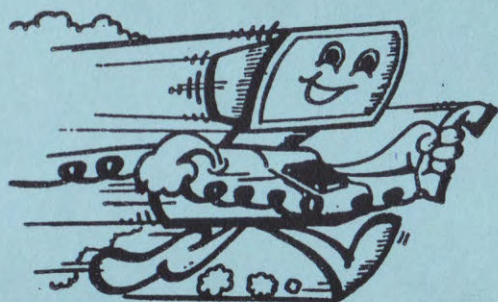
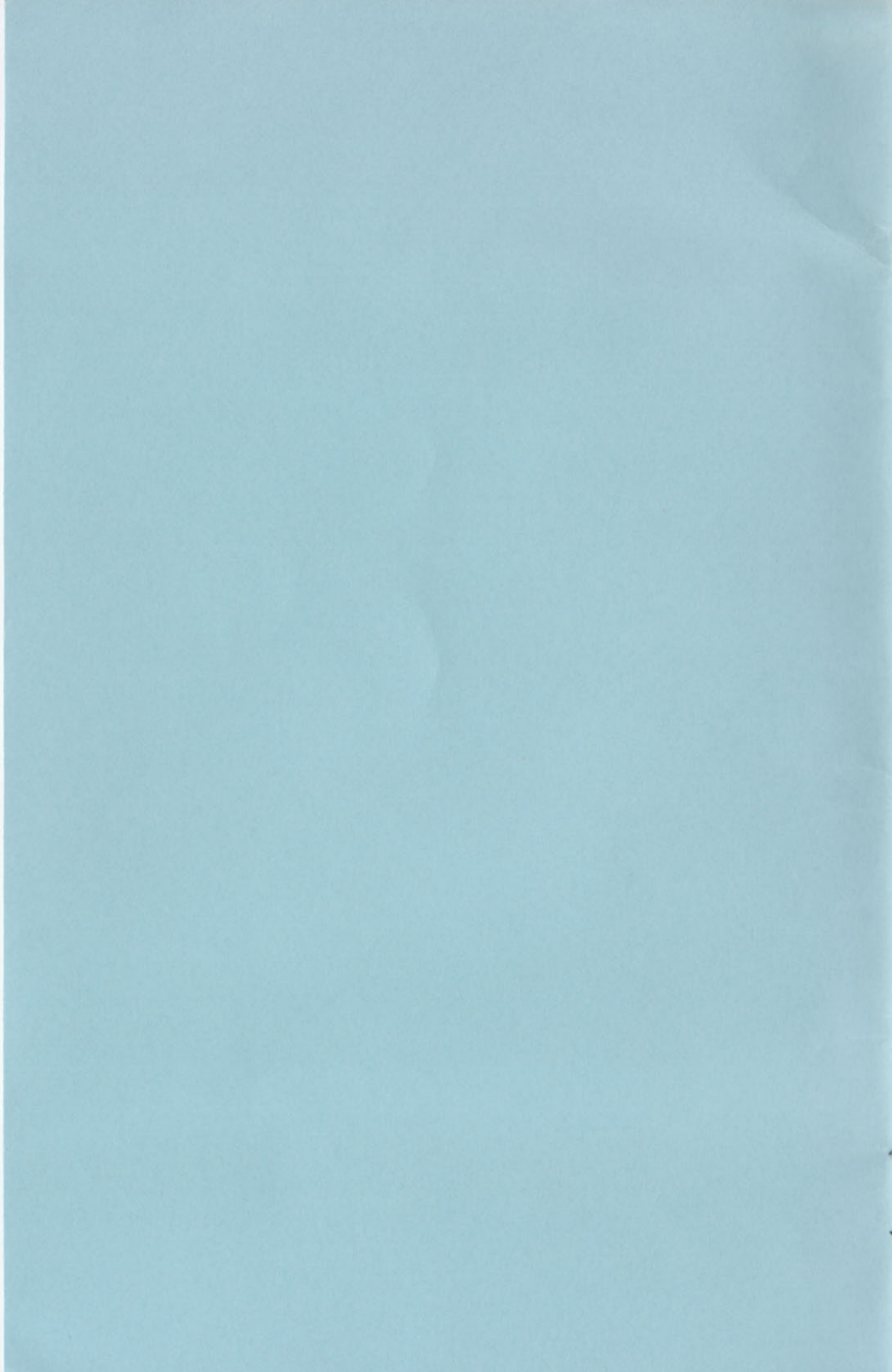


Warp

One





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Warp One
Release 2.20

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INTRODUCTION

Warp Factor One is a telecommunications program that allows you to access any standard telecommunications system as well as local electronic bulletin board systems. The program comes complete with many features that allow you to take maximum advantage of telecommunications. The program is completely user friendly, and takes advantage of the windowing functions offered by OS9 Level II.

