

# User Manual

for

# WinPack



by Roger Barker G4IDE

This **User Manual** is a compilation of various WinPack references including:

- WinPack's Help file, the primary source of text
- Help files for some WinPack Add-on Programs
- Informational .TXT files which can be found in the WinPack directory
- Informational files from the WinPack web site

Nearly all of this text was written by the WinPack program author, Roger Barker, G4IDE, who has been diligent in keeping these items up-to-date.

In addition to providing a single source of **how** to use WinPack, a primary objective of this Manual is to help the user learn **what** WinPack can do.

In compiling the text to meet those objectives, some editing of the source text was done, including:

- re-ordering the sequence of Help topics
- removing redundant text that occurs naturally in Help files
- adding context that was lost when context-sensitive Help is pulled away from program windows and screens
- adding additional screen-shot graphics

Very little original language was added by the editor.

This material is current as of WinPack version 6.80

User Manual Editor:

Ralph Milnes, KC2RLM – v6.61 - 6.80

June 14, 2002

# WinPack User Manual

## Table Of Contents

This Table of Contents is interactive **if** you are viewing it with Word or Adobe Acrobat. Click on a topic with your mouse to take you to the topic.

Also, within the document, you will find hyperlinks that will let you jump to other sections of this manual. Hyperlinks are typically [blue and underlined](#); links you have already used may be [purple and underlined](#).

1. Welcome to WinPack! .....	1
My Philosophy on Amateur Radio.....	2
2. Downloading and Installing WinPack .....	3
3. License and Registration.....	4
Licensing Conditions For WinPack V6.7 .....	4
How to Register .....	5
Registration Form .....	7
4. Getting Started .....	8
Getting Assistance.....	8
The Main Screen: Getting Around in WinPack .....	9
Quick Start: Get WinPack working in 5 minutes or less.....	13
5. Completing the WinPack Setup.....	15
TNC Setup.....	15
Complete the Comms Setup settings .....	16
Configure the Personal/BBS Info settings.....	18
6. Mail and Bulletins .....	23
Auto BBS Sessions.....	24
Reading Mail.....	26
Bulletins .....	30
Set Bulletin Columns .....	30
Reading Bulletins.....	31
Automate the Download of Selected Bulletins .....	36
Mail Options.....	37
Renumbering the Message List .....	39
Writing Messages .....	41
Sending Messages .....	43
Creating And Using Mailing Lists.....	44
7. Text Editor: The Edit Window .....	45
The Edit Window's Menu Options.....	46
Printing from the Edit Window .....	47
8. File Transfers .....	48
YAPP File Transfers .....	48
7plus File Transfers .....	53

## Table of Contents

9. Scripts .....	58
About Scripts .....	58
Creating Scripts .....	58
Playing A Script .....	58
Script Keywords.....	59
Control characters and Tokens.....	63
The Tokens List .....	65
The Script Status Window .....	66
10. Advanced Features .....	67
Capture File .....	67
Command Line Options .....	67
Drag and Drop .....	70
Dynamic Data Exchange .....	71
DX Clusters .....	71
Enhanced Mail Facilities .....	73
External Programs .....	76
Network Use of WinPack .....	77
Password Support .....	79
Pause the Receive Windows .....	81
Phone Modem Support.....	82
Remote Access.....	83
Servers .....	84
Short Cut Keys .....	86
Signature Options .....	87
Speech .....	88
Spell Checker .....	89
Text Links .....	90
Viewers.....	93
Weather Beacons .....	97
11. Add-On Programs .....	99
What Are "Add-ons"?	99
Creating an .XTR file for an Add on .....	100
The Alarm "Add-on" .....	102
Selection List Editor .....	104
Themes Editor .....	109
Viewers Editor .....	112
WinpScape .....	113
12. Host Modes .....	118
Telnet.....	119
BPQ .....	122
AGWPE .....	131
TF2.7b .....	134
TFEMU .....	138
Host Mode Virtual TNC.....	142
Multi-channel Terminal .....	143

## Table of Contents

13. Trouble Shooting and FAQs.....	145
Comms Error Log .....	145
Frequently Asked Questions.....	146
APPENDIX .....	155
A. Menu Layouts .....	155
Files Menu .....	155
Edit Menu .....	156
Mail Menu .....	157
Action Menu.....	159
Options Menu .....	162
Scripts Menu.....	170
YAPP Menu .....	170
Help Menu .....	171
B. Button Bar.....	172
Customizing the Button Bar .....	172
What the Buttons Do.....	173
C. Suggested TNC Settings .....	177
D. Bulletin Topics Lists .....	179
E. PACKET.INI File Settings .....	182
F. BPQ Virtual TNC Commands.....	189
G. Using WinPack with BPQ and a Baycom Modem.....	192
H. Using WinPack with a Kenwood TH-D7 or D-700.....	194
TH-D7 .....	194
TM-D700.....	197
WinPack STARTUP script for the Kenwood TM-D700. ....	197
I. Guidelines For The Use Of The Packet Radio Network .....	198
INDEX .....	202

# 1. Welcome to WinPack!

WinPack is a terminal program used by Amateur Radio operators to communicate in a digital mode called "packet". ( Packet gets its name from the short sentences, or packets, of data exchanged by radio in the form of tone bursts.)

WinPack provides a full-featured Windows© interface to use with a Terminal Node Controller (TNC), a device that generates the tones that are sent to the Amateur radio and transmitted. (Think of a TNC as a modem for a radio, instead of for a telephone.)

WinPack has full support for:

- [mail reading](#) and [mail writing](#)
  - [bulletin listing/reading/replying](#)
  - [FBB unproto beacons](#) (FBB is a Bulletin Board System (BBS) program)
  - [compressed downloading and forwarding of BBS messages](#)
  - [auto-connection to your local BBS](#)
  - [script files](#) to automate such tasks as connecting
  - [YAPP File Transfer](#)
  - [automatic 7plus file encode and decode](#)
  - [external servers](#)
  - [remote PMS \(Packet Mailbox System\) commands](#)
- and more!

Because it runs in Windows, your packet system can be running all the time, while you use your PC for other things. It supports TNCs in terminal mode, and it also has support for several host modes. It will run "on top of" the G8BPQ node software, [AGWPE](#), and **Flexnet** (with [TFEMU](#)).

If you are unable to connect to a packet BBS via radio, WinPack can be used with a telephone modem to connect to the land-line port of an FBB BBS (see [phone modem support](#) for more information), and it can use the internet to connect to a packet BBS via [Telnet](#).

WinPack supports a wide variety of servers and external programs, including [viewers](#) for special message formats, e.g. HTML.

## ***My Philosophy on Amateur Radio***

A message from the program author:

I believe that the essential elements of amateur radio are self-training and experimentation. If you remove those, then radio amateurs become no different to PMR users. (Many people would say no different to CB operators, but I have seen many CB operators who demonstrate these essential elements.) To me, holding an amateur licence and being a radio amateur are not necessarily the same thing!

Because of this belief, I have always resisted making WinPack a completely "push button" system. It still expects you to know something about your TNC, it expects you to know something about your PC, it expects you to learn how to use Windows.

WinPack will carry out many tasks automatically, but it will also provide you with plenty of scope for experimentation (yes, even on packet you can experiment!). You can experiment with using host mode, you can experiment with using BPQ, you can experiment with HTML and using WinPack in conjunction with **Netscape** and other viewers, you can experiment with using WinPack with **PC Flexnet**. **But Please** don't regard these aspects of WinPack as facilities which will work straight "out of the box" without you having to give it a little bit of thought, or having to read any of the available documentation - to me that isn't amateur radio!

Have fun!

73 - Roger, G4IDE

## 2. Downloading and Installing WinPack

You can download the most recent version of WinPack at this website:

<http://www.ui-view.com/winpack/index.shtml>

Besides the installation and version update files, you'll also find a few utility programs that might be of interest.

The WinPack installation file is a self-extracting archive (.EXE) which is just over 2 MB. Running the archive will start the automatic installation process. You will, however, be given a choice on the path and name of the directory in which WinPack will be installed.

If you prefer to have the installation file on two floppy disks, read **FLOPPY.TXT** from the web page, then download the special installation set for floppy disks.

**Note** - these disk images are **NOT** the equivalent of splitting the installation file across two floppy disks with a third-party file-splitting or compression program. These disk images allow you to install WinPack direct from the floppies, without having to first rebuild the archive.

**To update** any version later than V6.51 (the previous base version), look for the update file to download. Changes that have occurred in each update can be found in the **CHANGES.TXT** file, which is available at the web site. It is also installed in the WinPack \DOCS directory and directly accessible from the **Help** menu in WinPack.

### Keep it Clean

This isn't a health advisory; it's a plea! **Please do not** put any of your own files in the WinPack directory. Do not create sub-directories in it. Regard it as a directory which WinPack uses and which you should **not** use. Also, do not create a file called TEMP in the WINPACK directory. If WinPack can't create a sub-directory called TEMP, or it can't completely clear it from time to time, then you may get problems with [7plus](#) encoding and decoding.

### 3. License and Registration

#### ***Licensing Conditions For WinPack V6.7***

If you install WinPack, you accept these licensing conditions, so please read them carefully!

WinPack V6.7 is copyright Peak Systems, August 2001.

WinPack is for use only by radio amateurs, as part of their hobby of amateur radio. Commercial use of WinPack is not permitted.

Any amateur may pass a copy of WinPack to another amateur, provided that they pass on the distribution file(s) in their entirety. You are not allowed to alter the distribution file(s) in any way.

The WinPack distribution file(s) must NOT be sent by [7plus](#) (or in any other format) on the packet network, if the distribution address you send them to would result in them appearing on the UK network. (Effectively that means you can't send them @GBR, @EU or @WW.) This restriction also applies to any files that issue as part of an update.

If you have a registered copy of WinPack, you must not pass on your registration information to any other user.

Roger Barker, G4IDE  
[roger@peaksys.co.uk](mailto:roger@peaksys.co.uk)

## ***How to Register***

Please note that from version 6 onwards, WinPack can be registered. An unregistered version is fully functional -- it isn't shareware, because you can use it for as long as you want. It will however occasionally display a message box reminding you that it isn't registered. (If you have no intention of ever registering the program, and you think the reminders might become annoying and you'd like to prevent them, please do not try to circumvent this by installing this version on top of an existing, older version of WinPack.

Once WinPack is registered, the "not registered" reminder box will stop appearing. Instead it will show your personal registration details when the program starts or when "Registration Details" is selected from the **Help** menu.

If your registration information is displayed, there is a check box which is labelled "Show At Start Up" - the default is that WinPack briefly displays your registration information every time the program is started. If you don't want it to do that, then uncheck this box. **Please Note** - you **cannot** uncheck this box if the callsign in the registration information is **not the same** as the **Callsign** set in **Personal/BBS Info**.

#### **Q. What do I receive when I register?**

A. You will immediately receive an email confirming your order. Within 48 hours (usually much sooner) you will receive your registration information. You should then use the "Register WinPack" option on the WinPack Help menu and input the registration information - callsign, name, address, registration number.

#### **Q. What do I do if I haven't got a ham radio callsign?**

A. The WinPack registration number is calculated from the user's callsign, name and address, so you must put something for 'callsign'. You can put any group of from three to six letters, I would suggest that you use your initials, or an abbreviation of your name.

### **Online Internet Registration**

Online registration via credit card payment is available from:

<http://www.ui-view.com/winpack/winpreg.html>

The on-line registration service uses a secure server for inputting your credit card information, and is quick and easy to use. It's the preferred method of registering.

#### **Q. Exactly how much will I pay for the registration?**

A. You will pay exactly 10 GB pounds (GBP). That is the equivalent of about 15 US dollars or 16 Euros. If you are outside the UK, when your credit card company processes the transaction, they will convert 10 GBP to your local currency using the current exchange rate. There is no surcharge, and paying on-line with a credit card is much cheaper than sending an international money order.

**Q. What if the user's name and address is different to the credit card name and address?**

A. If the user's name and address is different to the credit card name and address, please input the user's name and address in the 'Shipping Details' section of the order form on the Secure Server.

**Registration By Mail**

Send £10 cash, cheque or UK Postal Order to:-

Roger Barker, G4IDE  
79 South Parade  
Boston  
Lincolnshire  
PE21 7PN  
UK

Please make sure you include your callsign, your name and your address. A suitable registration form is available for you to print off on the next page.

You will be sent by return post a registration number. If you prefer, the registration number can be sent to you via internet email, but it cannot be sent via packet. You should then use the "Register WinPack" option on the WinPack Help menu and input the registration information.

**Registering From Outside The UK**

If you are outside the UK, then registering online may well be the easiest and cheapest method. Or you can either get an International Money Order for 10 UK pounds from your bank, or send me a personal cheque (check). If you do the latter, then please calculate the amount at the current exchange rate + 15% to allow for the cost of me negotiating the cheque.

I can also accept cash payment in the following currencies - US dollars, Australian dollars, and all major EU currencies. Again, please add on 15% to allow for the cost of me changing the money - [see FAQ #10](#)

**Registering WinPack will help to ensure that development of the program continues. Many thanks for your support.**

### **Registration Form**

This form can be printed by using "Print Topic" from the "File" menu at the top of this help window.

**To: Roger Barker, G4IDE  
79 South Parade  
Boston  
Lincs PE21 7PN  
UK**

**I would like to register my copy of WinPack V6. I enclose a registration fee of 10 ukp (UK pounds). My registration information is as follows:-**

**Callsign :** \_\_\_\_\_

**Name :** \_\_\_\_\_

**Address :** \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**(Please write clearly. Callsign, name and at least two lines of address are required).**

## 4. Getting Started

WinPack, as its name implies, is a Windows program! It uses many standard Windows controls - menus, file dialogues, etc. One thing you must appreciate is that if you aren't comfortable with Windows, you might at first find the program difficult. If so, stick with it, for once you get used to Windows, you'll never go back to DOS! And using WinPack without a mouse completely spoils the program. So even if you hate it, try and get used to clicking!

Don't try to immediately use all the features of the program. Once you have used the setup menu option to configure WinPack to match your TNC, start off using WinPack as a simple terminal and completely ignore most of the features. Try out the more advanced features when you are comfortable with the basics.

### *Getting Assistance*

There are several different sources for help about WinPack:

1. WinPack has an integrated, context-sensitive **Help** which you can access from the Menu bar **Help>Help Contents** or by pressing the **F1** key on any screen.
2. Look for informational **“.TXT”** help files that will have been installed in the WinPack directory or subdirectories.
3. Look over the WinPack website for links to still more special information files: <http://www.ui-view.com/winpack/index.shtml>
4. This **User Manual** attempts to consolidate all the above information into one source.

In addition, please note there is a WinPack email list (reflector) which you can join to ask for help, learn about program enhancements, report bugs, etc. You can join at:

<http://groups.yahoo.com/group/winpack/join>

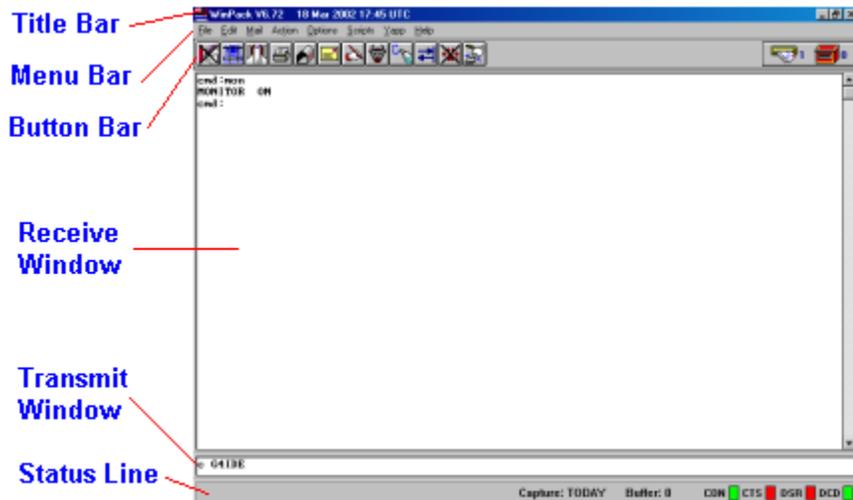
An email posting to the group usually gets a quick response from a knowledgeable user or even the WinPack author himself, Roger G4IDE.

Remember - if you get stuck, read the help! Context sensitive help is always available by pressing **F1**.

## ***The Main Screen: Getting Around in WinPack***

Throughout this manual, references will be made to the various parts of WinPack's Main Screen. Please note the locations of the Menu and Button bars; the Receive and Transmit Windows; and the Status Line.

### **The Main Screen**



### **Menu Bar**

Nearly all the key features of WinPack can be controlled from the menus and submenus available on this bar. Sections of this manual will be making continual reference to this bar. There is also a [Menu Bar appendix](#) to this manual which describes each menu and its submenus and options.

### **Button Bar**

Some of the features accessible through the menu bar are also available from buttons on the button bar. There is also a 'Button Bar' appendix to this manual which describes each button; it also describes how to customize the button bar.

### **Receive Window (s)**

All incoming text goes into the Receive Window (as does a copy of any text you send out). The window can be either a large single window taking up most of the screen (as shown above) or it can be split into two smaller windows. If it is split, then the [Window Button](#) allows you to select one of the two windows as the primary receive window. The sizes of the two windows can be adjusted as follows - Put the mouse cursor on the

separator bar between the two windows and it will turn into a horizontal bar. You can then drag the bar up and down.

Note that you don't have to use a split receive window! Regard it as an advanced option. If you are happy with a single window, then simply ignore it.

(The idea of having two receive windows was put in before the program had proper support for [reading bulletins](#). It was so you could connect to your local BBS, list the bulls in one window and read them in the other. With split windows, the incoming text only goes into one of the two windows at any one time. The idea of this is that you can list the messages on your local BBS into one window and then read them in the other. This stops the message list being scrolled away as you read the messages. In fact, when you have listed the messages into one window, simply double clicking a message number will send a 'read' command for that message to the BBS, and it will be received into the other window.)

### Transmit Window

Single lines of text can be keyed into the small transmit window near the bottom of the screen. . **<Esc>** will clear the line. When you press **<Enter>** the text is sent to the TNC. The up↑ and down ↓ cursor keys will allow you to scroll through your last 8 commands. If you key in more characters than the line length specified on the setup screen, the program will automatically insert a **<Enter>** and start a new line. This is done in an intelligent way by looking for a gap between words. See also [Using Short cut Keys](#) for another way to enter text.

### Status Line

This is the very bottom line of the WinPack window. The status line shows information about the current state of the terminal. It lets you see whether the [Capture feature](#) is on and also how much of the transmit buffer is currently being used. If the [Capture feature](#) is on, then the name of the current capture file will be shown. The transmit buffer figure is a 'health check' and, unless you are sending a file, it should always read '0', since the program buffer only starts to fill when the TNC's own buffer is full.

Although not shown on this picture, if you are connected to another station, the callsign of the connected station will be shown on the left .

The red and/or green squares on the right of the line show the status of the TNC RS-232 status lines. Red is "positive"; Green is "negative" (unless you have selected an alternate option for DCD).

**CON** (Connected): **red** when you are connected to another station;  
**CTS** (Clear to Send); **red** = TNC can accept data; **green** = TNC is OFF or the buffer full.  
**DSR** (Data Set Ready; Data Set = TNC): **red** = the TNC is ON and connected.

**DCD** (Data Carrier Detect); **red** = you are connected to another station, if your TNC supports DCD. See [DCD](#) for additional information.

Hint! Double clicking on the status line towards the left-hand end is a short cut to the **Action>Statistics** menu option. See [Statistics](#)

### Printing

You can print the contents of either of the [receive windows](#) (or [the Edit Window](#) if it's visible) by selecting the **File>Print** menu option or by pressing the **Print Button** on the tool bar. If you aren't using split [receive windows](#) and [the Edit Window](#) isn't visible, WinPack will print the main window, otherwise you will be offered a choice as to which window you want to print.

If there is any selected text in the window (drag the mouse to select), then you will print the selected text, otherwise you will print all the text in the window.

Because of an apparent problem with Windows (I daren't say bug!) the title line of the Print Dialogue Box simply says "Print" even though I am telling it to say "Print receive window" or "Print edit window".

You can change the printer font by using the **Options>Fonts...>Printer** menu option.

WinPack defaults to using the full print width available. This is because many packet users still tend to use lines of around 80 characters, and most printers have difficulty fitting that number of characters across the paper even when you use the full width. If you want to set a margin, then you can edit the **[PRINTER]** section of the [PACKET.INI](#) file to alter the **LEFT\_MARGIN\_MM** and **RIGHT\_MARGIN\_MM** settings.

You can use Print to save a message to a file. If you check the **Print to file** box in the **Print Dialogue** then you will be prompted for a file name and the text will be saved in that file.

## Saving the Receive Window Dialogue

You can use the [Capture File](#) feature to automatically log all dialogue in the Receive window to a file.

Otherwise you can use Windows' "cut-and-paste" feature to save the text to file:

- right click in the **Receive window** and choose **Select All** from the pop-up menu; otherwise drag the mouse to select only a portion of the window.
- on the menu bar, select **Edit>Copy** or right click again to select **Copy** to copy the file to the Window's Clip Board.
- open a wordprocessing file and paste the clip board into it (see Windows HELP if you need help about this technique.)

## Right Click Tricks

There are a few things that you can access by right clicking:-

If you right click in [the Edit Window](#), then the edit pop-up menu appears.

If you right click on the connected station callsign in the bottom left corner of the screen, then you can change the callsign. (It may be incorrect for outgoing connects via nodes.)

If you right click on the CPS bar graph in the [YAPP](#) and compressed mail status window, then you can alter the range of the bar.

In other windows of the program, right clicking will bring up Windows' editing functions, such as copy, cut, and paste.

### Quick Start: Get WinPack working in 5 minutes or less

I'll assume you'll be working with a TNC and without any [host software](#) such as [BPQ](#), [AGWPE](#), [Flexnet](#) / [TFEMU](#), etc.)

**1. TNC to radio cable** – must be properly connected. If you need advice about that, you'll need to consult your TNC and/or Radio User Manuals. With the radio and TNC turned on, verify that they seem to be operating correctly – the RCV (or similar) lamp on the TNC should blink when the radio receives a packet (listen or watch the 'S' bar on the radio to know when this occurs.).

**2. TNC to PC cable** – must be attached to the proper port on the TNC and on the computer. Please make a note of the computer port's name, e.g. COM1, COM2, etc.

**3. Basic WinPack Configuration.** Start WinPack. From the Menu bar, select **Options>Comms Setup** to pull up the **Comms Setup** window

You want to change the parameters on this screen to match your TNC settings. Unless you already know the TNC's current settings, you may have to experiment with the WinPack settings to learn the TNC's settings. The key settings to match at first are **Com Port** and **Baud Rate**.

To test your settings, press **OK** to accept them; then cycle your TNC on and off to see if WinPack displays the TNC's sign-on message in the WinPack Receive window. If you receive nothing, then you most probably have the COM port setting incorrect. If you see garbled text, then the COM port setting is correct, but the Baud Rate setting may be wrong.

If you can't "ungarble" the TNC sign-on message by changing the baud rate, then the TNC may be in **HOST** mode. To work with WinPack, **the TNC must be in TERMINAL mode**. If some other software that you have been using has left the TNC in **HOST** mode, then you will never get WinPack to work until you get the TNC out of **HOST** mode. How to get the TNC out of **HOST** mode is beyond the scope of these notes, but not beyond the scope of your TNC manual!

