want to use, and click **Up** until that font appears at the top of the **Font/Code Page display order** list.

8.8 Printing

Q: Why won't LPR print on the UNIX machine?
A: Make sure that you have the LPD daemon configured on the UNIX host, and make sure your host files are setup correctly (remember, UNIX is case sensitive).
Q: When I try to print from the TinyTERM emulator to my local printer, why do I get the following problems?
  • The printer prints garbage
  • The printer prints using very small type
  • The print job does not finish
A: Check the settings for the printer:
1. On the **File** menu, click **Printer Setup**.
2. Click **Direct to Device**.
3. In the **Direct device name** box, type lpt1:.
4. Click **Flush output buffer to printer**.
Q: How do I stop my network printer from printing the printer codes?
A: Check the settings for the printer:
1. On the **File** menu, click **Printer Setup**.
2. Click **Direct to Device**.
3. In the **Direct device name** box, type the full path to your network printer (for example, \\server\printer1).
4. Click **Flush output buffer to printer**.

8.9 Map a Network Drive with NFS

Q: I am connecting to my UNIX host and attempting to map a network drive using NFS. Why can't I complete the mapping to the network drive?

A: Make sure that you have PCNFSD version 2 running on the UNIX host.

Q: I am using NFS on a Windows NT Workstation machine. When I'm logged in with Administrator rights, I can shut down the machine. Why can't I shut down the machine when I have logged in with User rights?

A: If you remove the Century NFS component from the machine, you can shut down the machine when logged in with User rights. We recommend that when installing the TinyTERM emulator on a machine where the user will have only User rights that you do not install the NFS component.

8.10 Scripting

Q: I have many scripts written in the TERM Script Language (TSL). Can I use these scripts in the TinyTERM emulator?

A: Yes. TinyTERM provides a built-in script translator that will run most of the basic TSL commands. For more information, read the TERM Script to CScript Translation Guide. (When you installed TinyTERM on your machine, the install wizard created a documentation folder on your hard drive that includes the TERM Script to CScript Translation Guide.)

8.11 Converting .tap Connection Files

Q: Can I use my .tap connection files from TinyTERM version 3?

A: Run the script TAPtoTPX.cs. This will convert a .tap file to a .tpx file for use with TinyTERM version 4. For full documentation, read the file TAPtoTPX.wri included with TinyTERM.

9 Contacting Century Software

If you need additional information, visit Century Software's Web site at *http://www.centurysoftware.com*. At our Web site, you can search our Knowledgebase for possible solutions to your problem. From our home page, click **Support**, then click on **Knowledge base**. If you cannot find a solution to your problem in our Knowledgebase, contact the Century Software technical support team by E-mail at *support@censoft.com* or by phone at **(801) 268-3088**. Before contacting Century Software, please collect the following information:

- Version of the TinyTERM emulator
- Version of your Operating System
- Connection Type
- Emulation
- File transfer protocol used *(if applicable)*
- Description of your problem
- Steps to duplicate your problem
- Any error messages you received
- Type of printing you use *(such as LPD, LPR, transparent)*

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