OVERVIEW

Warp Factor One is set up to be easily used by anyone. To run the program, after it has been installed, is as simple as typing it's name. If you wish, you can create an auto-dial phone list as well as a set of automatic macros by specifying the file names when you run Warp1. This allows you to set up automatic dial up and log on sequences for most systems.

Warp Factor One also has a set of file transfer features, including file capture and Xmodem protocol. These allow you to transfer files between computers through the phone line.

All features are accessed through the use of <ALT> key sequences. That is, you press the <ALT> key, then the key representing the desired feature to activate. Once a feature is activated, you will be prompted for any necessary information.

INSTALLATION

REQUIREMENTS:

Radio Shack Color Computer III with 512k or memory
At least one disk drive
OS9 Level II

MAKE A BACKUP:

The first thing that you should do when you receive your software package is make a backup. To do this follow these steps:

- 1> Get a new blank diskette
- 2> Format the new diskette (Format /d0)
- 3> Backup the Warp1 diskette (Backup /d0 #56k)

COPY WARP1 TO YOUR WORKING DISKETTE:

Once you have a backup of the Warp1 diskette, you are ready to copy DMTree to your working OS9 disk. To do this follow these steps:

(For users with two disk drives)

- 1> Place your Warp1 diskette in drive 1
 - 2> Place your working OS9 disk in drive 0
 - 3> Type: Copy /d1/Warp1 /d0/cmds/Warp1
- (Multi-Vue users only)
- ```
Copy /d1/aif.wrp /d0/aif.wrp
Copy /d1/icon.warp1 /d0/cmds/icons/icon.warp1
```

(For users with a hard drive)

- 1> place your Warp1 diskette in drive 0
  - 2> type: Copy /d0/Warp1 /h0/cmds/Warp1
- (Multi-Vue users only)
- ```
Copy /d0/aif.wrp /h0/aif.wrp
Copy /d0/icon.warp1 /h0/cmds/icons/icon.warp1
```

(For users with one disk drive)

- 1> Place your Warp1 diskette in drive 0
 - 2> type: Copy -s /d0/Warp1 /d0/cmds/Warp1 #40k
- (Multi-Vue users only)
- ```
Copy -s /d0/aif.wrp /d0/aif.wrp
Copy -s /d0/icon.warp1 /d0/cmds/icons/icon.warp1
```

NOTE: This installation procedure assumes that your working disk has the CMDS directory already on it. If it does not, consult your OS9 manual about creating this directory.

### RUN WARP1:

Once Warp1 is installed, you are ready to run it. To do this follow these steps:

- 1> Put your working disk in drive 0
- 2> Change your execution directory to drive 0  
(chx /d0/cmds)
- 3> Type: Warp1 [macrofile] [D=phonefile]

NOTE: The macrofile and phonefile are optional. The macro file is a file used to store macro key definitions, a phonefile is a file used to store auto-dial phone numbers.

## USING WARP1

Once Warp1 is run, telecommunications can begin immediately. Everything that is typed is sent through the RS232 pak to your modem with the exception of special <ALT> key sequences. These <ALT> key sequences activate special Warp1 features. An <ALT> key sequence is executed by holding the <ALT> key down and pressing a letter key. A menu window listing the features available is displayed at the bottom of the screen. This menu can be toggled on and off using the <ALT><M> key sequence.

At the top of the screen is a display of the terminal's current status as well as the current time. The time can be toggled on and off using the utilities menu <ALT><U>.

All of these features are further explained in the following pages.