In all situations where you can't establish any communication, take the following approach - forget about WinPack for the time being and use the Windows Terminal program. Once you can communicate fully satisfactorily with your TNC from Windows Terminal, using 8 data bits, no parity, 1 stop bit, hardware handshaking, you'll find that you can also communicate with it from WinPack.

**4. Set MYCALL:** Once you have WinPack and the TNC working together, set the MYCALL parameter in the TNC:

- in the Receive window, make sure the TNC has given you the **CMD:** prompt. If it hasn't, enter a **Ctrl + C** key combination.
- In the WinPack Transmit window, enter the MYCALL change command for your TNC along with your call sign. Example: **MYCALL G4IDE**
- You can verify the change by entering just **MYCALL** alone

At this point WinPack and the TNC should be properly set for a simple packet exchange. You can test this by trying to connect to another station such as a BBS: in the WinPack Transmit window, enter **C (target callsign)**, where (target callsign) is replaced by the actual callsign of the other station; example: **C G8MZX** (there is one space between the **C** and the callsign.) End the connection by logging off the BBS (typically with a **B**; or by a forced disconnect: enter a **Ctrl + C** key combination and then a **D**).

## 5. Completing the WinPack Setup

### TNC Setup

I recommend these Computer-to-TNC communication settings:-

**serial baud rate: 9600**  
**data bits: 8**  
**parity: none**  
**stop bits: 1**  
**handshaking: RTS/CTS**

You will have to read your TNC manual to find out the commands (or switches) for changing the settings. Some may not have obvious names and some TNCs may not let you change them!

- Do not confuse serial port baud rate (often **ABAUD** or **TBAUD**) with the 'on air' radio baud rate (which is often **HBAUD**)
- Data bits are often changed with the **AWLEN** command. (Kantronics usually do not have this command and are set to 8 bits permanently.) . If you don't set data bits to 8 (and **8BITCONV ON**), you can't use [YAPP](#). It simply will not work, so the program stops you even trying.
- Parity is often changed with the **PAR** command, if available.
- Typically Stop bits are set to **1** automatically by the TNC.
- Handshaking is also called 'flow control'. Use **RTS/CTS** (hardware control) unless you have a reason for selecting something else (**XON/XOFF** is software control).

If you change the settings, change the TNC first and then **RESTART** the TNC. Virtually all TNCs don't start using new coms settings until they are restarted. You will then probably get garbled text on the WinPack screen, so change the settings on the WinPack setup screen to match your new TNC settings.

Please see [Comms Error Log](#) for some comments about comms errors (computer to TNC) that can occur.

There are many other TNC commands that affect station to station communications. It would be impossible to list the optimum settings to use with WinPack for every different type of TNC available. However, in the WinPack \TNCPARAM directory are files for most popular TNCs with settings that are known to work with WinPack. These can be used as a good starting point. Some of these TNC PARAM files have comments at the top which give advice specific to that particular TNC based on the experience of others using it with WinPack. It is always worthwhile to have a look at the file relevant to your TNC, even if you are confident that you know how to set it up.

Please make sure that you adjust settings such as **FRACK**, **MAXFRAME** and **PACLEN** to suit local conditions. Consult your TNC manual for other advice on timing parameters.

Please also see the [Suggested TNC Settings](#) Appendix of this document.

### Hint: Saving Your TNC Settings

There is always a risk with a TNC that you will inadvertently reset it and so lose all your settings. The following describes an easy way of saving all your settings so you can put them back into the TNC if it gets reset.

1. Turn Capture on and set the file named something like **SETTINGS.TXT**.
2. Send to your TNC whatever command will tell it to list all its settings - e.g. **DISP**.
3. When all the settings have been listed, close the capture file.
4. Open [the Edit Window](#) and Load **SETTINGS.TXT**. Do any necessary tidying up. E.g. some of the settings listed may be status messages and so won't be suitable for sending back to the TNC.
5. Save the file.

Now if you ever need to put the settings back into the TNC, simply use the Send option to send **SETTINGS.TXT** to the TNC and restore your settings.

### Complete the Comms Setup settings

Note: Please note under **Baud Rate**, the sixth comms speed option shown - **38400** - can be toggled between 38400 and 57600 by right clicking on the number.

### Connect String



This is a portion of the message that the TNC sends when a connection occurs. It is almost always **\*\*\* CONNECTED to <callsign>**. You'll have to connect with a station to find out.

If your TNC doesn't use DCD to show the connected state (any self-respecting TNC should be capable of using DCD!) then WinPack tries to monitor the connected state by looking for the TNC sending this string. **This Method Can Never Be Reliable**. To enable it you must also set **DCD shows con state** to **'No'**. [See DCD Behaviour](#) below.

This string of characters is also used to work out the callsign of the station to which you are connected, so it is important that you input it correctly.

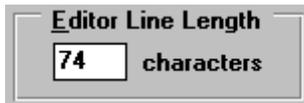
### Disconnect String



This is the message that the TNC sends when a disconnection occurs. It is almost always '**\*\*\* DISCONNECTED**'. You'll have to disconnect with a station to find out.

If your TNC doesn't use DCD to show the connected state (any self-respecting TNC should be capable of using DCD!) then WinPack tries to monitor for disconnections by looking for the TNC sending this string. **This Method Can Never Be Reliable**. To enable it you must also set **DCD shows con state** to **No**. [See DCD Behaviour](#) below.

### Editor Line Length



Input the line length to be used in the editor. If any line is longer than this then a **<Enter>** will be inserted.

**Tip** - if you use no more than about **74** characters, it will allow your messages to be 'quoted' without them becoming a complete mess. In the interests of those who have to read your messages, I have limited the line length to 78 characters maximum.

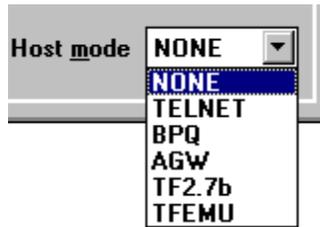
### DCD Behaviour



If your TNC uses the DCD line to show the connected state then select **Yes**. If it doesn't then select **No**. You will soon find out whether it does or not by watching the DCD indicator on the status bar. It should be **green** when you aren't connected to another station and **red** when you are. All self-respecting TNCs should support DCD!

However, some TNCs seem to use the DCD the wrong way round, so an extra DCD mode has been added which is 'INVERSE'. If this is selected, then when the DCD indicator is **GREEN**, WinPack will regard the TNC as being connected, and when it is **RED** it will regard the TNC as being disconnected. This was added to help a local station who had a PK-12 which definitely worked this way. However, I would think that there might well be a ROM update available for the TNC to fix the problem.

## Host Mode Options



This list box allows you to select a host mode if desired. For direct TNC use, you must select "None". **NOTE:** If WinPack is being used in [modem mode](#) (run with a command line option of `"/modem"`) this list box is disabled.

For detailed information about the various host modes available [see the Host Mode section](#) of this manual. Here's a brief overview of the modes:

**TELNET** - uses the internet to make a telnet connection to a BBS . It does not use a radio connection. See [Telnet](#) for more information.

**BPQ** - use this option only if you are running BPQ node software underneath Windows. See [BPQ](#) for more information.

**AGWPE** – use this option only if you are running **AGWPE**, which is a Windows 95+ utility program that acts as a switchboard between one or more Radio/TNC combinations and one or more packet programs. It also has a feature for running packet with the computer sound card instead of a TNC. See [AGWPE](#) for more information.

**TF2.7b** – to use this mode you need a TNC specially fitted with either TF (TheFirmware) or WA8DED firmware, or an SCS PTC-IIe TNC . See [TF2.7B](#) for more information.

**TFEMU** – to use this mode you need to load **PC Flexnet** software and its TFEMU module first. Please see [TFEMU](#) for more information

Note that , when any HOST mode is selected (except for TF2.7b), other options on the [Comms Setup](#) window, e.g. **COM port**, may be either irrelevant or handled by the host software, so they are “grayed out” and not accessible.

## Accept/Abandon



**OK:** closes the screen, *accepting* and implementing any changes you have made in the setup window.

**Cancel:** closes the screen, *abandoning* any changes you have made in the setup window.

## Configure the Personal/BBS Info settings

Go to the **Options** menu and select **Personal/BBS Info**. This will bring up the window below.

### Personal Information

**First Name** - Input your first name.

**Second Name** - Input your second name.

**Callsign** - Input your callsign.

**QTH** - Input your QTH (where you live!)

**QRA** - Input your QRA locator/grid square if you know it.

**WAB** – Great Britain operators only: input your WAB square if you know it (WAB = Worked All Britain)

### Log Information

This information is used if you select the [auto logging](#) option on the **Options>Logging** menu. WinPack will log all connections and disconnections in a file called **TEXT\AUTOLOG.TXT**.

**Frequency** - Input the frequency, for example, 144.650 MHz

**Power** - Input the power, for example, 10dBW .

**Mode** - Input the mode, for example, F2D.

### BBS Information

This information is needed only for [Auto BBS sessions](#).

**BBS Callsign** - Input the callsign of your local BBS.

**Please Note:** If you enter a **BBS Callsign**, WinPack will automatically activate **scheduled BBS sessions and bulletins message downloads** according to the **AUTOTIME.TXT** times and the **SELECT.TXT** word matches. An explanation of these features and files can be found in the [Selection List Editor section](#)

If you **do not** want WinPack initiating Auto BBS sessions on its own, either **do not** enter a **BBS Callsign** or **edit** the **AUTOTIME.TXT** file to remove the time schedule with the the [Selection List Editor](#)

**BBS Prompt** - Input some text (as much as possible) from the prompt that the BBS sends. For example, a BBS might send **2: G4IDE de GB7OPC 04-Jul 20:00z >** , so I set the prompt to **G4IDE de GB7OPC**. I obviously can't include the stream prompt **2** and the time and date because they change. Also, do not include the **>** in the prompt field because WinPack checks for **>** at the end of the line automatically. As far as I know, all BBSs end the prompt with **>** (Funny feeling that someone will tell me I'm wrong!) **NOTE** – Incorrectly setting this prompt is the source of many [Auto BBS session](#) problems! Please see the [FAQs page for more information](#).

**“To” label** - Read a message on the BBS, at the top it will have a few lines that say, "To", "From", "Title", etc. or similar words. Put here the word that starts the “To” line. I think in English speaking countries it will always be "To".

**“From” label** - Read a message on the BBS, at the top it will have a few lines that say, "To", "From", "Title", etc. or similar words. Put here the word that starts the “From” line. I think in English speaking countries it will always be "From".

**“Date/Time” label** - - Read a message on the BBS, at the top it will have a few lines that say, "To", "From", "Title", etc. or similar words. Put here the word that starts the “Date/Time” line. . If there isn't one then put "Date/time".

**“Message #” label** - - Read a message on the BBS, at the top it will have a few lines that say, "To", "From", "Title", etc. or similar words. Put here the word that starts the “Message #” or “Msg#” line. If there isn't one then put "Message #".

**“Title” label** - Read a message on the BBS, at the top it will have a few lines that say, "To", "From", "Title", etc. or similar words. Put here the word that starts the title line. It may well be "Subject" rather than "Title".

**Message End Identifier-** (The following is irrelevant if you are using FBB compressed download).

At the end of each message the BBS will send some text that says "END OF MESSAGE" or something similar. Put as much of that text as possible in this field.

My BBS sends something like =====[ **End of message 12345 from G4IDE to ...**  
So I input =====[ **End of message**

A local NNA BBS sends **<End of message 38869>** well, not always 38869, so you would input only **<End of message**

### **List: Bulletins –**

(The following is not relevant if you are using the FBB unproto beacons).  
Different BBSs use different commands for the L(ist) function. I suggest you ask your BBS for 'HELP' about that. For example, **L** may list all bulletins in "newest first" order since you last list command. **LR** may do the same in "oldest first" order.

If you regularly check bulletins, then it may be OK to use a List command that lists everything since your last listing. If it has been awhile, you may want to do a manual listing using a command that limits how many how far back you go; or re-set your personal options on the BBS to a more recent last listed message number.

WinPack does not, at the moment, sort the BBS message list, it simply adds the new lines to the end of the old list. What you use for the list command depends on whether your local BBS is FBB or NNA.

### **FBB**

FBB - set the list command to **LR**. This results in the oldest message being listed first. The FBB **L** command lists the newest first.

If your BBS is very busy and you frequently get disconnected during a session, you may find that bulls often get listed twice - this is because FBB only updates your list pointer when you make a disconnect with **B**. In this case, try using a list command of **LR \$NUM-** this will list from the last message in your message list. Using this command also allows WinPack to process a partial list if you get disconnected whilst downloading it.

### **NNA**

NNA - the order in which messages are listed is set by using the BBS's **LR** command. You should set it so that the BBS tells you that they are being listed in

chronological order. The BBS will save your setting, so you only need to do this once. Set the WinPack list command to **L**. Please note that on NNA the sysop can set the maximum number of messages that you can list. This is to stop you listing hundreds and hundreds of messages if you haven't connected for a long time. If you set WinPack to connect two or three times a day then this won't give you any problems. Alternatively, you can set the list command to **L \$NUM-**, this will list from the last message in your message list.

### **List: Personal** –

(The following is irrelevant if you are using the FBB unproto beacons).

This is the command that WinPack sends to the BBS to get it to list your unread personal messages. For an FBB BBS it should be **LN**, for an NNA BBS it should be **LM**. If necessary, check with the BBS '**HELP**' for the command to list "just messages to me".

**Ok** - Select this button to accept the new data. It will be written to **PERSONAL.TXT**.

**Cancel** - Select this button to discard any new data you may have entered.

## 6. Mail and Bulletins

This is the aspect of WinPack where it really excels – Bulletin Board System (BBS) message management. Most of the features – and the apparent complexity – of WinPack derive from its ability to simplify the uploading, downloading, and processing of BBS messages, both mail and bulletins. (**Mail** is a message addressed to a particular individual; **bulletins** are messages addressed to anyone interested in the topic.)

Here's an overview of what WinPack can do:

1. Initiate an automatic logon to your BBS, perhaps at scheduled times.
2. Upload any mail or bulletins **from** you.
3. Download any mail **to** you.
4. Download a summary list of new bulletins.
5. Download the complete text of selected bulletin types you want to read.
6. End the current BBS session.
7. Assist in processing downloaded mail & bulletins(e.g. read, hold, delete, archive)
8. Assist in composing a message you want to send (e.g. necessary fields, address book, spell checker, mailing lists).

For you to really understand this section of the User Manual, you should be familiar with your local BBS; the mail and bulletins features it provides; and the basic commands it expects for functions such as reading mail or listing bulletins. Therefore, before you try to use WinPack's automated features, I suggest you manually log-in to your BBS and do any of the following exercises for which you are unfamiliar. If necessary, use the BBS's 'Help' command to find the appropriate command:

1. Send a message to yourself.
2. Read and then kill that same message.
3. Download a listing of the most recent 5 bulletins.
4. Read one of those bulletins.
5. Set "paging" to off so that message lists and text flow continuously.

Armed with that knowledge, you will in a good position to understand this section of the Manual which is divided as follows:

[Auto BBS Session](#)

[Scheduling Auto BBS Sessions](#)

[Reading and Processing Mail](#)

[Reading and Processing Bulletins](#)

[Using Themes to Filter Out Unwanted Bulletin Listings](#)

[Writing Messages](#)

[Sending messages](#)

[Creating and using a Mailing List](#)

## Auto BBS Sessions

One of WinPack's most powerful features is that it can automatically connect to your local BBS and carry out the tasks you would otherwise do on a manual connection.

Auto BBS sessions will only work if you have filled out the **BBS Information** on the **Personal, BBS and Log Information** screen (**Options>Personal/BBS Info** menu option).

Note that if you do fill out the **BBS Information**, WinPack will automatically begin Auto BBS session at the times specified in the **AUTOTIME.TXT** file. It will also download any bulletin messages according to the criteria in the **SELECT.TXT** file. Both of these files can be edited by the [Selection List editor](#).

Auto BBS sessions can also be initiated:

- if you select **Auto BBS Session** from the **Mail menu**
- if you click on the **Mailbox Button** on the **Button bar**

**Note** - If you select **Auto BBS Session** when an auto BBS session is already running, then it will toggle the visibility of the script and upload/download status windows.

Exactly what happens during an Auto BBS session will vary slightly according to what [Mail Options](#) you have selected and what tasks are scheduled.

At the start of the session, you may be prompted as to whether you want this to be a "mail only" session. If you only want to upload messages and collect any personal mail that is waiting on the BBS, then say "Yes". If you also want to collect the message list **and** any specific bulletin messages that you have selected, then say "No".

WinPack will then connect to your local BBS and carry out the following actions:

1. Read any waiting personal mail, save it in WinPack, and then kill it on the BBS.
2. Collect the bulletin list (if you answered "NO" to the "Mail only? question), **but** see the comment below.
3. Download any previously marked bulletins of interest.
4. Download the complete content of any bulletin types matching the criteria in the **SELECT.TXT** file (see the [Selection List editor](#)).
5. Upload any messages that you have written.

Obviously the message list is not downloaded if you are using the FBB unproto beacons – it has been "downloaded" automatically via the beacons.

If you have mail to forward to the BBS, and you are using compress forwarding, WinPack will not collect the message list on that session, because of the way that FBB handles disconnects. The only exception to this is if you are using a list bulletins

command on the **Personal/BBS Info** window of **LR \$num-**. (**\$num** is a WinPack [token](#))

### Auto BSS Sessions and BBS Paging

For the Auto BBS download feature to work correctly, you must have the **paging option** turned off in your setup on your local BBS. On FBB and many other BBSs this is the **OP** command. It works as a toggle -- alternately enabling and disabling the feature -- make sure it reports OFF. Also on FBB **LC \*** is a good idea.

The following applies mainly to FBB BBSs and people who have been using TPK (or others who may not have requested a LIST in some time):-

If you have been using a packet program that never actually uses the **L** or **LR** command, then, the first time that WinPack connects and sends **LR** the list could be **huge**. Here in the backwoods of Lincolnshire that isn't a problem, but in some areas listing a thousand or so messages might not make you too popular. To avoid this you can do the following:-

1. Manually connect to the BBS.
2. Send **OP** until paging is ON.
3. Send **L**.
4. When you get the first "... Continue <A>bort ..." message, send **A** to stop listing.
5. Send **OP** until paging is OFF.
6. Send **b** to disconnect.

Your list pointer is now updated to the top of the message list.

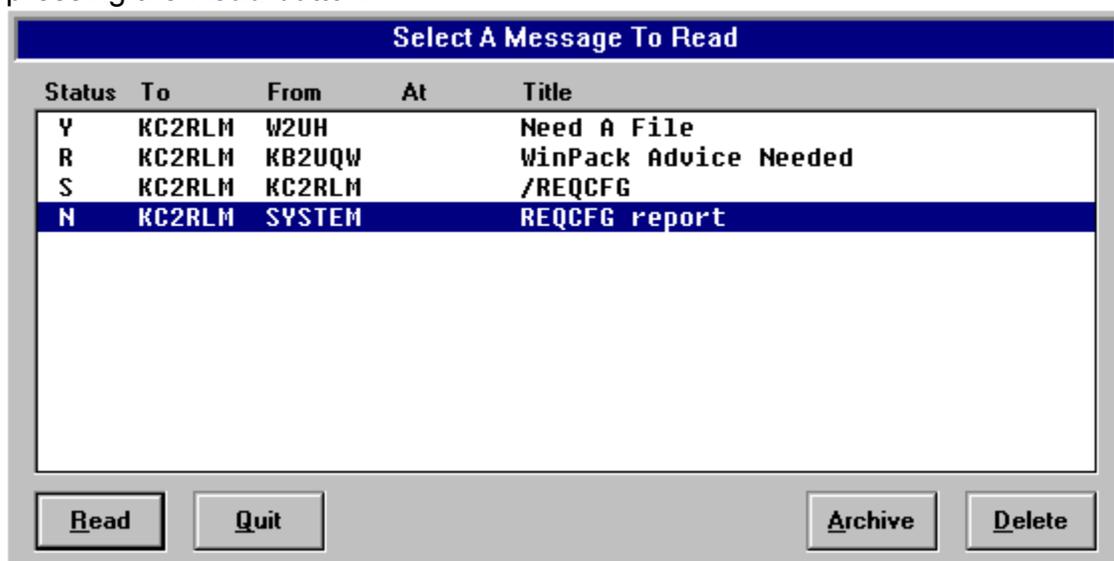
If you are using the FBB message beacons, the above procedure is not needed, but you **must** ask your sysop to give you **U** status on the BBS. If your FBB BBS profile is set so that, when you connect, the BBS lists any new personal mail, it is worthwhile disabling this feature. It isn't needed, because WinPack will find out what new mail you have, and it wastes air time.

Also, the more text you receive before you get to the first BBS prompt, the more chance your **BBS.TXT** script file has of seeing something in the incoming text that looks like a BBS prompt (but isn't) - which will totally mess up the [Auto BBS session](#). To stop the BBS sending you the list of new mail when you connect, manually send the command **OM**. It is a toggle - alternately enabling and disabling the feature.

## Reading Mail

Menu bar: **Mail>Read Mail**

To read your personal messages or any bulletin texts you have downloaded, either go to the **Mail>Read Mail** menu option or select the **Read Mail** button . This will bring up the **Select a Message to Read** window. From the message list, select a message either by double clicking it or by moving the cursor bar to the required line and the pressing the **Read** button.



The message Status indicator preceding each entry can have the following values:-

- Y** The message has been read.
- N** The message has been downloaded but not read.
- R** The message has been read and a reply has been sent.
- D** The message is 7plus and has been processed.
- S** The message has been processed by a server.
- X** This is a message which is not in the normal WinPack format.  
'X' status messages may be created by other programs.  
WinPack uses an 'X' status message called **YAPPLOG.TXT**  
to report [YAPP File Transfers](#).

You can use the **Delete** button to delete any message except those that you haven't read ( **N** ). To delete **N** messages hold down the <Ctrl> key and click the **Delete** button.

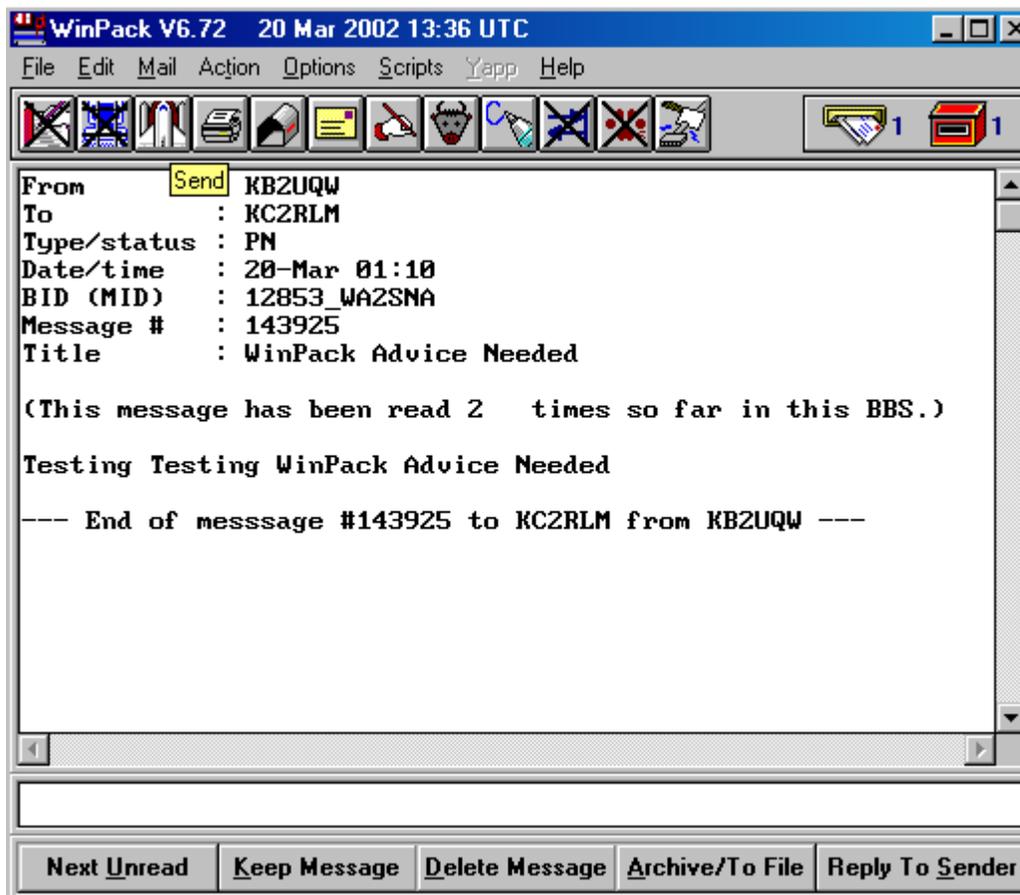
The **Archive** button works exactly like the **Delete** button, except that, before deleting the message, it makes a copy of it in WinPack's **ARCHIVE(CALLSIGN)** subdirectory, where **(CALLSIGN)** is replaced with the callsign of the sender. The archived file is named according to the date and order that it was originally received in the format **YYMMDD##**. For example, a message from **G4IDE**, originally received on 25th December 1999 will be archived in the **ARCHIVE\G4IDE** directory, and will be called

**99122501.TXT**. A second message from G4IDE received on that day would be archived as **99122502.TXT**.

### Message Window

(either personal mail or a downloaded bulletin message)

When you open a mail message in the **Select a Message to Read** window (Menu: **Mail>Read Mail**) or in the Bulletins list (Menu: **Mail>Read Bulletins**) if you select the **UNREAD** button or double click on a downloaded message (**N** or **Y**), content of the message will be displayed:



Buttons at the bottom of the screen provide some or all of the following mail processing options, depending on whether you are reading a personal message or a bulletin:

#### Next Unread

This option will cause the next unread message (if there are any) to be displayed. The currently displayed message will be marked as read (**Y**) but will not be deleted. If you are reading bulletin text and have selected only a part of the message list to view, e.g. you have filtered messages according to a particular "To" field, then this option will be disabled.

**Keep Message**

The message will be marked as having been read (**Y**), but will not be deleted and you will be returned to the message list.

**Delete Message**

The message will be deleted and you will be returned to the message list.

**Archive/To File**

You will be offered an option of a.) archiving the message or b.) saving it to file.

a.) Archiving puts a copy the message in the **ARCHIVE** subdirectory of WinPack and then deletes the original in the personal mail list or in the bulletin list.

If you are reading a personal message, then it will be archived in a subdirectory of **ARCHIVE\RECEIVE**, named according to the callsign of the sender. The archived file will be named according to the date that it was originally received. For example, a message from G4IDE, originally received on 25th December 1999 will be archived in the **ARCHIVE\RECEIVE\G4IDE** directory, and will be called **99122501.TXT**. A second message from G4IDE received on that day would be archived as **99122502.TXT**.

If you are reading a bulletin, then it will be archived in a subdirectory of **ARCHIVE\BULLS**, named according to the **topic** of the bulletin, and the file name will be derived from the message number on the bulletins list.

b.) Saving to file allows you to save a copy of the message into a text file of your own choice. The message is not deleted. You can choose to put the message in a file on its own, or append the message to an existing file - which is useful for keeping related messages together.

**Reply To Sender**

Selecting this option allows you to send a reply to the person who sent the message that you are reading. An **R** will be placed in front of the message on the personal mail list and the **Write a Message** form will open. See [Writing Messages](#)

**Reply To Topic**

(Not available if you are reading personal mail.)

Selecting this option allows you to send a bulletin to the topic relevant to the message which you are reading. By topic I mean the **'TO** field of a bulletin. See [Writing Messages](#)

**Quick Reply With Auto-Quote**

A quick reply option is available by right clicking on the **Reply To Sender** or **Reply To Topic** button. A message header form will be filled in with the same values as used when you left click on these buttons, **but you won't be shown in the Write a Message form**. Instead you will be put straight into [the Edit Window](#) as if you had been shown the form and clicked **OK**. See [Writing Messages](#)

If you mark some text in the message before you right click the reply button, the text will be quoted in [the Edit Window](#) preceded with a short header saying who sent the message. For example, if you are replying to a bull from G4IDE, the quoted text will be presented something like:-

```
G4IDE wrote:-  
> Some text from G4IDE.  
> Some more text from G4IDE.  
> etc.
```

The beginning " wrote:-" line is configurable constant in [PACKET.INI](#). It is **REPLY\_QUOTE** in the **[TERMINAL]** section. You can suppress it by changing it from **REPLY\_QUOTE=wrote:-** to **REPLY\_QUOTE=\***

Using the Quick Reply feature will probably give you a better idea of how works than this explanation!

## Bulletins

Bulletins are the general messages or postings on Packet Bulletin Board Systems. Executing a LIST command will produce a summary list of bulletins similar to this (format varies by BBS software):

Msg#	TSL	D	Dim	To	@ BBS	From	Date/Time	Title
143767	BF	D	2933	WINPAC@WW	WINPAC@WW	LU8FBC	0318/1609	SPY.P03
143766	BF		1515	SOLAR@WW	SOLAR@WW	IW2MLN	0318/1608	Geophysical Alert
143765	BF		1006	EQUAKE@WW	EQUAKE@WW	IW2MLN	0318/1604	Seismograph project
143764	BF	D	1180	AGW@WW	AGW@WW	LU8FBC	0318/1602	MHEARD12.

One of WinPack's particular strengths is in helping you managing the bulletin list by:

- Automatically downloading the bulletin summary list and then let you mark specific messages for which you want to download the full content
- Downloading the full content of those messages during the **next** auto download session
- Assisting you in processing downloaded messages by marking them as Have Read, Have Not Read; Delete; or Archive.

## Set Bulletin Columns

Menu bar: **Options > Bulletin Columns**

Any program like WinPack that processes the 'raw' message list from a BBS has to know where the various columns of information are. i.e. where the **To** column is in the list, where the **From** column is, etc.

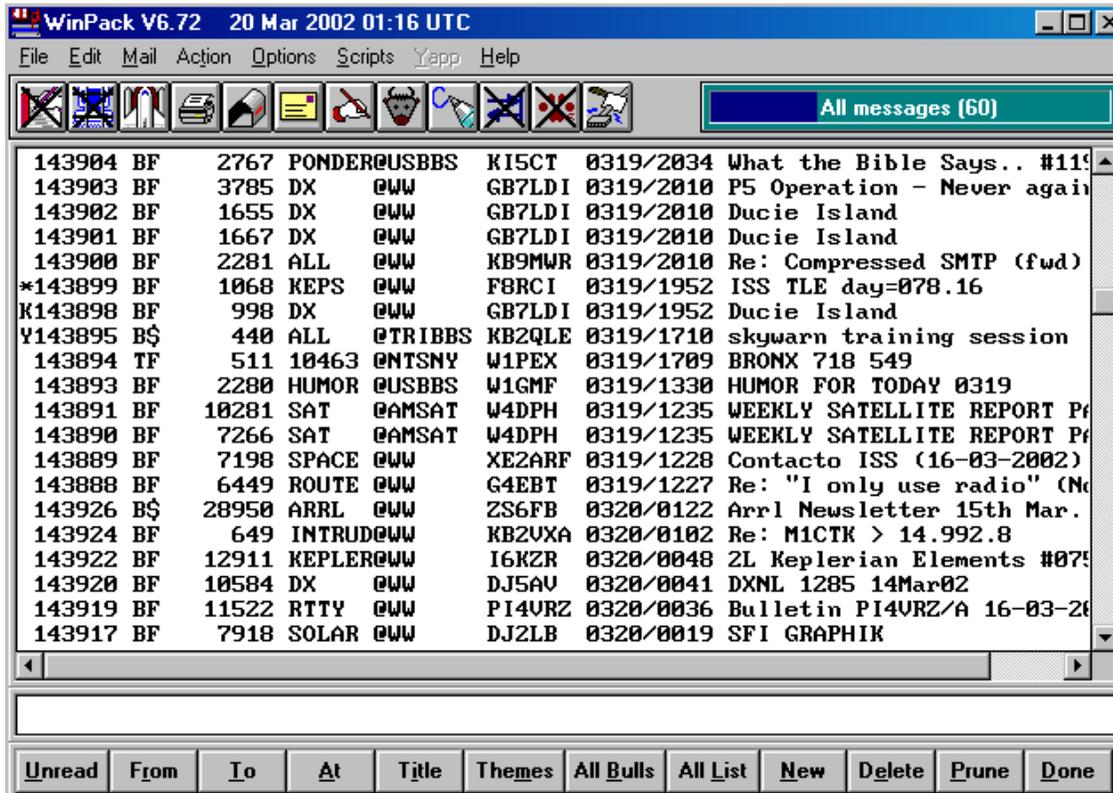
Once you have got WinPack working and have collected your first message list from your local BBS, you should run the **Bulletin Columns** option on the **Options** menu. Use each item on this submenu in turn – **FROM, TO, AT, TITLE** -- and follow the prompts on the status line.

**Note Very Well!**- Of all the avoidable "problems" that users have reported with WinPack, not setting the bulletin columns is by far the most common! If you are not using the BBS's unproto beacons and you choose not to bother setting up the **Bulletin Columns**, then it is unlikely that any of the automatic mail functions will work properly. Selecting bulletins to read using **To, From**, etc, will not work and bulletin themes will not work

**NB**- if you are using the FBB unproto message beacons, the list columns are automatically set and the **Bulletin Columns** submenu is unavailable

## Reading Bulletins

When you select the **Read Bulletins** option on the **Mail** menu, the message list will be displayed, positioned at the start of any new messages that have been added since you last used this option.



You can move around the list using the vertical or horizontal scroll bars, the PgUp/PgDn keys, or by clicking somewhere in the **All Messages** horizontal bar graph at the top of the screen. The bar graph will show you where you are positioned in the **whole** list; the vertical scroll bar on the list only moves you around within a viewable **section** of the list (for viewing, the list is loaded in sections).

The first character on each line is the status of the message:

- \* means it will be downloaded during the next [Auto BBS session](#).
- **N** means you have downloaded the message content but not read it.
- **Y** means downloaded and read.
- **K** means downloaded, read, and marked for killing (deletion).
- no character present means you have not downloaded the message and it is not marked for a future download.

To read a message that is marked **N** or **Y**, simply double click that message to open the **Message Window** and view the message contents.

If you want to get the full text of a list entry without an **N**, **Y**, or **K**, double click anywhere on the line or move the text cursor anywhere on the required line and press **<Enter>**. This will place an **\*** at the beginning of the line and, during the **next Auto BBS session**, the message text will be downloaded. A second double click or **<Enter>** will clear the **\*** indicator.

If you double click on a message line, an action occurs according to the status:

Status	Action
(blank)	The status becomes <b>*</b>
<b>*</b>	The status becomes blank
<b>Y</b> or <b>N</b>	The message is displayed for reading.

If you hold down the **Ctrl** key while you click, different actions occur:

Status	Action
<b>Y</b> or <b>N</b>	The message is killed; the status becomes <b>K</b> .
<b>K</b>	The status becomes blank.

### Bulletin List Buttons

The buttons at the bottom of the screen have the following functions:-

**Unread** - display the next unread message. If you have made a list selection based on the **To**, **From**, etc buttons, then this button changes to a **Dump** button

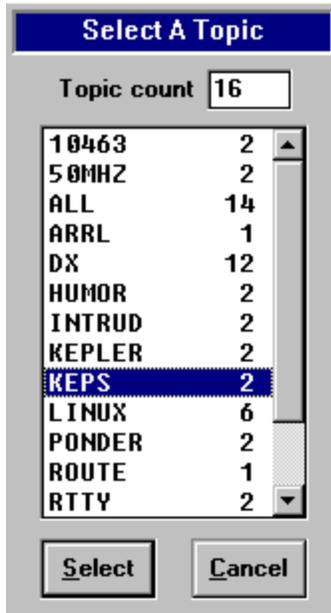
**Dump** - this button replaces the **Unread** button if a filter selection has been made using **To**, **From**, etc. It allows you to put the text from all the bulletins in the current list selection into a file. Because it can create quite a large file, you will first be asked to confirm that this is what you really want to do.

**From** - This buttons allows you to filter the displayed message list by sender. A window will appear prompting you to input the required **From**. (You can use **\*** as a wildcard. e.g. If you input **G4\***, then all messages from callsigns starting with **G4** will be listed.) A maximum of 350 messages can be displayed in the list when you use this filter. If more than 350 are available, then only the last 350 are shown.

**To** - This button allows you to filter the message list by topic. You will be prompted if you want to list all the topics. If you say "no", you simply key in the topic of interest and all messages matching it will be listed (You can use **\*** as a wildcard. e.g. If you input **DE\*** then all messages to topics callsigns starting with **DE** will be listed). If you say "yes", the whole message list is processed and a list of all the topics in it is shown,

along with the count of the messages for each topic. You can then select a topic of interest from the list.

[The prompting as to whether or not you want to list all the topics can be over-riden by editing [PACKET.INI](#)]. If you don't want the topics list to be available, you can disable it by editing the **[BULLETINS]** section of [PACKET.INI](#).



If you choose to list all the topics and you have a large message list, reading it and listing all the topics **can take some time**. However, once you have viewed the topics list in a bulls reading session, then displaying it again is instantaneous.

The resulting **Select a Topic** window will show the number of topics in total. The number next to each topic is the number of bulls in the message list for that topic. Select a topic from the list by either highlighting it and then pressing the **Select** button, or by double clicking it.

A maximum of 350 messages can be displayed in the list when you use this filter. If more than 350 are available, then only the last 350 are shown.

**At-** This buttons allows you to filter the displayed message list by the **at/@** address. A maximum of 350 messages can be displayed in the list when you use this filter. If more than 350 are available, then only the last 350 are shown.

**Title** - filter the message list by **Title**. A window will appear prompting you to input text that you want to occur somewhere in the title. This button allows you to filter the message list by title. A maximum of 350 messages can be displayed in the list when you use this filter. If more than 350 are available, then only the last 350 are shown.

**Themes** - This button allows you to select a theme from a list of the bulletin themes that you may have created For more information on themes, see [What Are Themes?](#) below. A maximum of 350 messages can be displayed in the list when you use a theme.

**All Bulls** - If you select this button, then the list is restricted to showing only entries marked **N** or **Y** (messages text available). If more than 350 messages are available, then only the last 350 are shown.

**All List** - clear all filters and displays the whole list.

**New** - positions the list so that the top line on the screen is one message before the first new message. (That is a really bad explanation, so try it and it should be obvious!)

**Delete** - If you drag the mouse to mark a block and select **Delete**, then all the message list lines in the marked block will be deleted. (If no text in the list is marked, selecting **Delete** has no effect.)

Lines preceded with a **Y**, **N** or **\*** will normally **not** be removed. If you want the act of pruning to delete list entries for downloaded bulls marked **Y** (and their associated messages text), then first check **Block Delete Bulletins** on the **Options>Bulletin Deleting** menu.

**NB**- if your bulletins list command in **Personal/BBS Info** is set to **LR \$NUM-**, or anything else using **\$NUM**, avoid marking/deleting the last line of the list.

**Prune** - The Prune button works differently according to whether or not a block of lines in the list has been marked by dragging the mouse:-

If text in the list is **not** marked, then the bulletins list will be pruned down to approximately the number of lines set in the **Bulletin List Prune Size** under the **Options > Bulletin Deleting** menu.

If text in the list is **marked**, then all the message list lines **from the top of the list** to the end of the marked block will be pruned, except lines marked **Y**, **N** or **\***. If you want the act of pruning to delete list entries for bulletins marked **Y** (and delete the downloaded messages corresponding to those entries), then first **check Block Delete Bulletins** on the **Options > Bulletin Deleting** menu.

**NB**- if your bulletins list command in **Personal/BBS Info** is set to **LR \$NUM-**, or anything else using **\$NUM**, **avoid marking/pruning the last line of the list**.

**Done** - Select when you have finished [reading bulletins](#).

### What Are Themes?

When you are [reading bulletins](#) lists in WinPack, you have **single criteria** filter buttons –**UNREAD, TO, FROM, AT, TITLE**, etc -- which allow you to select all the bulletins **TO** one particular topic, or **FROM** one particular sender, etc. But to filter bulletins by multiple selection criteria, you need to use a special feature call “Themes”.

For example, because of the way that people address messages, you often find that two (or more) different topic addresses will be used for the same subject, e.g. WINPAK and WINPAC. If you want to see just the bulletin headers for **both** those topics you would need to use a theme. You could even add a **FROM** criteria to the two **TO** parameters to limit the WINPAC and WINPAK headers to those from a particular person. As you can imagine, themes offer countless filtering combinations.

When you install WinPack, no themes exist and pushing the **Theme** button at the bottom of the **Read Bulletins** window just produces an error message.

To create a theme, you'll need to use a WinPack "Add-on" program called the **Themes Editor**. See [Themes Editor section](#) of this manual for more information.

### More about Pruning The Bulletin List

In addition to using the **Delete** and **Prune** buttons as described above, WinPack prunes the list automatically, either when the program is started or at user-defined times. An automatic prune will behave as if you have used the **Prune** button without having marked a block - see above.

1. To prune the list when the program is started, add a command line option of **/AUTOPRUNE** - see [Command Line Options](#) for more information on how to do this.
2. To prune the list at user-defined times, use **File>Selection List Editor** and add some times to the **Auto Times** list with **PRUNE** as a suffix. For example **12:30 PRUNE, 22:45 PRUNE**. An automatic prune will be run at those times each day (assuming that WinPack is running).

**PLEASE NOTE** that, as explained above, your settings of **Block Delete Bulletins** and **Bulletin List Prune Size** will affect what happens. See [Bulletin Deleting options](#) for more information on what these two options do.

If you prune the bulletins list, or delete a block of lines from it, then normally any lines within the deleted section for which a bull has been downloaded and which have a status of **Y** will **not** be deleted. Normally, to get rid of those lines you must **first kill** the bulletin. However, if you enable **Block Delete Bulletins** from the **Options > Bulletin Deleting** menu, these lines will be deleted and the associated bulletins will automatically be killed.

Even with this option selected, you cannot delete bulletins with a status of **N**. WinPack will assume that, if you downloaded them, you want to read them. So you'll need to open them and then delete them

Bulletins marked **D** will always be deleted (irrespective of the setting of **Block Delete Bulletins**) because they are **7plus** parts from which the 7plus has been extracted and put in the **7EXTRACT** directory.

If while you are in **Read Bulletins** you click the **Prune** button, and you haven't marked a block of bulletins, then the list will be pruned down to approximately the number of bulletins set by the **Bulletin List Prune Size** option under the **Options > Bulletin Deleting** menu. For example if you have **Bulletin List Prune Size** set to 2,000 and you have 10,000 lines in your bulletins list, then the first 8,000 lines will be deleted and the

last 2,000 or so will be left. The final number left in the list may be slightly more, depending on the setting of **Block Delete Bulletins** and whether you have any bulletins in the section to be deleted which are marked \* or N. The default value for **Bulletin List Prune Size** is 5,000.

### ***Automate the Download of Selected Bulletins***

Normally, if you want to read the **content** of a bulletin, you must:

1. First, download the list of bulletins (headers) in one [Auto BBS](#) session.
2. Then, review the bulletin list and mark the bulletins for which you want to download content in the **next** [Auto BBS](#) session.
3. Then, download the content of those bulletins in the next Auto BBS session.

However, using the **Selection List Editor** “Add-on” program, it is possible to **immediately** download the content of all bulletins that meet specific criteria. This saves you the steps of reviewing bulletin headers and waiting until the next Auto BBS session to read the bulletin. For more information about this feature – and about scheduling automated Auto BBS sessions -- see the [Selection List Editor](#) section of this manual.

## Mail Options

Menu bar: **Mail>Mail Options**

BBS programs have different enhancement and limitations which WinPack handles via the **Mail Options** window:

WinPack's default is to have none of these enhancements enabled and the only box checked in the **Mail Options** window will be **Ask "Mail only this session?"**

In its default mode, WinPack downloads the local BBS message list in an [Auto BBS session](#) by sending **L** or **LR**. It downloads messages by using **r <msg\_no>**, and it forwards messages in a plain text format (MBL/RLI protocol).

This works fine, but there are usually more efficient ways of carrying out these tasks.

For BBSs running F6FBB or G1NNA, software compression can often be used for both forwarding mail to the BBS and for downloading messages. Please read [enhanced mail facilities](#) for more information. See also [YAPP Transfer Status Window](#)

If you check **Use Split Sessions** and your local BBS is FBB, WinPack will not attempt to use both compressed download and compressed forward on the same connect session. This option is needed because FBB V7 will not allow you to use both in the same session (FBB V5.15c does). If you don't select both compressed download and compressed forward, or your local BBS is G1NNA, this option is ignored.

If your local BBS is running F6FBB software, it may be possible to accumulate the message list from the FBB **unproto beacons**. Please read [enhanced mail facilities](#) for more information. If you want to use the FBB unproto beacons, select **Use FBB unproto lists** in the **Mail Options** window. If you do, WinPack will fill in **The BBS addresses unprotos** field with a default unproto address of **>FBB**. You can change this if needed. You must also change your TNC's **HEADERLN** parameter to **ON**.

The **Using TH-D7 or similar** option is only available if you have checked **Use FBB unproto lists** and **Host mode** is set to **NONE** on the **Comms Setup** window (**Options>Comms Setup** menu). It should be left unchecked except in the

**following special circumstances:** The Kenwood TH-D7, and possibly some other devices, don't have a HEADERLN parameter. They always operate as if HEADERLN is OFF. If you are using such a device, then you must check this option, otherwise it will fail to collect the FBB unproto beacons. If you do check it, then you must make sure that your TNC does not put any semicolons in monitored frame headers.

If you check the **TPK compatibility mode** box, then the compressed forwarding, compressed downloading, and FBB unproto list options will all be enabled.

The **Human mode** option is a special case. Some BBSs are configured so that they won't allow a user to do anything that looks like BBS forwarding. This is most likely to occur with some USA types of BBS software, and with WinFBB (if the sysop has configured it in a particular way).

If you check **Human mode**, WinPack will not send its SID banner (something like **[WinPack-6.3-\$]**) to the BBS, and it will not attempt to add its own BID to messages when they are being forwarded. It will behave just as if you were running a manual connection. This should allow WinPack to be used with even the fussiest of BBSs (and the fussiest of BBS sysops!)

BBS software systems I know might give problems are:-

**Win FBB**, depending on how the sysop has set it.

**DOS FBB**, again depending on how it is set up.

**AA4RE**

**WORLI**

If you use a BBS that falls into this category, you can get round it by using **Human mode** option on the **Mail Options** setup screen.