## AUTO-DIAL

The auto-dial feature of Warp1 allows you to have your modem automatically dial the phone (if your modem has an auto-dial feature). To define these auto-dial phone numbers, simply use the <ALT><D> key sequence. This sequence then pulls up a menu window with the following options:

- 1 - Edit Dial Menu
- 2 - Save Dial Menu
- 3 - Load Dial Menu
- 4 - Change Modem Defaults

### EDITING THE DIAL MENU

The first option, Edit Dial Menu, allows you to enter or change a phone number. When you choose this option you will be presented with a window displaying all currently defined phone numbers (up to 15 numbers per phone file). To change one of these numbers, simply use the arrow keys to point to the number to change and press 'R'. You will then be asked for the System Name. This is a name that you will use to identify the particular computer system to call. Simply type the name and press <ENTER>. After you enter the system's name, you will be prompted for the system's phone number. Simply type the number and press <ENTER>. That number will now be on the auto-dial menu. When you are finished editing phone numbers, simply press <ENTER> instead of 'R' and you will return to the dial menu.

### SAVING THE DIAL MENU

The second option, Save Dial Menu, allows you to save the currently defined phone numbers to a file. When you choose this option you will be prompted to enter a pathname to save the file to. This can be any valid OS9 filename. Simply type the name and press <ENTER>. If the file exists, you will be asked if you want to replace the file. If you want to replace the file, simply type 'Y', if not press 'N'. If you decide not to save the file, simply press <ENTER> for the pathname and you will return to the dial menu.

### LOADING THE DIAL MENU

The third option, Load Dial Menu, allows you to load a previously defined set of phone numbers from a file. Once you choose this option you will be prompted to enter the pathname to load. This can be any valid OS9 filename. Simply type the name and press <ENTER>. If the file does not exist or is not in the proper format, no numbers will be loaded. If the file does exist and is in the proper format, the numbers will be loaded and a message instructing you to press <F1> for auto-dial will be displayed.

### CHANGING THE MODEM DEFAULTS

The fourth option, Change Modem Defaults, allows you to define what string is sent to the modem to instruct it to dial the number. For Hayes compatible modems this string should be ATE0V0DP for pulse dialing, and ATE0V0DT for tone dialing. If your modem differs from these settings, you can change the setting to whatever you like. If you decide not to change the settings, simply press <ENTER> and you will return to the dial menu.

To exit from the dial menu without choosing any options, simply press <ENTER>.

### EXECUTING THE AUTO-DIAL

To execute the auto-dial feature, simply press the <F1> key. You will then be presented with a window displaying all currently defined phone numbers. Simply point to the number to dial with the arrow keys and press the <F1> key again. If you decide that you do not want to automatically dial a number, simply press the <ENTER> key and you will return to normal terminal operation.

## AUTO-MACRO

The auto-macro feature of Warp1 allows you to send a string of characters with a single keystroke. To define these auto-macros, simply use the <ALT><A> key sequence. This sequence then pulls up a menu window with the following options:

- 1 - Edit Macro Buffer
- 2 - Save Macro Buffer
- 3 - Load Macro Buffer

### EDITING THE MACRO BUFFER

The first option, Edit Macro Buffer, allows you to edit the macro strings to be sent. When you choose this option (by pressing '1') you will be presented with a window displaying the currently defined macro strings (up to 15 strings can be defined per macro file). To change a macro string, simply use the arrow keys to point to the string that you wish to change and press 'R'. You will then be able to enter the new macro string. When you are finished editing macro strings, press <ENTER> instead of 'R' and you will return to normal terminal mode.

### SAVING THE MACRO BUFFER

The second option, Save Macro Buffer, allows you to save the current macro setting to a file. When you choose this option (by pressing '2') you will be asked for a pathname for saving the file. The pathname can be any legal OS9 pathname. If the file exists, you will be asked if you want to overwrite the file. If you want to overwrite the file simply type 'Y', if not press 'N'. If you decide that you do not want to save the macro file, simply press enter without a pathname and you will be returned to normal terminal operation.

### LOADING THE MACRO BUFFER

The third option, Load Macro Buffer, allows you to load in a new set of macro settings from a file. Once you choose this option (by pressing '3') you will be asked for a pathname to load. The pathname can be any legal OS9 pathname. If the file does not exist or does not have the proper format, no macros will be loaded and you will be returned to normal terminal operation. If the file does exist and is in proper format, the macros will be loaded and can be used and edited. You will also be instructed to press <F2> to execute the macros.