**Ask "Mail only this session?"** - When you manually start an [Auto BBS session](#) WinPack will prompt you **"Mail only this session?"** in some situations. If you say **"yes"**, bulls will not be downloaded on that session. (WinPack won't always display this prompt because in some situations the question is not relevant.) The prompt was originally put in at the request of several users, but several others have found it a nuisance. If you uncheck the box on the Mail Options form, WinPack will assume that you are always answering **"No"** and will not display the prompt. If unchecked, Auto BBS sessions will always download the bulletin list.

The normal choice of modes would be:-

1. If you have previously used TPK and your local FBB BBS sends the unproto beacons, select **TPK compatibility mode**. (See above for some comments on using a TH-D7 or similar device.)

2. If your local BBS is FBB but it doesn't send the beacons, or it sends the beacons but you turn your packet system off for long periods, select only **compressed forward** and **compressed download**.

3. If your local BBS is NNA running V3 or later of the software, select **compressed forward** and **compressed download**. Please note that, when using compressed forwarding to an NNA BBS, FBB style compression is used, which is supported by the BBS.

4. If your local BBS is NNA running a version older than version 3, select **compressed forward**.

5. If your local BBS is neither FBB nor NNA, select **neither compressed forward** nor **compressed download**.

6. Finally, if you find you still have trouble, select **Human mode**.

### **Some Advice: Don't Keep Swapping Options!**

It should be obvious from the above that there is an optimum way to use WinPack according to your specific situation. You can swap between compressed and non-compressed downloading and forwarding as much as you want. You can also swap between using and not using the unproto beacons as much as you want, **but** the setup changes that this causes mean the whole of your current message list **will be deleted** every time you change your usage of the unproto beacons.

Also, you **must** make sure that there is no personal mail waiting to be downloaded or waiting to be sent to the BBS before you change your usage of the unproto beacons. If you don't you may lose some messages or find your system trying to download messages that don't exist.

You have been warned!

## ***Renumbering the Message List***

Included in the WinPack directory is a separate program called **RENUMBER.EXE**

This program is designed to allow you to renumber your WinPack message list, after an FBB BBS sysop has renumbered the messages on the BBS. This is quite a complex procedure and results are not guaranteed! If you value the bulls you have on your system, please back them up before attempting to renumber.

When the BBS sysop renumbers the BBS. He must do the following:-

1. Tell you when he is going to do it, so you can avoid automatic WinPack connects until –

2. He must tell you the "offset" of the message numbers on the BBS. After a renumber, the message numbers will have moved downwards by a fixed amount. This will usually be a multiple of 10. He can only tell you what the offset is after he has renumbered. If he puts the information in the BBS log-on message, you can simply make a manual connect, get the offset and then log off.

(If the sysop won't co-operate in this, you can work it out for yourself by looking at the number of a message on the BBS before and after the BBS has renumbered - subtract one from the other to give you the required offset).

3. Once you know the offset, run **RENUMBER**, tell it the offset and click the "Renumber" button. It will then renumber the WinPack message list and the result should be that the message numbers exactly match those on the BBS.

### Restrictions

**RENUMBER** has only ever been tested against the G3WCS FBB renumber program. Other BBS renumbering utilities may not use the fixed offset method, in which case the WinPack numbers will not match those on the BBS.

If you have a lot more messages in your WinPack message list than the BBS has in its list, it could happen that the offset used by the BBS would result in some of your messages numbers going negative. E.g. - The BBS numbers are from 40,000 to 50,000 and it renumbers with an offset of 35,000, so it's new range is 5,000 to 15,000. Your WinPack numbers are from 30,000 to 50,000, so an offset of 35,000 results in your lowest number being -5,000! To avoid this, all you need to do is to check if the offset used will give a problem, if it will you simply [Prune](#) your message list in WinPack to get rid of some of the low numbers.

If you don't use the FBB beacons, **check your bulletin columns after renumbering!** If the numbers were above 100,000 before renumbering and are now below 100,000, the columns will have moved one position to the left.

The current version of **RENUMBER** will not renumber your **personal** messages in WinPack. This only matters if you use the FBB headers and have personal messages waiting on the BBS for you to collect at the time the renumber is carried out. If that happens, WinPack will try to download the personal messages using the old numbers, which will fail. However, you can still get any such messages by clicking them in the bulls list, so they aren't lost.

## Writing Messages

Menu bar: **Mail>Write a Message**

To write messages, both personal mail and bulletins, you use the **Write a Message** option on the **Mail** menu. (There are also options for editing and deleting any messages that you have previously written). This will bring up the **Write a Message** window.

**Write a Message (Press F1 For Help)**

Type  To  Name

At

Title

**Address Book**

G00PC	Mike	GB70PC.#22.GBR.EU	↑
G4FJO	Geoff	GB7IDE.#22.GBR.EU	
G4IDE	Roger	GB7IDE.#22.GBR.EU	↓

The buttons and field on this window do the following:

**Type** - This is the type of the BBS message. It can be **P** for personal or **B** for a bulletin.

**To Field** (not the **To** Button) - For a personal message (**P**) this field is the callsign of the recipient. You can either:

- type in the callsign of the recipient
- use the Address book to insert a callsign and name - [see To Button below](#).
- or send the same message to several different recipients using a mailing list. See [Creating And Using Mailing Lists](#) below

For a bulletin (**B**) type message this field would be a BULLETIN TOPIC - you can either:

- key in a topic of your own choice
- select from a list of topics.

If possible, it is better to use a selection from the list. By using a topic that is in common use you are more likely to get replies to your message. For an explanation of each topic in the list, go to the [Bulletin Topics List](#).

To drop the Topics list down into the **Write a Message** window, enter a **B** in the **Type** field and then click on the small down arrow that appears in the **TO Field** (or press Alt and cursor down). **NB**- you can edit the **TOPICS.TXT** file in WinPack's **\BULLS** directory to add and delete topics of your own choice; or if you think the program's Topic List is a bad idea, simply delete **TOPICS.TXT** and you will then not get the list.

**Name** - This is the name of the recipient. It is only useful as a mnemonic for storing in the address book.

**At** - For a personal message this is the home BBS of the recipient. For a bulletin it is the circulation area - GBR, EU, WW, etc.

**Title** - This is the title or subject of the message - up to 30 characters long.

**OK Button** - Pressing this button means that you accept the header information and WinPack will open an [Edit Window](#) where you can input the message text.

**Cancel Button** - Pressing this button cancels the message.

**7plus Button** - If you press this button, you will be able to select a file to send using 7plus. For more information see [7plus](#).

### Address Book

Below these buttons is the **Address Book** window. This is the list of callsigns and addresses in the address book. The list will scroll. To use an entry to fill in the header, you can highlight it and press the **To Button**, or press **<Enter>** when an entry is highlighted, or double click on an entry. It is updated using the **Add** and **Delete** buttons. The buttons below the Address Book window are:

**To Button** – Use this button to fill in the message the header with the currently highlighted entry in the address book. Click first on the entry you want.

**Add Button** - Pressing this button causes the information currently in the header to be added to the address book. To create address book entries without sending a message, you can keep filling in the header and pressing **Add** then press **Cancel** when you have finished.

**Delete Button** - Pressing this button deletes the currently highlighted address book entry.

## ***Sending Messages***

You can send your message in one of three ways:

1. Automatically: If you use the [Write Message](#) feature of WinPack, after your message is written and closed, it will be uploaded automatically at the next [Auto BBS session](#).
2. Manually Line-by-Line from the WinPack **Transmit Window**:
  - a. **CONNECT** to the BBS
  - b. send the **S** (or **SP** or **SB**) “send mail” command
  - c. at the title prompt, enter the message’s **title**
  - d. at the message text prompt, enter the message text line by line. You don’t need to use the **<Enter>** to send each line. WinPack will do that when the line is full. Press **<Enter>** (twice) only to start a new paragraph.
  - e. end the message by sending a **Ctrl+Z** or **/EX** on a separate from the Transmit Window
3. Manually using the **Edit Window**:  
(similar to #2 but you can compose the message before you log onto the BBS)
  - a. first compose the message in the [Edit Window](#) (**File>Edit Window**). When done, use the **Edit Window’s** menu (**F10** or right click) to **hide** the window
  - b. from the **Transmit Window**, **CONNECT** to the BBS
  - c. send the **S** (or **SP** or **SB**) “send mail” command
  - d. at the title prompt, enter the message’s **title**
  - e. at the message text prompt, open [the Edit Window](#) (**File>Edit Window** or **Edit Button**) and then the **Edit Window’s** menu (**F10** or right click)
  - f. select **Send** to send the **Edit Window** text
  - g. end the message by sending a **Ctrl+Z** or **/EX** from the **Transmit Window**

**Hint:** When composing your message in the **Edit Window**, you can even include the BBS mail commands in the message text with. For example, start the message with:

**SP G4IDE** ← “send private mail to” command on separate line

**New Information** ← message title on separate line

You can also include the “end message” command -- a **Ctrl+Z** or **/EX** -- by placing it on a separate line at the end of the message.

Then, after you connect to the BBS (step 3b), just send the **Edit Window** text (step 3e & 3f) and forget about steps c, d, and g.

## **Creating And Using Mailing Lists**

If you regularly want to send the same message to several recipients, then you may find it helpful to create a Mailing List.

Mailing Lists live in the **MAIL\LISTS** subdirectory. Each list contains the packet addresses of the recipients for messages sent to that list. It can also contain comment lines - these must start with **;**. You should create a list with a plain text editor - either the WinPack [editor](#) or NotePad is recommended.

The file name of a list must obey the following rules - it must be a valid DOS file name, with an extension of **.TXT** and the first part of the name cannot have more than five characters. Therefore **CLUB.TXT** or **LOCAL.TXT** would be valid list names, but **MYCLUB.TXT** would not be (too long).

Here is an example of a list which I called **TEST.TXT**:-

```
;This is my list for testing WinPack.
G0OPC @ GB7WNM
G8MZX @ GB7SKG
G4IDE @ GB7OAR.#16.GBR.EU
```

To send a message to the members of a list, you put the list name preceded by an exclamation mark in the **To** field of the [Write A Message](#) header form. With my example list, I would sent the message to **!TEST**. WinPack will check if the list exists and it won't allow you to proceed if it doesn't.

When you connect to your local BBS and upload mail, WinPack copies the message to each recipient in the list and deletes the original. Please note that this is not as efficient as using a carbon server on the BBS, because you have to upload the message once for each recipient, whereas if you use a carbon server you only upload it once.

If you get disconnected from the BBS during the forwarding session, you will find that the unsent individual messages will be in your WinPack outbox, not the original message, but these can be forwarded on the next connect.

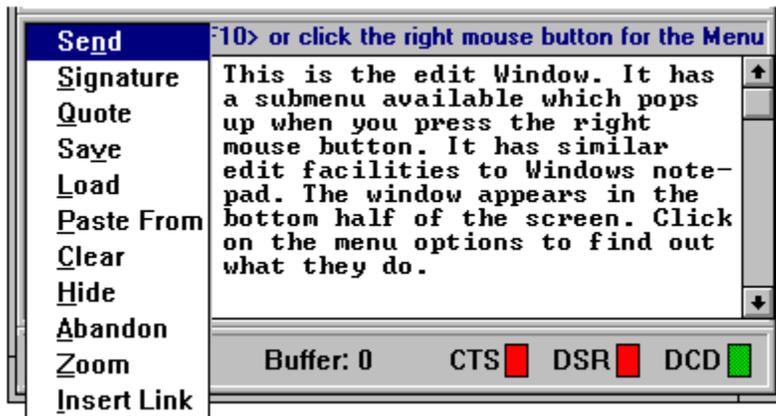
## 7. Text Editor: The Edit Window

Menu bar: **File>Edit Window**

WinPack's **Edit Window** is a simple text editor, similar to the Windows' **Notepad** program. You can also access it from the button by pressing the **Edit Window** button



The **Edit Window** will appear over the **Transmit Window** and part of the **Receive Window**.



When using the **Edit Window** for writing mail, for best results, only put a **<Enter>** at the end of paragraphs. Let the window flow the text for you. When the text is transmitted, WinPack will make sure that text lines are no longer than the line length setup in **Options>Comms Setup**". The end result is more pleasing to the eye if you have not put a **<Enter>** at the end of every line.

The window can be zoomed up to the full size of the WinPack screen by selecting **Zoom** from the pop-up edit menu, or by pressing **Ctrl+Z** when the cursor is in the **Edit Window**. Using either option again returns the window to its normal size.

The top line of the **Edit Window** shows a character count for the text being edited - helps you keep within the message size guidelines! (This isn't visible in the picture above).

If you have the **Quinion** spelling checker installed (see **README.TXT**) on your PC, then pressing **Alt+F9** will allow you to check the spelling of the text in the window. If you have **Microsoft Word** installed on your PC, then pressing **Alt+F7** will allow you to check the spelling of the text in the window. [See Spell Checkers.](#)

### ***The Edit Window's Menu Options***

The pop-up edit menu is activated by either pressing **F10** when the cursor is in the **Edit Window**, or right clicking with the mouse (twice for Win95) in the window.

Here's what the menu choices do:-

**Send** - If you select the send option, the text currently in the window will be sent to the TNC. The idea is so that you can easily compose messages in an editor, rather than sending them a line at a time straight to your local BBS.

When the text is sent the window is cleared. However, the text is also copied to the Windows clipboard, so, if you want to get it back, press **Control+V**.

**Signature** - Selecting this option will allow you to add a signature at the end of the text. You will be presented with a list of available signature files and you can pick which one you want to use. This option has the same effect as selecting **Options> Signature**.

Note that if you use the signature button rather than this menu option, then the default signature is used - you won't be able to select your signature. See also [Signature Options](#).

**Quote** - If you mark a section of text in the **Edit Window** by dragging the mouse over it and then select this option, the text will be 'quoted'. That means a **>** will be put at the beginning of each line. The idea is that you can load a message from someone else into the edit buffer and quote sections of it in your reply. How successful the quoting is depends on the line length used by the sender. However, the program attempts to do some intelligent reformatting on the text if the lines are too long.

**Save** - This option allows you to save the contents of the window to a file.

**Load File** - This option allows you to load an existing text file into the window. Any existing text in the window is lost. See also [Using Drag and Drop](#).

**Paste From** - This option allows you to insert an existing text file into the **Edit Window**. It is inserted at the current cursor position in the window. Any existing text in the window is retained.

**Clear** - If you select this option the window is cleared.

**Hide** - Selecting this option will hide the **Edit Window** again. However, its contents will be preserved. To remind you that the **Edit Window** is still active, the **Edit** button will

gain a **red** box around it .

**Abandon** - this option is only available when you are composing mail or editing a message. If you select it, then the message that you are writing (the entire process) is abandoned.

**Zoom** - Selecting this option will zoom the edit window up to the full size of the WinPack screen, selecting it again returns the window to its normal size. You can do the same thing by pressing **Ctrl+Z**.

**Insert Link** - This option allows you to insert a text link into a message. It is an advanced and somewhat experimental option. See [Text Links](#).

### ***Printing from the Edit Window***

You can print the contents [the Edit Window](#) by selecting the **File>Print** menu option or by pressing the **Print Button** on the tool bar. WinPack will ask you which window you want to print.

If there is any selected text in the window (drag the mouse to select), then WinPack will print the selected text, otherwise it will print all the text in the window.

You can change the printer font by using the **Options>Fonts...>Printer** menu option.

WinPack defaults to using the full print width available. This is because many packet users still tend to use lines of around 80 characters, and most printers have difficulty fitting that number of characters across the paper even when you use the full width. If you want to set a margin, then you can edit [PACKET.INI](#) and alter the **LEFT\_MARGIN\_MM** and **RIGHT\_MARGIN\_MM** settings in the **[PRINTER]** section.

You can use Print to save a message to a file. If you check the **Print to file** box in the **Print Dialogue** then you will be prompted for a file name and the text will be saved in that file.

## 8. File Transfers

WinPack support both [YAPP](#) and [7plus](#) file transfers

### ***YAPP File Transfers***

YAPP is the most popular protocol for sending binary files (programs, graphics, application files, such as formatted documents, etc) via packet. It was originally devised by WA7MBL. There have been a few extensions made to the original system. WinPack supports the most popular of these which is FBB style 'crash resume'. This allows you to resume transferring a file after a previous attempt failed part way through.

The following items are covered in this section of the manual:

[transfer status window](#)

[Using YAPP to Send A File](#)

[Using YAPP to Receive a File](#)

[Resuming a YAPP File Transfer](#)

[YAPP Auto Receive](#)

[YAPP Options](#)

### **The Transfer Status Window**

This window appears during both [YAPP File Transfers](#) and [FBB compressed mail transfers](#).

#### **File Name or Message Title**

For a YAPP transfer, this shows you the name of the file currently being transferred. For FBB compressed mail transfer it shows the message title.

#### **File Size**

This shows the size in bytes of the file currently being transferred. It is not shown if the transfer is FBB compressed mail.

#### **Status**

This shows the current status of the transfer, 'Waiting for Initialisation', 'Receiving data', etc.

#### **Transfer (cps)**

This shows the approximate data rate for the current file transfer. To be precise, it shows the total number of characters transferred for this file divided by the number of seconds that have elapsed since the transfer started. It does not include the time taken in preliminary protocols, only the time whilst the actual data is being transferred.

For outgoing transfers, WinPack can only count the data as it goes to the TNC, it has no way of knowing if it has yet been transmitted. Therefore, for small uploads, or even for

large uploads if your TNC has a large buffer, it will initially be very misleading, because all the data 'rushes' into the TNC buffer. However, it will then gradually adjust itself to a more meaningful value. The true cps achieved is the lowest value it falls back to whilst waiting for the 'FF' from the BBS.

The default maximum value for the bargraph is 80 cps, but you can change it by right-clicking on it.

### Transfer (%)

The bargraph shows the percentage of the file that has been transferred, and the caption shows an estimate of how many minutes the transfer will take to complete, based on the current cps rate. The estimated time may be severely distorted by data rushing into the TNC buffer in the same way as the cps. You can disable the display of the estimated time by putting "**SHOW\_TIME\_ESTIMATE=FALSE**" in the "[YAPP]" section of [PACKET.INI](#).

### Sent or Received

This shows how many bytes of the file have been transferred. If you are sending the file then it will be labelled 'Sent', if you are receiving the file then it will be labelled 'Received'.

### Abort

If you press this button then the transfer is aborted. Don't use it unless you really have to! This is an uncontrolled abort and the other end of the link will still think you are transferring the file. All normal failures are handled automatically.

### Using YAPP to Send a File

Menu Bar: **YAPP> Send a File**

The following describes what to do if you want to upload the file to a BBS. If you are wanting to send it to a friend directly (without a BBS) then it is easier; jump to step '4'. I'll assume the file is called **TEST.EXE**.

1. Tell the BBS you want to send it. With FBB you have to go into **FBB DOS** and then send the command **YPUT TEST.EXE**. With an NNA BBS you use the command **YU TEST.EXE**.
2. The BBS will then ask you for a description - key in something suitable.
3. The BBS will now prompt you to send the file.
4. (If you are sending the file to a friend then ignore '1', '2' and '3' and start with this step). Select '**Send A File**' from the WinPack **YAPP** menu. A standard Windows file dialogue will open up. If you don't know how to use a Windows file dialogue, give up at this point and learn how!

5. Using the file dialogue select the file you want to send. The dialogue will open in the **PUB** directory, but you can send a file from any directory on your PC.

6. When you have selected the file, the rest of the process is automatic. The [YAPP transfer window](#) opens and you don't have to do anything else. If the transfer fails then you will get a message saying why.

**NB-** When a file is being sent, there can be quite a lot of data, typically several thousand bytes, buffered within the program and in the TNC. When the screen reports **Sending End Of File, transmission won't immediately finish**, all the data that is buffered has still got to be transmitted. So **don't** press **Abort** thinking the transfer has failed!

### Using YAPP to Receive a File

Menu Bar: **YAPP> Receive a File**

The following describes what to do if you want to download the file from a BBS. If you are wanting to receive it from a friend directly (without a BBS), then jump to step '3'. I'll assume the file is called **TEST.EXE** - it must of course be a file that is on the BBS!

1. Tell the BBS you want to download it. With FBB you have to go into '**FBB DOS**' and then send the command **YGETT TEST.EXE**. With an NNA BBS you use the command **YD TEST.EXE**.
2. The BBS will prompt that it is ready to send the file, and a couple of funny characters should appear in the WinPack receive window.
- 3..If **Auto Receive** on the **YAPP** menu is enabled, the program will now receive the file completely automatically, otherwise ...
4. Select '**Receive a File**' from the **YAPP** menu, the rest of the process is automatic. The [YAPP transfer window](#) opens and you don't have to do anything else. If the transfer fails then you will get a message saying why.

### Resuming a YAPP File Transfer

Menu Bar: **YAPP> Receive Resume**

If you have received a large part of a file and then the link between you and the sending station fails, this option allows you to resume the transfer from the point at which it failed, **so long as the sending station can support FBB-style 'crash resume'**.

I'll assume that you want to resume downloading a file called **TEST.EXE** from a BBS. Most of the following procedure is exactly the same as if you were starting a normal

download. If you are receiving the file from a friend directly (without a BBS), then jump to step (3).

1. Tell the BBS you want to download the file. With FBB you have to go into '**FBB DOS**' and then send the command **YGETT TEST.EXE**. With an NNA BBS you use the command **YD TEST.EXE**.
2. The BBS will prompt that it is ready to send the file, and a couple of funny characters should appear in the WinPack receive window.
3. Select '**Receive Resume**' from the **YAPP** menu, the rest of the process is automatic. The [YAPP transfer window](#) opens and you don't have to do anything else.
4. WinPack tells the other station how much of the file it already has and the transfer carries on from there. If the file does not already exist then the program behaves as if normal YAPP Receive had been selected. If the transfer fails then you will get a message saying why. If you get an immediate abort then the sending station does not support FBB-style resume.

### YAPP Auto Receive

Menu Bar: **YAPP> Auto Receive**

If you enable this option, then, all the time you are connected to another station, the program will continuously scan all received text for the special characters that signify that the other station is trying to send you a file using YAPP protocol.

As soon as these characters are received, the program will behave as if **Receive Resume** has been selected from the **YAPP** menu. Therefore YAPP files can be received without you having to do anything at all.

Because resume mode is used, you need to be a little bit careful about leaving files in your download directory. If a file exists with exactly the same name as the one being received, the program might attempt to append incoming data to the existing file.

### YAPP Options

There are some YAPP options that can be altered, but I have deliberately made it a little difficult to change them to deter casual 'fiddling'!

To change these settings you have to edit the file [PACKET.INI](#) which is created in your WinPack directory the first time you run the program. Look for a section in the file titled **[YAPP]**. All the options are in that section.

**TNC\_PROMPT=cmd:**

This is the prompt that you get from your TNC. I've never seen one that doesn't use **cmd:**, but I'm sure there must be one somewhere! If yours uses a different prompt then you will have to change this setting.

### **TIMEOUT=300**

This is the length of time the program will wait, when downloading a file, without receiving anything from the sender before it aborts the transfer. It is in seconds, so the default is 5 minutes.

### **BREAK\_LENGTH=3**

TNCs can be put into command mode by sending a 'break' signal. The 'official' length of a break is anything longer than two characters. Three characters should be fine - but if you find your TNC doesn't seem to respond correctly after a YAPP transfer, until you have switched it off and back on again, you can try a higher value.

### **COMMAND\_MODE=CTRL+C**

The TNC has to be put into command mode before a YAPP transfer can commence. The default is that it is done by sending a 'Control C' character. The alternative is to use a break signal. If you get an error message saying that your TNC could not be put into 'transparent' mode then try changing this setting to use break. The line must then read **COMMAND\_MODE=BREAK**.

### **CMDDTIME=1000**

This means 1000 milliseconds. It must be the same length of time as your TNC's **CMDDTIME** setting. The default is almost always 1 second, and it is very unlikely that you will ever need to change this setting. Please note that the setting used for the TNC may be in units of a second, not a millisecond.

## 7plus File Transfers

For direct transfers of binary files, you can use [YAPP](#). But for a mailbox to transfer binary files to remote users, it needs them to be formatted as messages of a suitable size. 7plus is a system that allows users to transfer binary files through the normal BBS system, without causing complete mayhem.

This section tells you how to:

- configure WinPack for using 7plus
- [send files using 7plus](#)
- [automatically decode 7plus files received in an Auto BBS sessions](#)
- [automatically decode 7plus if you are manually connected to the BBS and reading messages.](#)

If you don't know what 7plus is, or why it is used, see [What Is 7plus](#) below

**Note:** The use of Seven Plus to send binary files is one of the most controversial subjects on the UK packet network. It is controversial because Seven Plus is so often used incorrectly by people sending very large files, or sending parts that are far too large. Before you use Seven Plus you should familiarise yourself with the DCC document "*Guidelines For The Use Of The Packet Radio Network*" which is in the [Appendix](#). A copy is also included with WinPack and can be viewed by clicking the **Guidelines** icon in the WinPack Program Group of Windows.

### Configuring WinPack to Use 7plus

7plus operations can be configured using the **Options>7plus Setup** submenu, including setting the 7plus "part size". These are discussed in the [Menu Layout Appendix](#).

### Using Seven Plus To Send Files

When you use **Mail>Write A Message**, there is a button available labelled "**7plus**". If you press this button, you will be able to select a file to send using 7plus.

**Zipping the File** - Once you have selected the file you are given the option of zipping it to make it smaller. You need either **PKZIP** or **WinZip** on your PC for this to work.

- For **PKZIP**, WinPack uses a PIF file, **PKZIP.PIF**, in the **WINPACK** directory, to run **PKZIP**. The PIF file assumes that **PKZIP.EXE** is in a directory in your DOS **PATH**. If it isn't, then you must either put it in a directory that is included in your **PATH**, or edit the **PATH** environment to include the directory where **PKZIP.EXE** lives.

- For **WinZip**, you need to edit the **[TERMINAL]** section of the [PACKET.INI](#) file and add a line with a **ZIP** command - **ZIP=C:\winzip\winzip.exe -min -a**. but of course with the correct path for your copy of **WINZIP!** Also, if you are using Win95, you will probably would be using a file named **WINZIP32.EXE**.

**Note:** be sure to include the **-min -a** parameters. Also, if your directory path include a name longer than 8 characters, you'll need to use the Windows abbreviation for 8 character. For example, my WINZIP directory is a subdirectory of the **Program Files** directory. So my ZIP command is:

**ZIP=C:\progra~1\winzip\winzip32.exe -min -a**

- [To have WinZip unzip any ZIP files you receive, you'll also need to add a second line with an **UNZIP** command - **UNZIP=C:\winzip\winzip.exe -e -o -j -** but again with the correct path and name for your copy of **WINZIP**].

**Parts per Day** – based on the overall size of the file and the 'part size' set in **Options>7plus Setup>Part Size**, WinPack will split the file into parts. If more than 3 parts are created, WinPack will ask how many parts per day you want to release. (In the interest of not overloading the network, you should consider sending only a few parts day on non-critical files). Here's how WinPack handles the release of files:

Say the file you are sending has been split into 9 parts and you choose to release 3 parts per day. All WinPack mail files have a time stamp encoded in the file name that is used to store them on your PC. The Seven Plus parts will be time stamped:

- 3 with the current time,
- 3 with the current time + 1 day
- 3 with the current time + 2 days.

When WinPack uploads mail to the BBS, it will not send a file if the time stamp is ahead of the current time, so your files will not be sent until the current time has passed their time stamp.

### **Seven Plus Receive During [Auto BBS Sessions](#)**

**Please Note** - from V6 onwards, WinPack handles received 7plus slightly differently to earlier versions. There are now separate directories used for extracted 7plus parts and for decoded 7plus files. Also, a record can be kept in a log file of all 7plus decode attempts.

If the **Auto 7plus Decode** option on the **Options>7plus Setup** submenu is checked, then all personal mail and bulletins received during [Auto BBS sessions](#) are scanned to see if they contain 7plus data. If they do, the data is extracted and put in WinPack's **7EXTRACT** directory.

When all the parts of a 7plus set have been received, WinPack will attempt to decode the file and will send you a system message as to whether the decode was successful or not.

If **Log 7plus Decode** on the **Options>7plus Setup** menu is checked, then, every time that WinPack attempts to decode a 7plus file, an entry will be made in the log file **7PLUSLOG.TXT**. By looking at the log you can see when a file was decoded, if the decode was successful, whether it was received as a bulletin or as personal mail, and who sent it. You can view the log file with **Notepad** or you can load it into the WinPack **Edit Window**.

If the decode is successful then the parts are either deleted or moved to the **7PLUSOLD** directory, depending on the setting of the **Keep 7plus Parts** option on the **Options>7plus Setup** menu. Normally the decoded file will be moved to the **7DECODE** directory. However, if a file by the same name already exists in the **7DECODE** directory, the decoded file will be left in the **7EXTRACT** directory. Both the system message and the log entry will show whether or not the file was moved.

If a **.COR** file is received for a 7plus file for which all the parts have been received but which contains errors, WinPack will attempt to use the **.COR** file to repair the 7plus file.

If the decode is unsuccessful then a **.ERR** file will be produced in the **7EXTRACT** directory.

The above process can obviously go wrong in several ways! If some parts of a set are never received, the parts that have been received will languish for ever in the **7EXTRACT** directory. Also, if you happen to receive two different sets at the same time with the same file name (this does sometimes happen), then things can get very messy!

Therefore, it is a very good idea to occasionally look in the **7EXTRACT** directory and delete any rubbish that has accumulated.

If a **.ERR** file is produced, then to send it to the sender of the 7plus data as follows:-

1. Select **Mail>Write a Message** and start a message to the sender.
2. From [the Edit Window](#) menu select **Load** and load in the **.ERR** file from the **7EXTRACT** directory.
3. Send the message.

### Seven Plus Receive During A Manual Connect

If you want to read and decode a 7plus file whilst you are manually connected to the BBS, then you must do the following:-

1. Make sure that **Scan Capture Files** on the **Options>7plus Setup** sub-menu is checked.
2. Manually connect to the BBS.

3. Click the **Capture** button or select **File>Capture** from menu and input a file name. This file is only used as a temporary store for the data, so, if you wish, you can always use the same name and overwrite the file each time.
4. Read the message or messages with the 7plus in them - you can capture several in the one file.
5. Close the capture file - and the 7plus will be extracted and decoded, just as if it was in a message that had been read in an [Auto BBS session](#)

## What is 7plus?

This following was written by Brian, G8ASO. I thank him for giving his permission to use it. It explains the basic theory of 7plus and why it is used. As far as WinPack is concerned, the only difference is that the tasks of encoding and decoding the 7plus parts, selecting a suitable part size, and controlling the release of the parts to only a few per day, are automated.

Brian has also written an excellent series of notes intended to give help to packet users in understanding how the system works and answering some of the often asked questions. I thoroughly recommend them. For a current list of the files available send a REQuest FILE message:

<b>(Message Title)</b>	<b>SP REQFIL @ G8ASO.GB7GLO.#46.GBR.EU</b>
<b>(Message Text)</b>	<b>STARTNDX.ASO</b>
	<b>/EX</b>

---

*"What is this system that fills my screen with nonsense, and compels otherwise sensible people to deride each other?"*

That is a quote from an enquiry recently. It could be compressed forwarding traffic between users of FBB, NNA, TPK or MSYS software. Or on some frequencies inter-node linking traffic. Or binary files being transferred.

The problem with binary files, be they program files or compressed data files or picture files is that they contain characters that are used to define end of file, end of line, etc. which are used in normal mailbox operation. Also when sending data through the Packet Radio network, errors may occur in spite of the safety mechanisms incorporated into the AX25 protocol. Plain text with errors is still usually legible for humans. We can correct or ignore errors (as long as numbers aren't falsified) and thus still understand what it meant. Even at an error rate of 10%, we can still get the meaning of the text. On the other hand, the successful sending of a binary file requires that every byte is transferred without error.

How can this problem be overcome? The answer is to convert binary files to a format compatible with the BBSs. This task is done by ASCII-encoders like UUencode or more

commonly now 7plus. UUencoding often doubled the size of the binary file. Instead 7plus uses checksums on each and every line of code, and can recognize the exact position of errors and can process errors without having to resend entire files over and over again. UUencoded files can usually be sent in a network that only uses 7-bit codes.

The encoding scheme 7PLUS uses, could well be called a 7-three-quarter-bit encoding, because on the smallest scale, 31 bits of the original data are encoded into 32 bits (4 characters) of the 7PLUS code. That is one of the reasons, why 7PLUS is called 7PLUS. This causes an overhead of  $1/32 = 3.125\%$ . Because of the required line delimiters, checksums, head and foot lines, the overhead increases to about 13% to 15%.

The characters used by the 7PLUS algorithm (in HEX notation) are 21 - 29, 2B - 7E, 80 - 90, 92, 94 - FC. Characters not used: 00 to 20 (Control codes and the space character) also 2A, 7F, 91 and 93.

To process 7plus files, either encode or decode you require the 7plus program, there are versions for IBM compatible machines, Atari, Amiga and Archimedes. Though obviously a program for one machine will not work on one of the others.

When preparing files for transmission, they should be compressed (the norm on PCs is to use **PKZIP**), if at all possible, to minimise the air time they will take. Then using 7PLUS the files should be split into sections, of perhaps 5k long maximum. You should not send too many files/sections during a day - other people want to use the channels after all. When you compressed files you can combine program and documentation in to one file. **Note:** There is a recommendation of a maximum of **10 parts of 5k** long being transferred on packet [editor note: WinPack's default is **4k**].

Items which are sent **should not be copyright**, unless it is your copyright, or where the copyright holder has given permission to allow distribution. As this is Amateur Radio, the files should reasonably be expected to have relevance to the hobby.

When you receive all the parts of a file distributed using 7plus it is simply re-constructed by running the program and telling it the name of the segmented files. If there are errors it will generate an error report, which would then be sent to the originator and a correction file generated. The program is run again with the original sections and the correction and it should all come together .... or generate another error file! If the original was sent as bulletins, watch out for corrections also sent as bulletins.

## 9. Scripts

### **About Scripts**

WinPack supports a simple form of script. A script is a series of commands that the program can process. It makes it easy for you to automate such functions as connecting to your local BBS, downloading the message list, etc.

### **Sample Scripts**

Three sample scripts, **DXCLUST**, **BBS** and **SETTIME** are provided with the program. If you want to try using scripts, please read the comments in these examples using the [Edit Window](#). I suggest you leave these scripts without changes and create copies with new names if you want to create a new script. **Note** – All Script files have a **.TXT** extension.

### **Special WinPack Scripts**

There are three special scripts - **STARTUP**, **EXIT** and **BBSBYE** that will be executed automatically at appropriate times - if they exist in the WinPack **SCRIPTS** subdirectory.

- **STARTUP** will be executed whenever you start the program. (A copy of the **SETTIME** script renamed to **STARTUP** is actually the script that I use as my startup script. **SETTIME** is installed during the WinPack installation).
- **EXIT** will be executed when you quit the program.
- **BBSBYE**, if it exists, is executed when WinPack disconnects at the end of an [Auto BBS session](#). It can be used to drop you off a TheNet style node, after disconnection from the BBS (see comment below about **EXIT\_IF\_DIS**). It can also be used to run external programs that process mail after a BBS session (see the **PROC** keyword).

### **Creating Scripts**

Scripts are created by using a text editor. You can create them in [the Edit Window](#) and then save them in the **SCRIPTS** subdirectory

Each line of text in a script consists of a key word and then optionally some text that is used as part of the command. Lines in a script starting with a **;** (semi-colon) are ignored. Lines that the script interpreter can't understand are also ignored!

See [Script Keywords](#) below.

### **Playing A Script**

Menu bar: **Scripts>Play a Script**

### Script - Current Command

This window shows you the script command that is currently being processed. In this case it is waiting for the end of the prompt from a BBS. The '^M' means a <Enter> character. For more information see [about scripts](#).

### Script Cancel Button

This button allows you to cancel a script that is playing.

### Script Keywords

The following is a list of all the keywords are understood by the WinPack script interpreter:-

**OPENCAPTURE <filename>** -opens a capture file as if you had used the "File", "Capture" menu option.

**CLOSECAPTURE** -closes the capture file.

**CLOSE** - causes WinPack to close down. Any commands in the script after CLOSE are ignored.

**DIS\_IF\_CANCEL** - Sets a flag to force a disconnect if the script is cancelled for any reason.

**EXIT\_IF\_CON** - exit from the script if there is a connection.

**EXIT\_IF\_DIS** - exit from the script if there is no connection. Designed to be used in the **BBSBYE** script when using that script to drop you off a TheNet node after disconnecting from the BBS:-

```
;give up if we're already disconnected
EXIT_IF_DIS
;wait for the node message
WAITLINE Reconnected to BOST72
;disconnect from the node
SEND b
```

**FBBSYNC** - sends a sync request to the local BBS if you are using the unproto list. See [enhanced mail facilities](#).

**HOTKEY <key>** - this assigns a hot key to a script. Valid values for <key> are **F2 to F9** for normal function keys, or **F2S to F9S** for shifted function keys (**F5S** is **not** allowed, because **Shift+F5** sends the FBB sync requests.). The script can then be played by simply pressing the specified key.

**IF\_EXIST <filename>** - the script is cancelled if the file <filename> doesn't exist.

**KILL <filename>** - delete file <filename>.

**LOG\_FREQ <frequency/power>** - sets the frequency and power for subsequent log entries. Example:-

**LOG\_FREQ 144.950MHz/10dBW**

**PLAYTUNE <tune\_name>** and **PLAYWAV <tune\_name>**

Both commands work exactly the same. **PLAYWAV** is only retained for compatibility with older versions of WinPack. The .WAV or .MID (MIDI) file <tune\_name> is played. The file must be in the WinPack **WAV** subdirectory. WinPack looks for a .WAV file first, if there isn't one it looks for a .MID file. E.g. "PLAYTUNE TALK" will play the file **TALK.WAV** or **TALK.MID** in the **WAV** subdirectory. If you create your own WAV files, they **must** be 8 bit, mono, 11kHz sampling rate.

The special option "**PLAYTUNE RANDOM**" will select at random a MIDI file from WinPack's \WAV\RANDOM directory and play it. (You need to create the directory and put some MIDI files in it before you can use this option.)

Example of how this command might be used:-

In the **BBS.TXT** script you could put:-

```
C $BBS
WAITCON
PLAYTUNE RANDOM
etc...
```

This would result in a random tune be played whenever WinPack runs an [Auto BBS session](#).

**RECONNECT** - has the following effect:-

1. A button with the caption '**R**' will appear on the status bar.
2. If a disconnection occurs the script will be rerun. This will carry on happening until you click the button - which makes it disappear.
3. After the first reconnection the caption will change to '**1**', the next time it will go to '**2**'. When it reaches '**9**' it goes to '**A**' and then carries on through the alphabet. The idea of this is to let you know how frequently you are getting disconnected!

The sole purpose of the reconnection facility is to enable you to automatically reconnect to a DX Cluster if the link drops out. How successful it is depends on what causes the disconnect - if it is caused by a Cluster crash then this instant reconnect will normally

fail. The default delay before attempting a reconnect is 10 seconds. You may find it better to increase this:-

- (a) Make sure WinPack is not running.
- (b) Edit [PACKET.INI](#) in the WinPack directory using a text editor such as Windows Notepad.
- (c) Look for a section entitled **[TERMINAL]**. In that section there is an entry which says **RECONNECT\_DELAY=10**. Change the **10** (seconds) to a bigger value.
- (d) Save the file.

### **RUN <program\_name>**

Run a program. The program must conform to the standard WinPack external program format and be in the SCRIPTS subdirectory. This facility is designed mainly for dealing with password schemes. **Please Note** that **RUN will only work if you are connected**. External programs are designed to either send their output to the TNC if they were started by an external user or by a script, or to the screen if the external command was input by the sysop. Therefore an external program can only be run from a script if there is a connection. There are some situations when this is too restrictive, and so the **PROC** keyword was introduced:-

**PROC <program\_name>** - Occasionally you may want to run a program from a script that does something like processing mail. At the time the program runs, there might **not** be a connection, so **RUN** cannot be used. **PROC** can be used in these circumstances. It works exactly like **RUN** except that any status returned by the program is ignored, and any output is sent to the WinPack screen.

**SEND <text>** -send specified <text> to the TNC.

**SENDFILE <filename>** - sends the file as plain text, **YAPPFILE** sends the file using YAPP.

**SENDPASSWORD** - --sends a password. Normally based on the previous line of text. See [Password Support](#).

**STAY\_CONNECTED** - This key word is only relevant to the **BBS.TXT** script. It tells WinPack to stay connected to the BSS at the end of [Auto BBS sessions](#). However, if the session uses FBB compressed forwarding, then **STAY\_CONNECTED** will be ignored, because FBB will not accept normal BBS user commands after compressed forwarding protocol has been used. Note that using this key word will mean that WinPack always stays connected to the BBS at the end of an [Auto BBS session](#). If you only occasionally want to stay connected, then the **Stay Connected** option on the **Action** menu is available.

**STOPTUNE** - stops whatever is currently being played. This command is designed to be used in the **BBSBYE.TXT** script if **PLAYTUNE** or **PLAYTUNE RANDOM** is used in **BBSBYE.TXT**. It allows you to play a MIDI tune during an [Auto BBS session](#), but stop it when the session ends.

**SUSPENDREMOTE** - Most WinPack users will want to have **Enable Remote** on the **Options** menu checked, so that people who connect to their system can use the [Remote Access Commands](#). This can occasionally cause a problem if another system you connect to sends what looks to WinPack like a remote command, when in fact it isn't. The common example is that, if you connect to a JNOS converse server it has a line that starts **/bye** as part of its help - if WinPack sees that and **Enable Remote** is checked, then it disconnects! But, if you use **SUSPENDREMOTE** in a script, then it will **temporarily** disable the remote commands. It is reset when a disconnection occurs. An example script using it might be:-

```
C SLCHAT
WAITCON
SUSPENDREMOTE
```

**Note** - you must **WAITCON** before you **SUSPENDREMOTE**, since **SUSPENDREMOTE** is ignored if you aren't connected.

**TIMEOUT** - By default, a script will time out if it has been waiting for an event to occur for more than 5 minutes. However, you can change the time out period by using the **TIMEOUT** key word. E.g. -

```
TIMEOUT 10
```

sets the time out to 10 minutes. You can change the time out more than once within the same script. The time out reverts to the default of 5 minutes when a new script is started.

**TITLE <text>** - If you put a title line in a script, then, when you use the **"Play A Script"** menu option, the list displayed will contain the title <text> rather than just the file name.

#### **WAITCON<text> and WAITDIS**

Wait for a connection to be established. The **<text>** is optional. If used it should consist of words or phrases that will be received **if the connection attempt fails**. You can include several options, separated with '|' characters. Please note that it is **case sensitive**. Example - you might put **WAITCON retry count exceeded**. If, whilst waiting for the connection, a line is received containing "retry count exceeded", then the [Auto BBS session](#) will be abandoned.

**WAITDIS** waits for a disconnection.  
See also **WAITPROMPT** below.

**WAITFOR <text> and WAITLINE <text>**

These two commands are similar, but NOT the same:-

**WAITFOR** <text> waits for <text> to be received. It checks the text character by character as it is received and exits as soon as <text> is found. It doesn't wait for the end of a line. **WAITFOR** can normally be used.

**WAITLINE** waits until a line of text has been received (a line ends when a **<Enter>** character is received) and then scans it for the specified <text>. So it only exits after the **<Enter>** on the end of the line containing <text> is received.

You can also specify text that will cause the script to be cancelled. You put this text after the text that you are waiting to receive. Example:-

**WAITLINE** Welcome To WinPack | DISCONNECTED | no PMS

Will wait for "Welcome To WinPack", but will cancel the script if either "DISCONNECTED" or "no PMS" is received.

**WAITLINE** was specifically introduced to allow scripts to process FBB sysop passwords. FBB sends an identifiable prompt followed by the password numbers. E.g. "**GB7OPC-0> 23 45 32 78 57**". Therefore you have to look for the prompt, but you cannot move on to the next stage of the script and process the password information until the whole line has been received. "**WAITLINE GB7OPC-0>**" allows you to do this.

**WAITPROMPT <text>**

Wait for a line which both contains the text specified in "**BBS Prompt**" in [Personal/BBS Info](#) and ends with a '>'.

The <text> is optional. If used it should consist of words or phrases that will be received **if the BBS is not available**. You can include several options, separated with '|' characters. Please note that it is **case sensitive**.

Example - you might put "**WAITPROMPT Busy from|all ports in use**". If, whilst waiting for the BBS prompt, a line is received containing either "**Busy from**" or "**all ports in use**", then the [Auto BBS session](#) will be abandoned.

See also **WAITCON** above.

**Control characters and Tokens**

The **SEND** command will normally put a carriage return on the end of <text>. There aren't many situations where you wouldn't want to send a **<Enter>**, so it is pointless always having to specify it. But if you don't want a **<Enter>** sent, then put a '~' character (tilde) on the end of the text. e.g. "**SEND \*~**" will send an asterisk without a **<Enter>** after it, which is very handy for auto-bauding AEA TNCs.

If you want to include control characters in **SEND** commands, you can do it by putting a **^** followed by the character. E.g. to send a **Ctrl+G**, you would put **^G**.

Usually any **WAITFOR** text will also end with a **<Enter>** because you will normally be waiting for a prompt of some sort from the other end. However, there may be times when the text you are waiting for doesn't end with a **<Enter>**. Therefore you have to put in the **<Enter>** if it is part of **WAITFOR** text. You do this by putting in **'M**. The **^** is a **shifted 6** on a UK keyboard.

Have a look at the sample scripts and it will be obvious what to do.

The script interpreter understands a limited number of tokens, which are described in [the tokens list](#).

## ***The Tokens List***

The purpose of tokens is to enable commonly used information to be put into script files or into the signature file by the program.

All the tokens start with the \$ (dollar) character. If the program finds any of these tokens in a script or in the signature file, it substitutes them with some other text. Some tokens are used for [personal information](#), which is read from **PERSONAL.TXT**. These tokens are:-

**\$MYCALL**  
**\$1STNAME**  
**\$2NDNAME**  
**\$QTH**  
**\$QRA**  
**\$WAB**  
**\$EMAIL\_ADDRESS**  
**\$BBS**  
**\$BBS\_PROMPT**

To change them use the **Options>Personal/BBS Info** menu option (this automatically edits **PERSONAL.TXT** file).