### EXECUTING THE AUTO-MACRO

To execute (send) a macro string, simply press the <F2> key. A list of the current macro strings will 'pop-up' in a window. You can then choose which string to send by using the arrow keys to point to that string. Once you have chosen the correct string, simply press the <F2> key again to send the string. The string will then be sent through the RS232 port. If you decide that you do not want to send a macro string, simply press the <ENTER> key and you will be returned to normal terminal operations.

## AUTO-BUFFER

The Auto-buffer feature of Warp1 allows you to capture information coming to your terminal, and store it to a disk or printer. This allows you to download programs, capture log-on sessions, and print information on the printer.

### OPENING/CLOSING THE BUFFER

To open/close the capture buffer is a simple task. Simply use the <ALT><T> key sequence. This will toggle the capture buffer, that is if the buffer is open it will be closed, if it is closed it will be opened. The buffer is normally closed. The buffer can also be opened by the host computer. This is done through a set of control characters. If the host computer sends a <CNTRL><R> the buffer will automatically open. If the host computer sends a <CNTRL><T> the buffer will automatically close.

### LISTING THE BUFFER

To list the capture buffer, simply use the <ALT><L> key sequence. When you press <ALT><L> a window will appear displaying the current contents of the buffer. While the buffer contents are being listed, you can use the <P> key to pause the listing. Pressing any other key resumes listing. Pressing the <SPACE> bar aborts the listing and returns to normal terminal operation.

### SAVING THE BUFFER

To save the contents of the capture buffer to a file, use the <ALT><S> key sequence. When you press <ALT><S> you will be prompted to enter a pathlist to save the buffer. This pathlist can be any valid OS9 filename. If the file already exists, the message 'ERROR 218' will appear and the buffer will not be saved. If this happens, simply save the file under a different name.

### PRINTING THE BUFFER

To print the contents of the capture buffer, simply follow the exact procedure as saving the buffer, except that when asked for a pathlist type '/p'. The contents of the buffer will then be sent to the printer.

### CLEARING THE BUFFER

It may be necessary to clear out the contents of the buffer at some point. To do this simply use the <ALT><C> key sequence. When you press <ALT><C> a window will pop-up prompting you 'Clear The Ram Buffer [Y/N]?' Simply type 'Y' if you want to clear the buffer and 'N' if you don't. If you type 'Y' the message 'Ram Buffer CLEARED!!!' will be displayed indicating that the buffer has been cleared.

## ASCII FILE OUTPUT

The ASCII file output feature of Warp1 allows you to send an entire file through the modem at one time. This is useful for uploading files and sending messages. The file can be sent all at once or one line at a time giving you maximum control over the file transfer.

### INITIATING THE FILE OUTPUT

To initiate the file output, use the <ALT><O> key sequence. When <ALT><O> is pressed you will be prompted to enter the pathlist to transmit. This pathlist can be any valid OS9 filename that currently exists. If the filename entered does not exist the message 'ERROR 216' will appear and you will return to normal terminal operation. If the file does exist, the message 'Use The [ALT-3] key When Ready To Send The File' is displayed and you are returned to normal terminal operation.

### SENDING THE FILE

Once the file output option is initiated, you are ready to send the file. Terminal operation appears to be normal, except that the <ALT><3> key sequence can be activated. You can now get the host system ready to receive the file. This can be done by telling the host that you either want to upload a file, or post a message. Once the host computer is ready, press <ALT><3> and the message 'Press F1 to Send A Line/Press F2 to Send Entire File' is displayed. You can then press 'F1' each time you want to send a line of the file. If you want to abort before sending the entire file simply press F2. If you want to send the entire file at once, press F2 and the entire file will be sent. If at any time during the file sending process you want to abort, simply press the <SPACE> bar and the file transmission will be aborted.

## FILE TRANSFER

The file transfer feature of Warp1 allows you to send and receive file via the well accepted Xmodem and Ymodem protocol as implemented by Ward Christensen. This file transfer protocol is accepted on virtually every computer system that allows file transfers.