**\$VERSION** makes the program version available. It is used in the **WINPACK.SIG** file.

**\$WINP\_PATH** makes the WinPack path available. It is used in **SELEDIT.XTR** and **ALARM.XTR**.

**\$CONNECTED\_CALLSIGN** - the callsign of the station currently connected to your WinPack system.

**\$CONNECTED\_NAME** - the name of the person currently connected to your WinPack system. This is derived by looking up the connected callsign in the WinPack address book. If a callsign is not found in the address book, then the default for **\$CONNECTED\_NAME** is blank, however this can be altered via the **NO\_CONNECTED\_NAME** entry in the **[TERMINAL]** section of [PACKET.INI](#).

**\$CONNECTED\_CALLSIGN** and **\$CONNECTED\_NAME** are designed to be used in shortcuts, in **BYE.TXT** and in **TALK.TXT**.

All the other tokens are associated with the date and time, which the program reads from your PC clock. These tokens are:-

<b>Token</b>	<b>Substituted</b>	<b>Example</b>
\$YYYY	the year	1995
\$YY	the year	95
\$MMM	the month	Dec
\$MM	the month	12
\$DD	the date	31
\$HH	the hour	17
\$NN	the minute	52
\$SS	the second	45
\$TZ	the time zone	UTC

The examples are as if the program was processing the tokens at 17:52:45 on 31st December 1995.

The main purpose of the date/time tokens is for setting the TNC's date and time from a startup script. Have a look at the script called **SETTIME.TXT** in the WinPack \SCRIPTS folder which is a good example of how to use tokens. I actually use that script as my start up script.

### ***The Script Status Window***

Dialogue windows are displayed when a script is playing

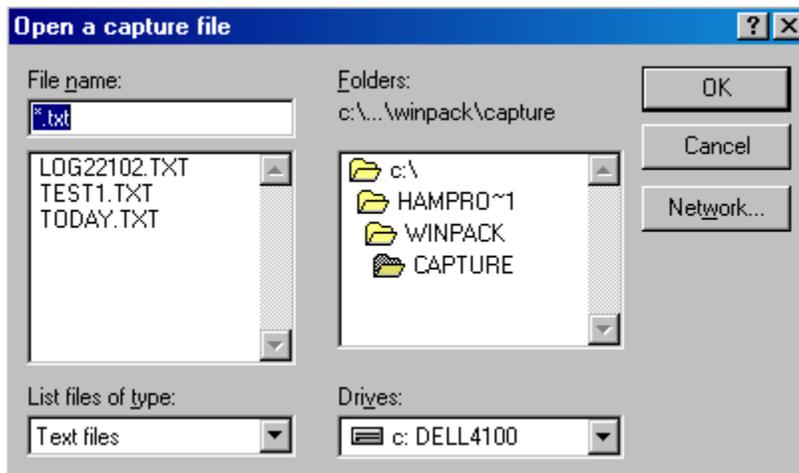
One shows the name of the script and the command that is currently being processed.

There is also a **cancel** button available in case the script gets stuck

## 10. Advanced Features

### Capture File

You can have WinPack automatically store all Receive window text in a special *Capture File*. To initiate a file capture, use either the **File>Capture** menu option or the **Capture** button on the button bar  to initiate capturing. (the button changes to  when capture is **on** ).



The **Open a capture file** window will appear and ask you to name the capture file with a **.txt** extension. By default, WinPack will keep Capture files in the WinPack **!CAPTURE** subdirectory. You can change this if you would like.

All received text will be stored in the file until you close it by deselecting the option.

**Note:** Capture will **not** work in **HOST** mode operation **unless** you are **connected** with a station. That's because the monitor stream and the connected mode stream are completely separate in **HOST** mode. (With a TNC in terminal mode, it's all one stream.)

For capturing connection information only, another option is to use [Logging](#) (**Options>Logging** menu). The [Auto Log](#) feature will automatically capture connection information, while the [Auto Dump](#) feature will automatically capture all transmitted and received text of any connections.

### Command Line Options

From V5.5, WinPack supports a few command line options. They were all requested by users who had fairly specialised requirements. None of them are relevant to my use of the program and so I haven't really been able to test them.

You'll probably find it best to keep the normal WinPack icon without any command line options and set up a new one with the required options.

To set command line options in Windows 3.1, highlight the icon, then select **File>Properties** in Program Manager and add the required options to "Command Line", for example, **C:\WinPack\Packet.Exe /NOCOM**

In Win95+, if you haven't created a shortcut to WinPack\Packet.exe then you should do so. You can then right click on the shortcut icon, select "**Properties**", "**Shortcut**" and add the options to "**Target**".

### Modem Mode

If you add the option **/MODEM** to the WinPack command line, then WinPack will run in a mode designed for use with a telephone modem on the land-line port of an FBB BBS. If you want to sometimes use WinPack with a TNC and sometimes with a telephone modem, then I would suggest creating two icons for the the program - one with the **/MODEM** option and one without it. For more information, see [phone modem support](#).

### Suppress the Splash Screen

**/NOSPLASH** will stop WinPack displaying a "splash screen" when it starts up. By default it displays SPLASH.BMP to give you something to look at while the program loads.

### Automatic Prune

**/AUTOPRUNE** will cause WinPack to automatically prune the bulletin list when the program is started. [See Pruning The Bulletin List](#).

### Options for use with Wisp

Three options were put in for a user who wanted to run the program alongside the Wisp satellite system. The idea was that GSC in Wisp would run WinPack in between satellite passes. The **/AUTO BBS** and **/NOCOM** options are possibly of use in other situations.

**/AUTO BBS** - specifying this will cause an [Auto BBS session](#) to start 30 seconds after WinPack is loaded. An optional delay can be specified, so **/AUTO BBS15** will result in the session starting 15 minutes after the program is loaded.

**/AUTOEXIT** - the program will exit 1 minute after the first [Auto BBS session](#) ends. Designed to be used in conjunction with **/AUTO BBS**.

**/NOCOM** - WinPack will not attempt to use a COM port. It allows you to use the program just to read mail.

### Multi-user Option **"/USER="**

**/USER=** is to help people who have more than one amateur in the family, or who use a club station, and want to be able to use the same WinPack system with different callsigns. The idea is to set up one Windows icon for each user, with a different **/USER=** on each command line.

My wife is also an amateur (G4GZL), so I could have two icons, one that had **/USER=G4IDE** on the command line, and one that had **/USER=G4GZL**. WinPack would then maintain separate copies of **PERSONAL.TXT**, called **G4IDE.TXT** and **G4GZL.TXT**. (**PERSONAL.TXT** contains all the information on the **Personal/BBS Info** screen). It would also create separate mail send and receive subdirectories for G4IDE and G4GZL.

Because the user name is used as the file name, it must be 8 or less characters and only contain valid DOS file name characters. Your callsign is the obvious thing to use.

If **STARTUP.TXT** is used to set MYCALL in the TNC using the **\$MYCALL** token ("**SEND MYCALL \$MYCALL**"), this system can work fairly well. I have tested it by running G4IDE and G8MZX (the other callsign that I hold) from one system.

If you use the unproto beacons, WinPack scans the beacons for personal mail for all users, and maintains a separate list for each user of any mail waiting on the BBS.

**Please take note of the following in you plan to use multiple users:-**

- Clear up any incoming or outgoing personal mail on your system before you start using multiple users. Otherwise you may lose it.
- If you write mail but don't forward it, then it won't get uploaded to the BBS until **you** next use the WinPack system, simply because packet BBSs won't allow another callsign to forward mail from your callsign - it would infringe the "third party" regulations.
- Similarly, mail will only be downloaded from the BBS for the callsign using WinPack at the time that the auto BBS connect occurs. You won't lose mail, but it can only be downloaded when **you** are using the system.
- Set the **Bulletins List (Options>Personal/BBS Info)** command to **LR \$NUM**. Everyone shares the same bulletin list in WinPack, but the BBS maintains a list pointer for each callsign. So, if any user uses **LR**, messages could be listed more than once. (This is irrelevant if you are using the FBB unproto beacons).

## ***Drag and Drop***

WinPack supports "drag and drop" of files from File Manager.

First of all, please note that there are some restrictions on when you can drag and drop. The rough rule is that if anything else is going on, e.g. reading mail, running a script, reading bulls, then the drag and drop is ignored.

If you drop a file onto WinPack, it normally assumes that you want to send it to the TNC (there is an exception to this - see the comments below. If the file extension is ".**TXT**" or ".**BAT**", then it sends it as an ASCII file. If the extension obviously means that it is a binary file (".**EXE**" ; ".**COM**", ".**ZIP**", etc.), then it will send it using [YAPP](#) protocol. If the file type cannot be determined, then you will be prompted as to whether it is a binary or ASCII file.

**NB**- you will always be prompted about **.DOC** files, since that extension is often used for text files in DOS, but is also used for Microsoft Word files.

Be careful using "drag and drop"! If the file is an ASCII file then it is sent to the TNC even if you aren't connected - because it could be a setup file. You won't be allowed to start a YAPP send if you aren't connected to another station. However, remember that, unless the other station is running software that supports auto-detect of [YAPP](#) transfer (such as WinPack!), you must make sure that it is ready to receive the file before you "drop" it.

If [the Edit Window](#) is open then drag and drop works differently. If the file is dropped in [the Edit Window](#) then it replaces the text currently in the window. If it is dropped anywhere else then it is ignored.

## ***Dynamic Data Exchange***

Dynamic Data Exchange (DDE) is a mechanism supported by the Windows operating system that enables two applications to "talk" to each other by automatically exchanging data.

From V5.2 onwards, WinPack supports DDE and can act as a DDE source.

To use the DDE facilities available in WinPack requires other programs to be written to take advantage of them. The file **DDE.ZIP** on the distribution disk contains a simple program which should provide sufficient information for any programmer who wishes to investigate the possibilities of writing programs to link to WinPack using DDE.

What might these programs do? Lots of things! Here are two ideas that have occurred to me:-

1. A program that would link to WinPack and monitor DX information from a DX cluster. As each "spot" was received, the program could automatically look up the DX callsign on a CD-ROM callbook, or perhaps operate a rotator to turn a beam in the required direction.
2. A packet checker or chess game that used WinPack for the communications, so the game would not have to include all the code to link to the TNC, etc.

## ***DX Clusters***

Although WinPack is not written specifically as a program to use for connecting to a DX Cluster, it does have several features which make it very useful for that purpose.

You can use a script file to automate the process of connecting to the Cluster, which is very useful if you have to connect via two or three nodes. In the **WINPACK\SCRIPTS** directory you will find a sample script file named **DXCLUST.TXT**. You can edit this file to make it pertinent for your DX Cluster link -- callsign, path, prompt, etc. (I suggest you first make a copy of the original file under another name in case you need to reference it later.) Note that the **F3** key is the current default hot key for the **DXCLUST.TXT** file.

Also note that the script uses the **RECONNECT** script key word to automatically reconnect if the link drops out. If a script runs using the **RECONNECT** key word, as soon as a disconnect occurs the script will be automatically re-run. If that happens, then the **Stop Reconnect** button will appear in case you don't want the script to automatically re-run. Once the button has been pressed the reconnect feature of the script is disabled and the button disappears. See also [about scripts](#).

WinPack will run when minimized, so you can connect to the Cluster and then minimize the program and carry on using your PC for other tasks. When minimized the program uses hardly any of your PC's processor time.

If the **Options> Enable Beep** menu option is enabled, the Cluster spot 'bells' will still sound when the program is minimized. Also enabling the **Options>Restore on Beep** menu option will cause the program to 'pop up' from being minimized every time a bell occurs.

When minimized, WinPack looks at every line of text received to see if it is a Cluster 'spot'. If it is, then the caption of the WinPack icon in the Windows task bar (bottom of the screen) changes to show the callsign of the station spotted and its frequency. If you select the **Options>Icon on Top** menu option, then the program icon will always float on top of other programs so you will always be able to see the spots.

If you have a sound card in your PC then WinPack can announce the DX 'spots' as they come in. This feature is enabled from the **Options>Use Speech.. Announce DX Spots** menu option.

### ***Enhanced Mail Facilities***

This section describes three facilities that are available with some BBSs. They help to make reading mail and bulletins, sending mail, and collecting the BBS message list easier and more efficient. First, I will describe these facilities and then I will describe how WinPack handles them.

#### **FBB Unproto List (F6FBB BBSs only)**

If an F6FBB BBS has the unproto list facility enabled, then, each time that a new message arrives at the BBS, it will send out an unproto transmission giving the message headers. The transmission looks like:-

```
GB7OPC>FBB: 10758 B 928 WINPAC@GBR G8MZX 951005 Servers?
```

If your local BBS is sending the unproto list, these beacons are very obvious. Software that can use the beacons – such as WinPack -- accumulates them into a message list. Therefore it becomes unnecessary to connect to the BBS and use **L** or **LR** to update your message list. The first software to make use of this facility was F1EBN's brilliant TPK program.

If you want to use the FBB unproto message beacons, you **must** ask your sysop to give you **U** status. On FBB V7, to be able to use compressed download and compressed forward, you also need '**F**' status.

The idea behind unproto message beacons is that, if users leave their systems on for most of the time, they can collect the BBS message list without connecting. Also, in theory, it reduces the bandwidth needed for users to collect the message list, because one frame provides information for a lot of users.

In practice it doesn't work all that well, because most users don't leave their systems on all the time, so their systems miss messages and they get out of synch with the beacons. To regain synch, WinPack and other packet programs have a sync mechanism (see next paragraph) whereby users can ask the BBS to transmit all the message headers they have missed. So someone puts their system on in the evening, sends a sync, and the BBS transmits the beacons for a lot of messages. Then someone else turns on their system, sends a sync, etc...and we are right back to everyone making individual bulletin list requests.

#### **FBB Synchronisation Requests**

A mechanism is available by which your system can tell the BBS that it has missed some message beacons. This will happen either because a beacon collided with another transmission on the frequency or because you have had your system switched off. You can request the BBS to resend all the message beacons starting from a particular number by sending out a synchronisation (sync) request.

WinPack will automatically send out a sync request whenever it hears a beacon with a message number higher than the next number that it expects to hear (it keeps a record of the last number that it has received in the **LASTNUM.TXT** file in the WinPack **BULLS** directory ). There is a degree of sophistication built into this to stop it sending out too many sync requests within a short time period.

You can send out a sync request manually by pressing **Shift+F5**. (Before V6.4, WinPack used a script - **FBBSYNC.TXT** - to send the sync request. This script is attached to the F5 key and is still available. However, Shift+F5 is a better option because it does not have the overhead of loading a script.) **Please Note** - WinPack will never send a sync request if less than 20 seconds have elapsed since the last one was sent.

You may also find it useful to put **FBBSYNC** as the last line in your **STARTUP.TXT**. This will make sure that your message list starts to be updated as soon as WinPack starts up.

**Note:** In order to be able to send sync requests, your TNC's **UNPROTO** parameter must be set to the BBS callsign. e.g. **UNPROTO GB7OPC**. The only exception to this is if the BBS can't hear you direct, in which case the **UNPROTO** setting must include a suitable digipeater path, e.g. **UNPROTO GB7OPC VIA STUMP**. This is identical to the requirement for TPK.

If you want to use the FBB unproto message beacons. You **must** ask your sysop to give you **U** status.

### Compressed Download

Some F6FBB BBSs and some G1NNA BBSs allow the user to download messages in compressed format. This reduces the usage you make of the channel and can make the download process significantly quicker. To read a message in compressed format from an F6FBB BBS, the user's software must send something like '**F< 12345**' - this would tell the BBS to send message number 12345 in compressed format. With a G1NNA BBS the protocol is slightly more complicated, but the end result is the same. On FBB V7, to be able to use compressed download and compressed forward, you you **must** ask your sysop to give you **F** status.

### Compressed Forward

You can forward mail to the BBS in compressed format. This should work for any type of BBS provided that it supports FBB style compressed forwarding.

### WinPack-Specific Issues

So far I have described what is available from the BBS, the following comments are specific to how WinPack uses these facilities.

Obviously WinPack supports the F6FBB unproto list, compressed download and compressed forward. (If it didn't, I wouldn't have bothered with this section! See [Mail](#)

[Options](#).) In doing so WinPack behaves very much like TPK, but there are some differences:-

### 1. The Unproto List (and TPK)

You can use compressed download and compressed forward even if your local BBS does not send out the message beacons. (You could do that with TPK, but it required the use of an external program to create the message list - such as my MAKELIST software). The Mail Options dialogue in WinPack allows you to enable compression, but not to select to use the unproto list. This means that the message list will be collected using **L** or **LR**, but mail will be downloaded and forwarded in compressed format.

If you turn your system off a lot, you may find that it is better not to use the unproto list, even if your local BBS sends the beacons. That is because most BBSs impose a limit as to how far back they will go with the beacons in response to a sync request. E.g. if you start up WinPack and it sends out a sync request for message number 1000 when your local BBS has now reached number 1500, it is unlikely that the BBS will go back that far. It will probably send a special unproto message to tell your system to reset its message number to, say, 1400, so you will never see the message titles between 1000 and 1400.

### 2. FBB 'Version 1' protocol

WinPack supports the 'Version 1' extension to the FBB compressed forward protocol, and therefore supports FBB forward resume. That means if you lose the connection to your local BBS in the middle of uploading a message, the upload can be restarted from the point at which the disconnection occurred. To use this facility your local BBS must have Version 1 protocol enabled, some do not.

### 3. R: Lines

If you have ever read a message by using **v <msg\_no>** rather than **r <msg\_no>** then you will know that at the top of each message there are lines that contain routing information. Sometimes this information is useful - but not often! If the message has travelled a long way then it is not unusual for the R: lines to take up a lot more space than the actual message! If you use **R** then the R: lines are squashed into a simple list of BBSs through which the message has passed. E.g. !GB7OPC!GB7IOE!GB7ZPU! etc.

When compressed download is used, FBB sends all the R: lines. WinPack squashes the R: lines very much as if you have read the message on the BBS using **R**, **except** that the R: line of the BBS from which the message originated is left intact. I think this is the optimum way to process R: lines.

## **External Programs**

WinPack has a list of remote commands, all preceded with / (a forward slash character) that are available to users of your system for carrying out functions like downloading files, or leaving you a message.

It is possible to add to this list of commands by using external programs. The way it works is that if WinPack receives a command preceded with / that is not on its internal list ([see remote access](#)), it looks to see if it has an external program available by that name. If it does then it will start that program.

An example external program is supplied with WinPack, it is called **LOC** and it works out distances and bearings between locations. A user of your system would send **/LOC** to activate it.

You can also run the external programs yourself from within WinPack. If you aren't connected, simply input the command just as a user would. If you are connected, then you precede the command with a singled quote character, e.g. **'/LOC**. (This format can also be used when you aren't connected).

External programs live in the **EXTERN** subdirectory. To create an external program you must have some knowledge of programming. However, anyone who has written an FBB PG program will find it very easy to write a WinPack external program.

Anyone who is interested in exploring the possibilities of external programs should unzip the file **EXTERN.ZIP** on the installation disk, and have a look at the example program called **DEMO**. It is written in VB, but **FRMEXT.FRM** can be viewed in a text editor, and the comments at the top of the ExternAction subroutine explain how to write a WinPack external program. Of course, if you want to write program using VB then you can use DEMO as a starting point.

What can external programs do? Well, a CD-ROM callbook access external program is an obvious idea, or some sort of information database, or how about a noughts and crosses game? Or even an adventure game?

## Network Use of WinPack

From V6.43 onwards, WinPack has some support for running on a network. This support is really limited to the situation where a user wants to run WinPack on one PC, and be able to read and write messages from another PC. An increasing number of users seem to want to do this. It would not work well in a multi-user situation, because of file locking preventing more than one user accessing some of the files at the same time.

Please note that the network support is fairly experimental and I haven't yet used it very much myself.

### Setting It Up

(This assumes that you have got two PCs, both running Win31 or later. WinPack is installed on the "WinPack" PC, the other one is the "remote" PC.)

1. The drive with WinPack on it must be shared on the network with full access rights available to the remote PC.
2. Map this drive as a network drive on the remote PC.
3. Check to see if the following files are in the Windows **SYSTEM** directory on the **remote PC**. If they aren't copy them from the Windows **SYSTEM** directory on the **WinPack PC**.

**VBRUN300.DLL**  
**CTL3DV2.DLL**  
**THREED.VBX**  
**CMDIALOG.VBX**  
**MSCOMM.VBX**  
**MCI.VBX**

4. Set up a shortcut or a program group icon on the remote PC to the file **PACKET.EXE** in the WINPACK directory on the WinPack PC. To the end of the command line add **/remote**. For example, if the drive on the WinPack PC is mapped as drive E: on the remote PC, then the command line would be "**E:\winpack\packet.exe /remote**".

5. Run WinPack from the remote PC. It should say **Remote Network System** on the title bar, and some of the menu options, particularly on the Action menu, should be disabled. You should now be able to read and write mail and read bulletins.

### Restrictions when Using a Network

1. You can only read bulletins on one PC at a time.
2. You can't read bulletins on either PC whilst the WinPack PC is running an [Auto BBS session](#).

3. You can't write mail on the remote PC whilst the WinPack PC is running an [Auto BBS session](#).

4. The tracking of new personal messages and outgoing mail, as shown by the icons in the top right corner of the screen is not instantaneous. See below.

5. You can get in a bit of a mess with viewers, unless you can arrange them so that the drive letters on the two PCs match. For example, if you have a viewer set up as **C:\VIEWERDIR\VIEWER.EXE** on the WinPack PC, then **C:\VIEWERDIR\VIEWER.EXE** must also exist on the remote PC, or you will get an error message that WinPack can't find the viewer. (This isn't a problem if you don't use viewers!)

### Tracking Mail

The remote PC will not immediately display changes to the number of new messages or the number of messages waiting in the outgoing mailbox. It only updates the displayed status when it rescans the **MAIL\SEND** and **MAIL\RECEIVE** directories. The default is that it does this every 5 minutes, but you can change the frequency by changing the **RECOUNT\_INTERVAL** value in the **[MAIL]** section of [PACKET.INI](#).

The WinPack PC will also not track changes that are made as a result of reading/writing mail on the remote PC. The status is only updated when you read mail or when an [Auto BBS session](#) is due. If you want the WinPack PC to also periodically scan the mail directories, then edit [PACKET.INI](#) and change the **RECOUNT\_MAIL** setting to **TRUE**.

Note that rescanning the mail can cause the PC to "freeze" for several seconds if you tend to keep a lot of mail in the list after you have read it.

## ***Password Support***

Menu bar: **Options> Password**

Some BBSs only allow their users full access if they supply a password. This normally works on the basis that the user sends some sort of trigger (e.g. '@' with NNA style passwords) the BBS then sends something back, often a string of numbers, and the user has to give the correct response.

WinPack has internal support for F6FBB sysop style passwords, G1NNA style passwords and MD2 passwords. Other types of password are supported by external servers. Servers for virtually all BBS password systems are available. A bulletin to WINPAC, saying what sort of password system your BBS uses is the best way to get information.

To automatically send an FBB or NNA password, you have to tell WinPack the style of password being used, provide a suitable **BBS.TXT** script file, and provide a text file containing the required user password information.

### **F6FBB Sysop Style Passwords**

1. Select **F6FBB** on the **Options>'Password** submenu.
2. Use the script file **SCRIPTS.TXT** as a guide for your **BBS.TXT** script file.
3. Put your password matrix in the file **WINPACK\_FBB.TXT** - an example file is provided. Please note that you may need to remove the row and column headings from your matrix as supplied by your BBS sysop. If the 'matrix' as supplied by your sysop is a single row of characters you can leave it like that. It doesn't have to be 8 rows of 10 characters.

### **G1NNA Style Passwords**

1. Select **G1NNA** on the **Options>'Password** submenu.
2. Use the script file **SCRIPTS.TXT** as a guide for your **BBS.TXT** script file.
3. Put your password matrix in the file **WINPACK\_NNA.TXT** - an example file is provided. Please note that you may need to remove the row and column headings from your matrix as supplied by your BBS sysop.

## MD2 Passwords

1. The WinPack installation disks will put **MD2PASS.EXE**, **MD2PASS.CFG** and **G4IDEMD2.DLL** in WinPack's **\SCRIPTS\PROGRAMS** directory.
2. Edit **MD2PASS.CFG** and put in it your MD2 password string and some text from the prompt the BBS sends when it asks you for the password. This text **must** be text from the line that actually contains the password challenge. My example should make it obvious what to do.
3. Edit the **BBS.TXT** script file. Exactly what it needs to contain depends on your connection path to the BBS, but it wants to be something like this:-

```
SEND C $BBS  
WAITCON  
RUN MD2PASS  
WAITPROMPT
```

If you usually get a very fast connect to the BBS, you may not need the **WAITCON**.

4. Give it a try by using the **F2** key in WinPack. You should see "RUNNING MD2PASS" appear in the Script status window, and, when the BBS sends the password challenge, it should send back the correct response to the BBS. If it doesn't send a response at all, check the prompt line in **MD2PASS.CFG**. If it sends the wrong response, then the password string you have put in **MD2PASS.CFG** is probably not the same as the one you have registered with the BBS.

## ***Pause the Receive Windows***

Normally, WinPack's receive window(s) will automatically scroll as new data is received and the latest data is always visible. This can be a nuisance if you are trying to scroll back to view something that has gone off the screen -- any new data will make the screen scroll down again!



If you press the Pause Button , then the automatic scrolling is disabled, and you can now scroll back and view previous data. Don't leave pause on for too long, because while it is enabled all new data that is received is put into a buffer, which can only hold about 30,000 characters.

### **Automatic Receive Window Pause**

An automatic pause feature is also available. It works by triggering a timed pause whenever you scroll the active receive window backward. At the end of the specified time period (usually set to around 15 seconds) the pause is disabled. It can also be disabled by clicking the pause button.

By default this feature is disabled. To enable it, proceed as follows:-

1. Make sure WinPack is not running.
2. Edit [PACKET.INI](#) in the WinPack directory using Windows **Notepad** or similar text editor.
3. Look for a section titled **[TERMINAL]**. In that section there is a line that says **PAUSE\_SECONDS=0**.
4. Change the **0** to give an automatic delay of how ever many seconds you require.
5. Save the file.

If at any time you want to disable the feature then change the setting back to **0**.

### **Phone Modem Support**

If you add the option **/MODEM** to the WinPack command line when you start WinPack, then WinPack will run in a mode designed for use with a telephone modem on the land-line port of an FBB BBS. If you want to sometimes use WinPack with a TNC and sometimes with a telephone modem, then I would suggest creating two icons for the the program - one with the **/MODEM** option command line and one without it.

In modem mode, the caption bar will include the text **(Modem)** and several things internal to the program will work differently. Do not try to use either compressed forward or compressed download in modem mode, and, of course, you can't use the FBB beacons!

From V6.4, the Comms Setup you use in modem mode is saved independently of the Comms Setup you use with a TNC, so you don't have to keep changing it if you sometimes use a modem and sometimes use a TNC.

To the best of my knowledge, an FBB BBS, when used via the modem port, normally requires a password. Here is a **sample BBS.TXT** file for modem use - **the phone number is fictitious**, so don't try to use it!

#### **HOTKEY F2**

**TITLE Connect to the local BBS**

**;Send some modem initialisation stuff if needed.**

**;Probably best to at least send an ATZ, so you**

**;get the OK back and you then know the modem**

**;is responding.**

**send AT&F&D3&R0S7=40**

**waitline OK**

**;Dial the number.**

**send ATDT01205654321**

**;Wait for the login prompt.**

**waitfor Callsign :**

**send G8MZX**

**waitfor Password :**

**send QKVRTX**

**;Wait for the BBS prompt. I found that it was**

**;better to put in the actual text than to use**

**;the WinPack WAITPROMPT option. I'm not sure why,**

**;and, after many phone calls trying to find out**

**;why, I gave up on it!**

**waitfor GB7OAR Next Roger**

## Remote Access

If someone connects to your system, then there are a few remote options available. To let others know about them, put something in your TNC's **CTEXT** message that contains something like **/HELP to get help**. The remote options are all case insensitive. All commands can be abbreviated to a minimum of / and one letter, e.g. **/help**, **/hel**, **/he** and **/h** are all valid.

- /BYE** - disconnect. When someone disconnects from your system, WinPack sends them the message in **BYE.TXT**. in your WinPack directory, if it exists. This file can contain WinPack tokens - see [the tokens list](#). Also, you can have more than one option for this file. You must have **BYE.TXT**, but you can also have **BYE1.TXT**, **BYE2.TXT**... up to **BYE9.TXT**.. If you have more than one version available, WinPack will pick at random which one it uses. This adds a bit of variety to what a user sees when he connects to your system.
- /HELP** - sends the file **USERHELP.TXT** in your WinPack directory
- /MSG** - to leave a message in your Read Mail Inbox.
- /DIR** - list the files in your **WINPACK\IPUB** directory.
- /CD** - change directory.
- /YGET <filename>** - download **<filename>** using [YAPP](#), where **<filename>** is replace with the exact name of the file.
- /GET <filename>** - download **<filename>** in ASCII , where **<filename>** is replace with the exact name of the file.
- /TALK** - alert you that the user wants to talk. When someone connects to your system and sends the **/TALK** command, WinPack sends them the message in the file **TALK.TXT**, which is in your main WinPack directory. This files can contain WinPack tokens - see [the tokens list](#). You can also have more than one option for the file. You must have **TALK.TXT**, but you can also have **TALK1.TXT**, **TALK2. TXT**... up to **TALK9.TXT**. If you have more than one version available, WinPack will pick at random which one it uses. This adds a bit of variety to what a user sees when he connects to your system.

**Note:** There is no “upload” command. To upload a file to you , they simply send it using [YAPP](#). As long as you have **Auto Receive** checked on the **YAPP** menu, the program detects they are sending a file and stores it in the WINPACK **DOWNLOAD** directory. [Shouldn't **DOWNLOAD** be UPLOAD? No. The **DOWNLOAD** directory is primarily where you put files that you download from a BBS, i.e. files that you receive. So if you receive a file from someone, it goes in the **DOWNLOAD** directory. Clear as mud, right?

All the above commands are internal remote commands. WinPack also allows the list of remote commands to be extended by the use of external programs. These work very much like FBB PG programs. See [WinPack External Programs](#).

## Servers

WinPack supports servers. These are programs that can process an incoming message and send information to the sender of the message, without the WinPack sysop having to do anything.

A full discussion of how the servers work, is beyond the scope of this manual or the on-line help. However, the following explanation should help you understand them from the point of view of a user.

WinPack checks the title of every incoming personal message. If the title starts with a '/' then it checks to see if there is a program in its SERVERS directory with that name. For example, if the message title is **/REQCFG**, then it looks for a program called **REQCFG.EXE**. If it exists then the program is started and allowed to process the message.

Three servers are supplied with WinPack, they are **REQCFG**, **REQDIR** and **REQFIL**. If you want to find out what they can do, send yourself a message via your local BBS entitled **/REQCFG**. The reply to that message will explain the use of the servers.

For example, the **REQFIL** server responds to **REQFIL** (request for file) messages sent to your system. For example, if someone sends you a personal message entitled **/REQFIL AFILE.TXT**, then WinPack will send them the file **AFILE.TXT** (assuming it exists on your system). The **REQFIL** server will send files as either plain text or [7plus](#), according to whether or not they contain binary data.

The "root" directory for **REQFIL** is the directory specified by the **PUB\_DIR** entry in the **[TERMINAL]** section of [PACKET.INI](#). The default is **WinPack\PUB**. You may make subdirectories in the main **PUB** directory, and people can obtain files from subdirectories with requests like **/REQFIL SUBDIR\FILE1.TXT**.

To allow people to easily request images for HTML documents that you might send out, **REQFIL** will also look in the **HTMLIB** directory. Example:-

You send out an HTML document which uses **WINPACK.GIF** in your **HTMLIB** directory. Someone reads the document, but they haven't got **WINPACK.GIF**, so they send you a message entitled **/REQFIL WINPACK.GIF**. WinPack can't find the file in your **PUB** directory, so it looks for it and finds it in the **HTMLIB** directory.

The file **SERVERS.ZIP** contains the Visual BASIC source code for one server. That should form a good base for anyone who wants to write WinPack servers.

Besides servers that respond to a special request, there are also several other types of servers:-

- Servers that process all the incoming personal messages. These are placed in the **SERVERS\RECEIVE** directory. One server of this type is supplied with

WinPack, it is **ACK**. It scans every personal message for lines starting with **/QSL** and, optionally, **/ACK**. If it finds one then it sends an acknowledgement message to the sender of the incoming message. It is configurable - see the file **SERVERS\RECEIVE\ACK.INI**.

- Servers that process all outgoing mail. These are placed in the **SERVERS\SEND** directory. One server of this type is supplied with WinPack, it is **BACKUP**. It makes a backup copy of all your outgoing mail in the **ARCHIVE** subdirectory. So, if you don't want a backup of all your outgoing mail, you must delete the file **SERVERS\SEND\BACKUP.EXE**.
- Servers that process all the incoming bulls. They are placed in the **SERVERS\BULLS** directory. No servers of this type are supplied with WinPack, but a server for checking PGP signatures in incoming bulls has been written and is available on request. However, it is useless unless you have the PGP program, which I cannot supply. You also need to understand the general principles of how PGP works.
- Servers that are run immediately before bulletins are downloaded during [Auto BBS sessions](#). They are placed in the **SERVERS\PREBULL** directory. These servers take no command line arguments, and the idea is that they can do tasks such as processing the message list.
- Servers that are run at the end of [Auto BBS sessions](#). They are placed in the **SERVERS\POSTAUTO** directory. These servers take no command line arguments, and the idea is that they can do tasks that need to be closely tied to [Auto BBS sessions](#).

## Short Cut Keys

WinPack lets you set up frequently used strings of text so that you can key them in to the transmit window or [the Edit Window](#) with a single key stroke.

The keys that can be used to "hold" the text are **Ctrl+F1** to **Ctrl+F9**. Note that Scripts run from the **F1** thru **F9** keys, ie. without the **Ctrl** key.)

To setup the text you must edit [PACKET.INI](#) and create entries in a section entitled **[SHORTCUTS]**. You will need to create the section, by default it doesn't exist.

The maximum length for a shortcut is 500 characters.

You can use tokens in shortcuts, see [the tokens list](#) for information on what tokens are available.

Some example entries:-

```
F1=This is some text^M
F2=c gb7ide^Mll 10^Mb^M
```

An example using tokens:-

```
F4=De $MYCALL $HH:$NN >>^M
```

(The **^M** in the above examples is replaced with a **<Enter>**.)

To send the text, you must make sure the cursor is in the transmit window or [the Edit Window](#), then press **Ctrl** and the appropriate function key.

## **Signature Options**

Menu bar: **Options>Signature Setup**

WinPack allows you to add signatures to messages that you write. It supports multiple signature files. These files have an extension of .SIG and live in the main WINPACK directory. One signature file is supplied with the program, which is called **WINPACK.SIG**, but you can easily create others yourself.

The signature files can contain tokens from [the tokens list](#), you can look at **WINPACK.SIG** for an example of how the tokens can be used.

WinPack always regards one signature file as its default signature. If you have Auto Signature enabled, this default signature is automatically added to any mail messages that you write. You can change which signature file is regarded as the default by using **Options>Signature Setup>Default Signature**

If you don't enable Auto Signature, you can add a signature to a message by using either the signature button or by using the Signature menu option. (This menu option is available both on the top level Options menu and on [the Edit Window](#) pop-up menu).

If you use the signature button, the default signature is automatically used. If you use the Signature menu option, you can choose from a list of available signatures. Right clicking with the mouse on the signature button gives a short cut to the Signature menu.

Please note that, if you create new signature files, you must restart WinPack for these to become available on the signature list. This is because the list is loaded when the program starts.

## Speech

Menu bar: **Options> Speech**

WinPack can use your sound card to announce various events. It can announce connections and disconnections, the arrival of new mail, the callsign and frequency of 'spots' when you are connected to a DX cluster, and it will tell you when someone is calling you with the **/talk** [remote command](#)

When you connect to a station, the announcement is made up from the file **CONN.WAV** (which says "connected to") and the WAV files for the individual characters in the callsign. You can, if you wish, create your own WAV files for particular stations. For instance, if you create **GB7OPC.WAV** and put it in the WinPack **WAV** directory, then everytime you connect to GB7OPC this file will be used. This allows you to get a more natural announcement for stations to which you frequently connect.

If you create your own WAV files, they **must** be 8 bit, mono, 11kHz sampling rate.

WinPack will also play MIDI files. If there isn't a .WAV file with the name for which it is searching, then it will look for a .MID file.

### For Win 3.0:

For these options to work you must have a sound card fitted and an **MCI Sound driver** installed. If you have problems then check in Control Panel, Drivers and see if it lists **[MCI] Sound**. If it doesn't then select "**Add...**" and see if an MCI Sound driver is available on your system.

If you try to enable these options and have a sound card fitted, but get lots of messages about **MCI.VBX** not being loaded and **MMSYSTEM.DLL** not being found, then your PC does not have multimedia extensions - probably because you are running Windows 3.0.

## Spell Checker

WinPack has support for two spelling checkers;

1. **Spell Checker for Edit Boxes**, written by Brian Quinion, is free for private use. This isn't supplied on the WinPack disk, it is too big, but it is available on the internet from:

<http://clever.net/quinion/mqa/spell.htm>

The two files you need are **SPEL302E.ZIP** and **UKENG.ZIP** (**UKENG.ZIP** is the dictionary, there are also dictionaries available for other languages).

Unzip these files into the WinPack directory and you will find that, when you are in the **Edit Window**, pressing **Alt+F9** brings up the spell checker. If you want to add your own words to the dictionary you must first create a default dictionary. To do this you input some text in the **Edit Window**, which should contain at least one incorrectly spelt word, then press **Alt+F9**. The spell checker will pop-up and you can use **Options>Add** to create a dictionary. I would suggest calling it **DEFAULT.DIC**.

This spelling checker can be installed into Windows so that it is a resident application and is available to check the spelling in any edit box. If you want to do this, please read the **README.1ST** file that comes with it. I cannot support this program.

**(Please Do Not** approach Quinion Associates to register WinPack!  
For some reason this has happened occasionally in the past).

2. Microsoft **Word's Spell Checker** - If you have **Microsoft Word** installed on your PC, then pressing **Alt+F7** will allow you to check the spelling of the text in the window.

**Please Note** - to use this feature, you **must** have Windows OLE2 installed on your PC. If you are using Win95 or higher, then OLE2 will already be installed. If you are using Win3.1, then it may not be installed. If **OLE2.DLL** is present in the Windows **SYSTEM** directory, then it probably is. The following URL gives information about downloading and installing OLE2 for Win3.1:

<http://support.microsoft.com/support/kb/articles/Q123/0/87.ASP>

## Text Links

Text Links are an advanced and somewhat experimental feature. Links can be inserted into messages by using [the Text Links Editor](#) (below)

### What are Text Links?

Text links are special text in a bulletin or personal message, surrounded with < >.

### Use of Text Links

Double-clicking anywhere within a link causes a responding message to be automatically put in the WinPack outgoing mail box. The main idea of links is to make it easy to send **REQFIL** messages and messages to other types of servers. For example I might put in a link:-

**If you want more information on how links work in WinPack, here is the information to request a links FAQ file <TO="G8MZX@GB7SKG" TITLE="/REQFIL WINPLINK.TXT">.**

That information can obviously be used by anyone, but people using WinPack from this version onwards can simply double click on the link to automatically send a message - and they know that the **REQFIL** information will be exactly as the sender of the original message specified.

### Rules For Text Links

Links are surrounded by < > and have a format like:- **<TO="G4IDE@GB7OAR" TITLE="A test message" CONTENT="Some text">** All links must have the **TO** and **TITLE** fields. **CONTENT** is optional. If no content is specified, then the message will include just a blank line. All field text must be surrounded with string quotes (" ") or with single quotes (' '). However, field text in AX25MAIL protocol links in HTML messages must be surrounded by string quotes - see below. Links can be split over more than one line. Control characters can be put in the **CONTENT** field of links - e.g. the two characters **"^M"** will be translated to control 'M' (carriage return) when the link is interpreted by WinPack. The maximum length for a link is 250 characters.

### Compatibility with the WinPack AX25MAIL protocol

If you use **Netscape** as your [viewer](#) for HTML files, WinPack supports a special protocol type called **AX25MAIL** which is designed to make it easy to reply to the sender of the document.

If the sender puts in a link of the form:

**<A HREF="ax25mail:g8mzx@gb7skg.#15.gbr.eu">Mail To Roger</A>**

in their message, you can click on the link and WinPack will behave as if you have clicked the **Reply To Sender** button. A message header form will be filled in with the

address as specified in the link and with a message title based on the title of the sender's message.

It is also possible to use the AX25MAIL protocol type to automatically submit a reply to a form included in an HTML document. If the sender makes the FORM tag something like:

```
<FORM Name="A Test" Action="ax25mail:g8mzx@gb7skg.!15.gbr.eu">
```

then clicking the Submit button on the form causes a message to be generated containing the information you have put in the form. It will be addressed as per the Action field of the FORM tag. Don't worry, you can look at the message, so there's no way it is going to disclose your darkest secrets!

In addition, starting with Version 6.35, links that are compatible with WinPack style text links can now be put in an AX25MAIL link. For example, clicking on the following HTML link

```
<A HREF="ax25mail: To='g8mzx@gb7skg.!15.gbr.eu' Title='/REQFIL
FILE1.TXT' Content='/REQFIL FILE2.TXT'">Mail To Roger</A>
```

would automatically send a message to G8MZX. The title of the message will be **"/REQFIL FILE1.TXT"** and the message content will be **"/REQFIL FILE2.TXT"**. Please note that the format of the HTML and text links means that this link will work if it is clicked in your HTML viewer, or if it is double clicked when reading the text message in WinPack. This is a special format of the AX25MAIL protocol and the previous formats are still supported.

#### **Please Note -**

1. The AX25MAIL protocol only works with **Netscape** when used as a viewer for messages read in WinPack. It doesn't work with pages downloaded using WinpScape in Telnet mode.
2. The text submitted from a form is in raw format. It is not encoded and is perfectly readable, but hardly "user friendly". There is little point sending out a form unless you are able to process the replies. The use of forms should definitely be regarded as experimental.
3. **Netscape** does not like # characters in a form "Action" field. You will see that in the above example I have used a !. WinPack will translate this. The alternative would be to omit the full hierarchical address and simply put "g8mzx@gb7skg".

### Text Links Editor

.This editor allows you to insert links into messages you write in WinPack - see [Text Links](#) (above) for more information about how they are used. The editor helps you to get the format of the link correct

You must remember, when creating a link, that the link will be used by another WinPack user, who is reading your message, to automatically send a message from his system. It is therefore important that you set up links correctly.

#### TO=

Put the callsign of the person or system to whom the message will be sent.

#### AT=

In this box you put the BBS of the person to whom the message will be sent.

#### TITLE=

In this box you put the title of the message that will be sent.

#### CONTENT=

Here you put any required content for the message. You can include WinPack [tokens](#), seeing as the person using the link is bound to be a WinPack user, because no other software supports [Text Links](#).

Please note that for the most common use that I envisage for [Text Links](#) - sending REQFIL requests - no content is needed.

#### EXAMPLE

I want to put a text link in a bulletin which will allow other WinPack users to automatically **REQFIL AFILE.TXT** from my WinPack system. Therefore, in the **Text Link Editor**, I put:-

```
"TO=" G4IDE
"AT=" GB7OAR
"TITLE=" /REQFIL AFILE.TXT
```

No content is needed.

When I click **Ok**, the following text is inserted into the bulletin:-

```
<TO=G4IDE@GB7OAR" TITLE="/REQFIL AFILE.TXT">
```

Another user of WinPack V6.4 or later, when reading my bulletin, can simply double-click on the link and automatically send the REQFIL.

## Viewers

The concept of viewers is something new to AX25 packet radio. Please read the following carefully. If you don't understand what viewers do, you will find it very difficult to set them up!

### What are Viewers?

Viewers allow you to "view" the contents of messages that contain other than plain text. They allow you to do it automatically without having to manually start another application.

"Viewing" means to look at the contents of a file. Normally, if you receive a [7plus](#) file which contains, say, a zipped JPG image, to look at the image you must first unzip the file, then you must run another program to actually look at the image. If you have configured a viewer for JPG files in WinPack, then, when you read the SYSTEM message telling you that the file has been received, you will be offered the opportunity of viewing it. You won't need to unzip it and the viewer application will be started by WinPack.

Viewers can be configured for any file type for which you have a suitable program available, not just for image files. For example, you can set up viewers for WAV files, MIDI files or HTML files.

Viewers work in two ways:-

1. They allow an incoming non-7plus SB or SP to be viewed by an external application.
2. They allow the contents of decoded 7plus files to be viewed by an external application.

### Viewing non-7plus SBs and SPs

This requires the sender of the message to include information about its contents in the title, therefore it requires something which currently does not happen! Hopefully it will, once this feature of WinPack is in general use. Because SBs and SPs are plain text, there isn't much you can put in them that benefits from being viewed with an external program, except for HTML - which is plain text! Here's an example of how it works:-

I send an SB to WINPAC at GBR entitled "Something from Roger ^.htm". Someone using the new version of WinPack reads it and his system recognises the ".htm" as being an indicator of file type. His system checks to see if he has a viewer configured for files with the extension ".HTM", if he has, then WinPack asks if he wants to view the file using the external program. You therefore have a facility for sending and receiving messages which can be made far more readable than if they are viewed as boring plain text. (To send HTML you do, of course, need an HTML editor!)

### Viewing decoded 7plus files

When WinPack successfully decodes a [7plus](#) file, it sends you a SYSTEM message. When you read that message, WinPack will check to see if you have a viewer configured for the file type, if you have, then it will ask you if you want to view the decoded file. A lot of [7plus](#) is, of course, zipped up. If WinPack finds a zip it will look in it and see if there is a viewable file. One restriction is that you can only view one file in each zip - otherwise it would become unmanageable. However, the vast majority of [7plus](#) zips only contain one file. The file offered for viewing is the first one in the zip for which a viewer is configured. This has implications for viewing HTML - see [Complex HTML](#)

### Configuring PKUNZIP.PIF

To be able to unzip [7plus](#) files and allow you to view the contents, WinPack has to be able to run **PKUNZIP.EXE** and it does this by using **PKUNZIP.PIF**. The PIF file assumes that **PKUNZIP.EXE** is in a directory in your DOS **PATH**. If it isn't, then you must either put it in a directory that is in your **PATH**, or edit the **PATH** environment to include the directory where **PKUNZIP.EXE** lives.

Please check the above carefully - an awful lot of people seem to have had problems setting up the **PKZIP.PIF** supplied with WinPack!