### INITIATING FILE TRANSFER

To initiate a file transfer, you must first instruct the host computer system that you want to transfer a file. This is done differently on different computer systems, but most systems will prompt you for a filename and a protocol. The filename is the name of the file that you want to send, and the protocol is either Xmodem or Ymodem. Once the host computer is ready to transfer, simply press the <ALT><X> key sequence. Once you press these keys, you will be asked if you want to use [X]modem or [Y]modem. Once you select the proper protocol, you will be prompted to [T]ransmit or [R]eceive a file. Pressing 'T' will initiate a file transmit (send), while pressing 'R' will initiate a file receive. Pressing the <ENTER> key will abort the entire operation.

### TRANSMITTING A FILE

If you have pressed the 'T' key instructing Warp1 to transmit a file, you will be prompted to enter the pathlist of the file to send. This pathlist can be any valid OS9 filename. If the filename entered does not exist, the message 'ERROR 216' will be displayed and you will be prompted to re-enter the filename. If the file does exist, Warp1 will begin transmitting the file immediately. A constant display of the Blocks Sent, Bytes Sent, Current Block, and Total errors will be displayed as the file is transmitted. If at any point during the transmission you wish to abort, simply press the <SPACE> bar. You will then be returned to normal terminal operation. In most cases you will have to inform the host computer that you have aborted. This is done differently from system to system, but most systems use either <CNTRL><X> or <CNTRL><C> to abort.

### RECEIVING A FILE

If you have pressed the 'R' key instructing Warp1 to receive a file, you will be prompted to enter the pathlist of the file to receive. This pathlist can be any valid OS9 filename. If the file already exists, the message 'FILE CREATION ERROR 218' will be displayed and you will be prompted to re-enter the filename. If the file does not exist, file transfer will begin immediately. As with the file transmit option, the Blocks Received, Bytes Received, Current Block, and Total errors are displayed as the file is received. If at any point during the file receive you wish to abort, simply press the <SPACE> bar and you will be returned to normal terminal operation. As with the file transmit option, you will have to inform the host computer that you have aborted transmission.

## CHANGING THE MODEM SETTINGS

The modem settings feature allows you to change the modem transmission parameters (baud, stop bits, etc.). This option allows you to communicate with the many different types of host computer systems.

### SETTING THE PARAMETERS

To change the modem settings, use the <ALT><Y> key sequence. Once this key sequence is initiated, you will be prompted for the different setting options that are possible.

### SETTING THE BAUD RATE

The first parameter that you will be prompted for will be the Baud rate. This is the speed at which your computer will communicate. Most modems are either 300, 300/1200, or 300/1200/2400. You will have to check your particular modem for its speed ratings. The host computer will also have to have a comparable speed setting if the connection is to work. Check your host documentation for its available baud rates. A menu indicating what to press for each baud rate will be displayed, simply press the key indicating the speed that you desire.

### SETTING THE WORD LENGTH

The next setting that you will be prompted for is the word length setting. This setting determines whether 7 or 8 bits of information will be sent through the phone line. Most newer systems allow 8 bit word lengths, but some older systems, and some networks (such as telenet) only allow 7 bit words. A general rule to follow is that if 8 bits doesn't work, use 7. Pressing '7' or '8' activates the appropriate word length.

### SETTING THE STOP BITS

Once you have entered the word length, you must enter the number of stop bits (1 or 2). On most systems today 1 stop bit is an appropriate setting. It is possible that some systems will require 2 stop bits, but this is unlikely. Once again the general rule is, if 1 stop bit doesn't work try 2. Pressing a '1' or a '2' activates the appropriate number of stop bits.

### SETTING THE PARITY

The next setting is the parity setting. This setting is somewhat dependent on the word length setting. If you have chosen an 8 bit word length, then the 'None' option, meaning no parity should be chosen. If a 7 bit word length was chosen, any of the remaining options can be chosen. Most systems however will accept 'Even' parity. This can also be experimented with to find the best results.

Once the parity is set the message 'New modem settings ready' will appear. This informs you the new settings are now in effect and can be used.



## DIRECTORY FUNCTIONS

### VIEWING THE WORKING DIRECTORY

To view the working directory, simply use the <ALT><V> key sequence. Once you press <ALT><V> you will be prompted 'View working Directory [Y/N] ?'. Simply type 'Y' and a window will appear displaying the files in the current directory, their size, and the number of Xmodem blocks needed to transfer them. If at any time you need to pause the listing, simply press 'P' and the listing will stop. If you wish to abort the viewing of the directory, press the <SPACE> bar.

### CHANGING THE WORKING DIRECTORY

During the normal terminal operation you may want to change the current working directory. To do this use the <ALT><W> key sequence. Once these keys are pressed, a window will pop-up prompting you to 'Enter New Working Directory'. Simply type the name of the new working directory to be used and press <ENTER>. If you wish to abort the operation at this point, leave the directory name blank and it will remain unchanged. If the name of the directory that you enter does not exist, the message 'ERROR 216' will be displayed and you will return to normal terminal operation. If the directory does exist the message 'New Working Directory [READY]!' will be displayed.

## UTILITIES MENU

The utilities menu contains several general purpose utilities that you may need while on line. To access these utilities use the <ALT><U> key sequence. A menu window will be displayed listing these available options:

### 1 - LIST A FILE

The list a file option allows you to view an OS9 file while on line with a host system. Once you choose this option (by pressing '1') you will be prompted with 'Enter The PATHLIST To Be Listed'. Simply enter the filename of the file to be listed and press <ENTER>. If you want to abort at this point, press <ENTER> without entering a filename. If you do enter a filename and it does not exist, the message 'ERROR 216' will be displayed. If the file does exist, a window will appear listing the contents of the file. If you wish to pause the listing press 'P', if you wish to abort the listing press the <SPACE> bar.

### 2 - DELETE A FILE

The delete a file option allows you to delete any OS9 file. Once you choose this option (by pressing '2') the message 'Enter The PATHLIST That Is To Be Deleted' is displayed. Type the name of the file to delete and press <ENTER>. If the file exists it will be deleted. If the file does not exist the message 'ERROR 216' will be displayed.

### 3 - SYSTEM CHAT MODE

The system chat mode option allows you to enter a 'chat mode' while on line with another user. The 'chat mode' is that what you type does not get sent until the <ENTER> key is pressed. This allows you to type at the same time as the other user you are on line with types. When you enter chat mode, you are placed in a window. Everything you type is displayed in reverse video. Everything the other user types is displayed in normal video. This allows you to easily distinguish between what you are typing and what they are typing. To exit from the chat mode, simply press the F2 key and you will return to normal terminal operation.

### 4 - START ONLINE TIMER

The start online timer allows you to time how long you are on-line with a system. This timer is automatically started if you use the auto-dial feature. If you don't use the auto dial feature, you can manually start the timer using this option. To display the time, press <ALT><4> and the current time will be displayed next to the start time. This is very useful when on-line with pay-services such as Compuserve and Delphi.

### 5 - EXIT TO THE SHELL

The exit to the shell option allows you to execute any OS9 command while on line. This is useful when you need to do some file maintenance etc. while on-line. When this option is chosen (by pressing '5') you will be put into a window with the OS9 prompt. You can now execute any OS9 commands that you need to. To exit this mode, simply type 'ex' at the OS9: prompt and you will return to the utilities menu.

### 6 - TIME CLOCK TOGGLE

The time clock toggle option allows you to turn off and on the time clock display in the upper right hand corner of the screen. On startup this clock display is set to on. To turn it off simply select this option (by pressing '6'). If the clock is currently off, it can be turned on in the same manner.

### 7 - COLOR CONFIGURATION

The color configuration option allows you to set your Warp1 background, foreground, and border colors. This option is useful when you don't like the white on black colors provided. When you execute this option, a list of keystrokes is provided. Using these keystrokes you can change the colors. When you are finished, simply press <ENTER> and the colors will be saved.

To exit from the utilities menu without selecting any options, simply press any key not on the menu and you will return to normal terminal operation.

## EXITING FROM WARP1

To exit Warp1 use the <ALT><Z> key sequence. When you press these keys you will be prompted 'Exit This Program [Y/N] ?'. If you type 'Y' you will be returned to the normal OS9: prompt. If you type 'N' you will return to normal terminal operation.

RETURN FROM WORK

To get your car the <A><L> the engine. When you have done that you will be  
repaired. The program (1997). If you like Y you will be covered in the next 200 days.  
If you like Y you will have to change the engine.