I have only tested it with **PKUNZIP** 2.04g. I've no idea if it works with earlier versions or with other unzippers.

### Configuring viewers

To be able to view files, you need to tell WinPack what viewers to use for each file type. This is done by creating a section in [PACKET.INI](#) called **[VIEWERS]** and putting in it the information about the programs you wish to use as viewers.

The format of each line is **<file type extension>=<path to viewer>** . There is one important exception:-

If a WWW browser is used as a viewer, it can take an awful long time to load. **Netscape** allows you to pass files to the program whilst it is running by using a DDE link, so avoiding having to keep reloading it. **Internet Explorer \*V.3** is compatible with this feature of **Netscape**. If you use a browser that is compatible, you can put **NDDE** at the end of its line, to tell WinPack to use **Netscape** style DDE. Please note - my own tests suggest that **Internet Explorer V.2** is not compatible. If you want to take advantage of DDE, don't close your browser after you have viewed a file; minimise it instead.

A WinPack add-on program ("extra") is provided to make configuring viewers easier. It appears on the WinPack **File** menu as [Viewers Editor](#). (Remember you can press **F1** to read the help.)

My viewers under Windows 3.11:-

**[VIEWERS]**

**htm=c:\netscape\netscape.exe**

**wav=c:\windows\recorder.exe**

**mid=c:\windows\mplayer.exe**

**bmp=c:\windows\pbrush.exe**

**pcx=c:\windows\pbrush.exe**

**jpg=c:\netscape\netscape.exe**

**gif=c:\netscape\netscape.exe**

**txt=c:\windows\notepad.exe**

**doc=c:\winword\winword.exe**

My viewers under Windows 95:-

**[VIEWERS]**

**htm=c:\progra~1\microso~2\iexplore.exe ndde**

**wav=c:\windows\sndrec32.exe**

**mid=c:\windows\mplayer.exe**

**bmp=c:\progra~1\access~1\mspaint.exe**

**pcx=c:\progra~1\access~1\mspaint.exe**

**jpg=c:\progra~1\microso~2\iexplore.exe ndde**

**gif=c:\progra~1\microso~2\iexplore.exe ndde**

**txt=c:\progra~1\access~1\wordpad.exe**

**doc=c:\progra~1\access~1\wordpad.exe**

Note - the directory names have to be the short, DOS compatible names.

### **The SPK Viewer**

If you set up a viewer for SPK files, then this viewer has a special function. It is intended that a SPK viewer should be intended for speaking messages. (A sample SPK viewer which works with the SoundBlaster TextToLE utility is supplied with WinPack). Not only will the SPK viewer work with messages with **^.SPK** in the title, it will also work with any

message. If you press **Ctrl+T** ('T' for talk) whilst reading a message, then the SPK viewer will be called, even if the message title doesn't include the "**^.SPK**" indicator. See the **SPKVV10.ZIP** file in the main WinPack directory.

### The UIV Viewer

If you set up a viewer for UIV files, then this viewer has a special function. It is intended that either UI-View or UI-View32 is used as the viewer program for UIV files. UI-View(32) will regard the message as being either a log file or a Station List snapshot, depending on the structure of the message. If the viewer program is already running, WinPack will pass the message to the viewer using DDE, so a new copy of the program isn't started each time. If you press **Ctrl+U** whilst reading a message, then the UIV viewer will be called, even if the message title doesn't include the "**^.UIV**" indicator.

### Enabling "Use Viewers"

Make sure that **Options>Use Viewers** menu option is checked. It should now all work!

### Complex HTML

If you want to send an HTML document containing images or sound, then you should be careful as to the order in which you zip the files. The main HTML document should be the first file in the zip, so that will be the file which WinPack offers for viewing. If you do this, then provided that all references to other documents, images, etc, are local to the main document, you should find that it can all be viewed successfully. On the other hand, if you build the zip and put, say, a GIF image as the first file, then WinPack will offer that file for viewing, not the HTML file.

## Weather Beacons

The following is also contained in the **WINPWX.TXT** file in the WinPack **\DOCS** directory:

This explanation assumes you have some knowledge of APRS. If you don't, then this file is probably of no interest. Please don't ask me to give an explanation of APRS - it's far too big a subject, and a vast amount of information is available from other sources.

WinPack can send APRS style weather (WX) beacons provided:-

1. You are using WinPack in a host mode.
2. You have some other software that can create a file containing the beacon information at regular intervals, something like: **C:\Wxprog\Wxreport.Txt**

### How WX Beacons Work

Here is the format of the file your WX software needs to create:

```
Aug 17 1998 19:47
272/000g006t069P000b10150h61
```

The first line is the time the file was created, the second line is the WX report. The format of the report is up to you/your software. WinPack will append the report to your normal **BTEXT**, and it will assume that your **BTEXT** is in the format of an APRS location report. Here's an example:-

I run [BPQ](#). My **BTEXT** entry in the **[BPQ]** section of [PACKET.INI](#) is:

```
BTEXT=!5258.23N/00002.77W-Boston
```

WinPack will remove the **-Boston** and replace it with **\_** plus the WX report from the file. So with the above example file, the beacon that would be sent is -

```
!5258.23N/00002.77W_272/000g006t069P000b0150h61
```

### Telling WinPack Where The WX File Is

You need to tell WinPack where to find the WX report file. To do this you must edit [PACKET.INI](#) (when WinPack is not running!) and create a new section called **[WX]**. In this section you must make a **FILE\_NAME** entry. e.g. -

```
[WX]
FILE_NAME=C:\Wxprog\Wxreport.Txt
```

This [PACKET.INI](#) entry is the trigger for WinPack to try and send WX report beacons, without this entry WinPack behaves as normal.

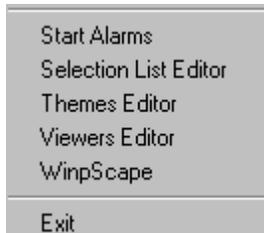
### WinPack Ignores Old WX Reports

If the report in the file is older than a certain number of minutes, then WinPack won't send the report, instead it will send the unaltered **BTEXT**. The default maximum age is 5 minutes, but this can be altered by editing the **MAX\_AGE\_MINUTES** in the **[WX]** section of [PACKET.INI](#). **Please Note** - the **MAX\_AGE\_MINUTES** entry will be created by WinPack provided that you have first created the **[WX]** section and put in the **FILE\_NAME** entry.

## 11. Add-On Programs

### What Are "Add-ons"?

"Add-ons" (originally called "Extras") are programs that can be added to the WinPack **File** menu, but are not actually part of WinPack. Virtually any program can be used, but it obviously makes sense if it is in some way related to WinPack!



A newly installed WinPack system should show five "Add-on" options at the bottom of the **File** menu:

This section of the manual provides information about

#### [Creating an .XTR file to associate the Add-on to WinPack](#)

And 5 add-on programs:

[Start Alarms](#) – alerts you to the arrival of selected packets

[SelectionList Editor](#) – prescribes messages to be downloaded in an Auto BBS session

[Themes Editor](#) – creates multi-criteria filters for reading bulletins listings

[Viewers Editor](#) – associates downloaded file types with a viewing program

[WinpScape](#) -- monitors all text received by WinPack, looking for HTML documents (web pages), which automatically display using your web browser

Many authors have created other useful Add-ons for WinPack.

Some of Mike's, G0OPC add-ons can be found at the WinPack site:

<http://www.ui-view.com/winpack/g0opc/g0opc.htm>

Another interesting site is Ken's GW3TMH:

<http://www.gb7abc.freemove.co.uk/>

Virgilio's, HP2VX site is one of the most extensive:

<http://www.qsl.net/hp2vx/page2.html>

Doing a web search on "WinPack" and "Add" or "Server" or similar keywords should produce still more.

## ***Creating an .XTR file for an Add on***

Each "Add-on" has a small file that is read each time WinPack is started. These files have an extension of **.XTR**, they must be in the main **WINPACK** directory. The format of a .XTR file is as follows:-

The file can contain from two to five lines. As the lines are read they are checked for any valid tokens from [the tokens list](#). Any that are found are substituted. This is mainly of use for specifying a program path - see the comment below.

Line 1 is the caption for the File menu - if you don't want the "Add-on" to appear on the menu, leave this line blank.

Line 2 is the path name for the "Add-on" program. You can specify a full path, or a path relative to the main WinPack directory using the **\$WINP\_PATH** token. To do the latter, you must put a path such as:-

**\$WINP\_PATH\THINGDIR\MYTHING.EXE**

WinPack will automatically replace **\$WINP\_PATH** with its main directory path. If WinPack is in **D:** then the above example would become:-

**D:\WINPACK\THINGDIR\MYTHING.EXE**

Line 3 is either True or False according to whether you want the "Add-on" to be automatically started when WinPack starts. The default is False.

Line 4 is either True or False according to whether you want the "Add-on" to be terminated when WinPack is closed down. The default is False.

Line 5 (optional -- new from V6.4) specifies the name of a picture file to use on a button that will be added to the button bar for starting the "Add-on". Example:-

**BUTTON=\$WINP\_PATH\ICONS\MYTHING.ICO**

This will add a button and use an icon for it called **MYTHING.ICO** in your WinPack **ICONS** directory. Line 1 in the XTR file is used as the tooltip for the button. The picture file can be either an icon file (file extension **.ICO**) or a bitmap file (file extension **.BMP**).

If you don't want an icon on the button, there is room for only about two letters as a text caption. To specify a text caption you would put, for example:-

**BUTTON="MT"**

If you don't put in a "**BUTTON=**" line, then no button is added to the button bar.

**Example 1** - if you wanted to have Windows Notepad available from the WinPack file menu, go into the WINPACK directory and create a file called **NOTEPAD.XTR**. Put the following lines in the file:-

```
Windows Notepad
c:\windows\notepad.exe
False
False
```

**Example 2** - if you find the Alarm program useful and would like it to automatically start whenever you run WinPack, edit the **ALARM.XTR** file and change the third line from "False", to "True". If you would like to add a button for it to the button bar, then add a line saying, for example:-

```
Button=$WINP_PATH\ICONS\CLOCK.ICO
```

**Example 3** - an "Add-on" for viewing the [7plus](#) log file. Go into the WINPACK directory and create a file called **VIEWLOG.XTR**. Put in the following 4 lines:-

```
View 7plus Log
C:\WINDOWS\notepad.exe $WINP_PATH\7PLUSLOG.TXT
False
False
```

This will allow you to view the log file using [Notepad](#).

### Note for Programmers

When an "Add-on" is started from the File menu, WinPack does not attempt to change to the "Add-on"'s directory. Therefore the path for any work files should be derived from the EXE file's path. E.g. by using App.Path in Visual BASIC or by parsing argv[0] in 'C'. Do not make any assumption in your program about what directory it will be started from - it may not even be the main WINPACK directory.

### **The Alarm “Add-on”**

Menu bar: **File>Start Alarms**

The **Alarms** program gives an audible warning when selected items of text are monitored by WinPack. Once you start it, there is help available with the **F1** key.

**Alarm** is a program separate from WinPack, as are all Add-Ons. It works via a DDE link to WinPack. It is passed all the text that WinPack receives. Whenever **Alarm** sees one of your user-selected text strings in the text it receives from WinPack, a user-selectable warning sound is activated and the line containing that text is displayed in the Window. **Alarm** normally uses the PC speaker, however, in some newer systems, the sound card may be used instead of the speaker and the number of working alarm sounds may be limited to **one**.

Start WinPack, then start **Alarm** by clicking on the **Start Alarms** option on the **File** menu in WinPack.

**Alarm** will normally run minimised. Look for it as a separate program button in the Task bar at the bottom of your screen.

To set it up, click on the task bar button to maximize it. Then enter your alarm alarm string – the text you want it to watch for -- by using the program's **Options>Text** menu option. Enter the text in the lower window and press the **Add** button to make it part of the alarm text string. The text matching isn't case sensitive, so whatever you input is converted to upper case. You can input as many different strings of text as you want, and they can be as long as you want. When you have input your strings, click **Finished**. You can of course alter the text any time you want.

There are four alarm sounds available - choose which one you want with the **Options>Sound** menu option.

When you're done configuring **Alarm**, minimize it again. Then, whenever any of the alarm strings is detected, you will hear the alarm sound. **Alarm** will stay remain minimised, but you can click on the task bar button to bring up the **Alarm** window and see what message WinPack received that had the alarm text in it.

There are two other menu options which I added to V2 of **Alarm** specifically for my own use. They may well not be of interest to most other users:-

Whilst running a 10m port on my **BPQ** node during the Sporadic E season, I wanted to have an alarm whenever anything was monitored on that port. Therefore I put **"Port=3"** as an alarm text. However, that resulted in an alarm occurring every time my own system sent a nodes broadcast, so I added an **Options>Exclude** menu option to **Alarm** which allows me to specify text which will cause a line to be ignored, even if the line contains a specified alarm text. By putting **"G4IDE-1>NODES"** as an exclude text, I

could ignore my own nodes broadcasts.

I also wanted to log everything heard on the 10m port for later analysis, so I added the **Log Alarms** menu option. If it is checked then all lines which contain an alarm text and don't contain an exclude text will be logged. The log files are put in the **TEXT** subdirectory of the main WINPACK directory and have names like **AL970620.TXT**, which would be the alarm log file for 20th June 1997.

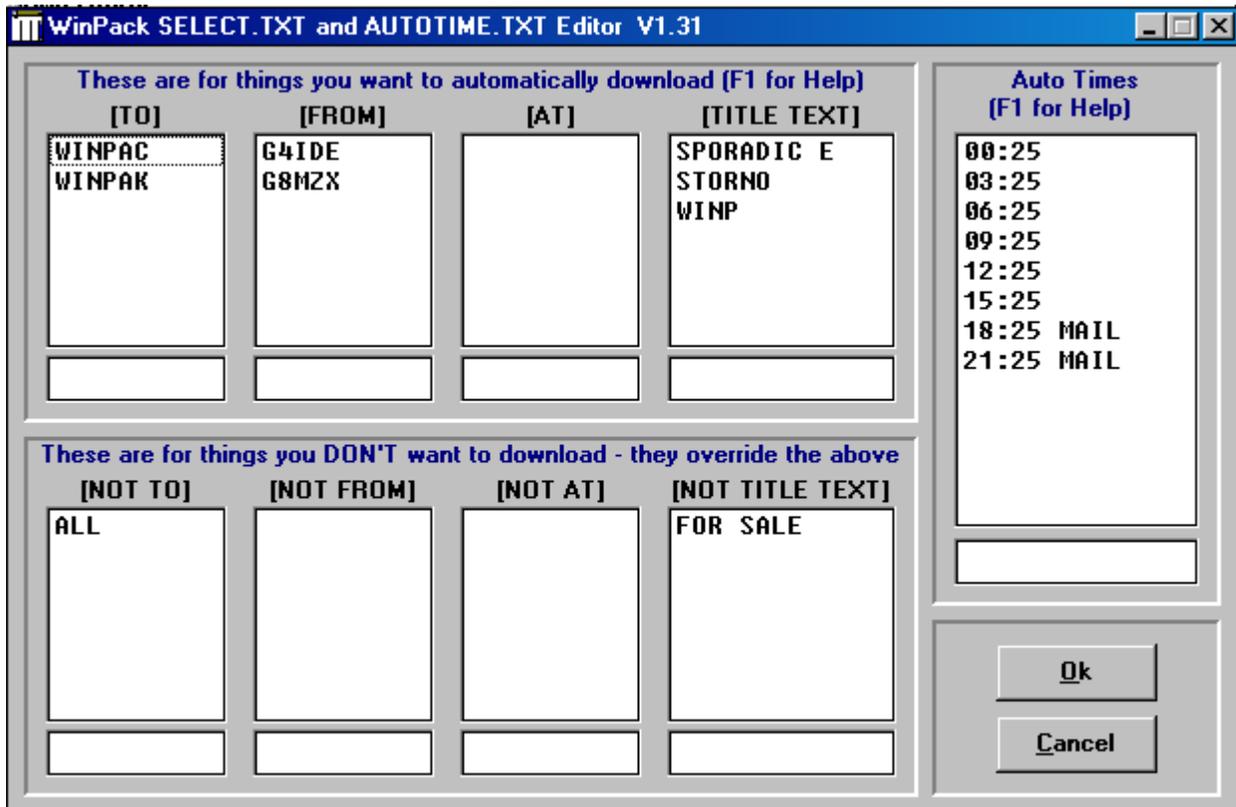
### Restrictions

If an alarm is still sounding when another line containing an alarm string is monitored, the second line is ignored.

Alarm sounds, particularly the siren, may cause WinPack to lose characters. It doesn't happen with my system, but it is something to watch out for.

## Selection List Editor

Menu bar: **File>Selection List Editor**



The **Selection List Editor (SELEDIT.EXE)** is an “Add-On” program that lets you specify parameters to:

- download the complete text of **selected** bulletins types during an [Auto BBS session](#)
- schedule automatic Auto BBS sessions at prescribed times.

The **Selection List Editor** lets you edit the WinPack **SELECT.TXT** and **AUTOTIME.TXT** files to your liking. **SELECT.TXT** sets the bulletin download filters and **AUTOTIME.TXT** sets the times for selective downloads.

**(Selection List Editor** was designed in the hope that people will make more effective use of these features and is dedicated to all those who say that the UK packet network is only for mail. It is dedicated to proving them wrong! G4IDE - October 1997)

## Getting Started

For the **Selection List Editor** to work, the **SELEDIT.EXE** and **SELEDIT.HLP** files must be in your main **WINPACK** directory. If the lists in **SELEDIT** are coming up blank, you've probably put these files in the wrong place. Once you start **SELEDIT.EXE**, there is help available with **F1**. That help is as follows:

### SELECT.TXT Editor

(For help on the Auto Times, see **AUTOTIME.TXT**).

The eight lists/windows in the **Selection List Editor** window (not including the **Auto Times** list/window) represent the eight sections in the WinPack **SELECT.TXT** file. These tell WinPack what bulletins you want to automatically tag for downloading (top 4) and they also allow you to specify items that you don't want to download (bottom 4). As the message list is received from the BBS, each message header is checked against these lists, and WinPack decides whether or not to tag that header for automatic download of the message.

To add an item to a list, key it into the one-line box **under** the list and then press **<Enter>**. To delete an item in a list, click the mouse on it to highlight it and then press the **<Delete>** key.

The four lists at the top allow you to specify what you want to select for automatic tagging for download. Their meaning should be obvious. Examples:-

If you want to download bulletins to WINPAC, you would put **WINPAC** in the **[TO]** list.

If you want to download bulletins with "LOTTERY NUMBERS" in the title, you would put **LOTTERY NUMBERS** in the **[TITLE TEXT]** list.

The **[AT]** ("@" ) list isn't much use in the UK, because "@" is used to define the forwarding area, so it is almost always "GBR", "EU" or "WW". (Please don't put any of these in the selection list - your sysop won't be very happy at the number of bulls you will be downloading!). The one exception is "AMSAT" which is used as an "@" field.

The four lists at the bottom are for specifying things you **don't** want to download - they act as filters on your selections. They are checked first, so if a bulletin would have been tagged because it matches one of your top selections, but it also matches something in one of your bottom "NOT" sections, it won't be tagged. Examples:-

If you don't want to download any bulletins from G4IDE, even if they would have been tagged by one of your selections, you would put **G4IDE** in the **[NOT FROM]** list.

If you don't want to automatically download **7plus** files, then putting **"7plus"** and **<+AUTO7P** in **[NOT TITLE TEXT]** will stop most of them.

**PLEASE** be careful in how you use **SELECT.TXT**! It can prevent WinPack users getting themselves a bad name by indiscriminately downloading the text of a large number of bulletins.

Clicking the **Ok** button terminates the program and saves the lists in **SELECT.TXT**. Clicking the **Cancel** button terminates the program and doesn't save any changes you might have made.

**NOTE:** Any changes in **SELECT.TXT** will not take effect until you restart WinPack.

### **AUTOTIME.TXT Editor**

(For help on the selection lists, see **SELECT.TXT**).

The **Auto Times** list in the **Selection List Editor** window allows you to tell WinPack the times at which you want it to make automatic connections to your local BBS (run an [Auto BBS session](#)). If you are using it with WinPack V6.3 or later, then you can also use it to tell WinPack the times at which you want the bulletins list to be automatically pruned, or when you want a script to be run.

If an entry is further marked **MAIL**, then, on that connect, any personal mail waiting on the BBS will be downloaded and mail waiting to be sent will be uploaded, but bulletins will not be downloaded. (**MAIL** can be abbreviated to **M**.)

Times marked **PRUNE** tell WinPack to automatically prune the bulletins list. (**PRUNE** can be abbreviated to **P**.) The pruning method used by WinPack during autotimed Auto BBS sessions is as if you have selected [Review Bulletins](#) and then clicked the **Prune** button without marking a block, ie. the list is trimmed back to the number set in **Options>Bulletin Deleting>Bulletins List Prune Size**, using whatever option you have set for **Options>Bulletin Deleting>Block Delete Bulletins**. (More help on pruning can be found in the WinPack on-line help.)

Times marked **EXIT** tell WinPack to automatically close down at the specified time. **PLEASE NOTE** - This is an unconditional close down and will occur irrespective of whether WinPack is connected to another station. An alternative is to use the **CLOSE** keyword in a script, which will wait until WinPack is disconnected before closing down.

For any time that is followed by any word **other than MAIL, PRUNE or CLOSE**, then it is assumed that the word is the name of a [script file](#), and WinPack will try and run the script at the specified time. Example - **12:30 SENDFILE** - will run the script **SENDFILE.TXT** at 12:30.

To add new times to the list, key them into the one line window underneath the list and press **<Enter>**. The input format is fairly free, all the following are acceptable:-

**1234**  
**12:34**  
**12:34 MAIL**  
**12:34M**  
**1234P**  
**12:34 PRUNE**  
**etc.**

To delete a time from the list, **highlight the time** and press the **<Delete>** key.

Clicking the **Ok** button terminates the program and saves the lists in **AUTOTIME.TXT**. Any changes you make to **AUTOTIME.TXT** **will not take** effect until you restart WinPack.

Clicking the **Cancel** button terminates the program and doesn't save any changes you might have made.

Here is the contents of **AUTOTIME.TXT** that comes with the WinPack installation disks:

; Blank lines and lines starting with a ';' is ignored.  
  
 ; Put in the times at which you want WinPack to connect to your local BBS.  
 ; The times don't have to be in chronological order, WinPack will sort  
 ; them for you.  
  
 ; At each specified time it will:-  
 ; 1. Connect to the BBS.  
 ; 2. Download any waiting mail.  
 ; 3. List the messages on the BBS so as to update your copy of the  
 ; message list.  
 ; 4. Download any marked messages, including any that have been  
 ; automatically marked as a result of listing the messages.  
 ; 5. Upload any mail that is waiting to go.  
  
 ; How often you do this is up to you. I think 'a little often' is the best ; way  
 ; to work and so I would suggest every two or three hours. However,  
 ; you may be influenced in your decision by the attitude of your local  
 ; sysop and other local users!  
  
 ; If an entry is followed by the word MAIL, then, at that time, any mail  
 ; waiting to go will be uploaded to the BBS, any waiting personal mail  
 ; will be downloaded, but marked bulls will not be read and the message  
 ; list will not be updated.  
  
 ; The following example connects every three hours at 25 minutes past the  
 ; hour. The sessions at 1825 and 2125 will be mail only.

```

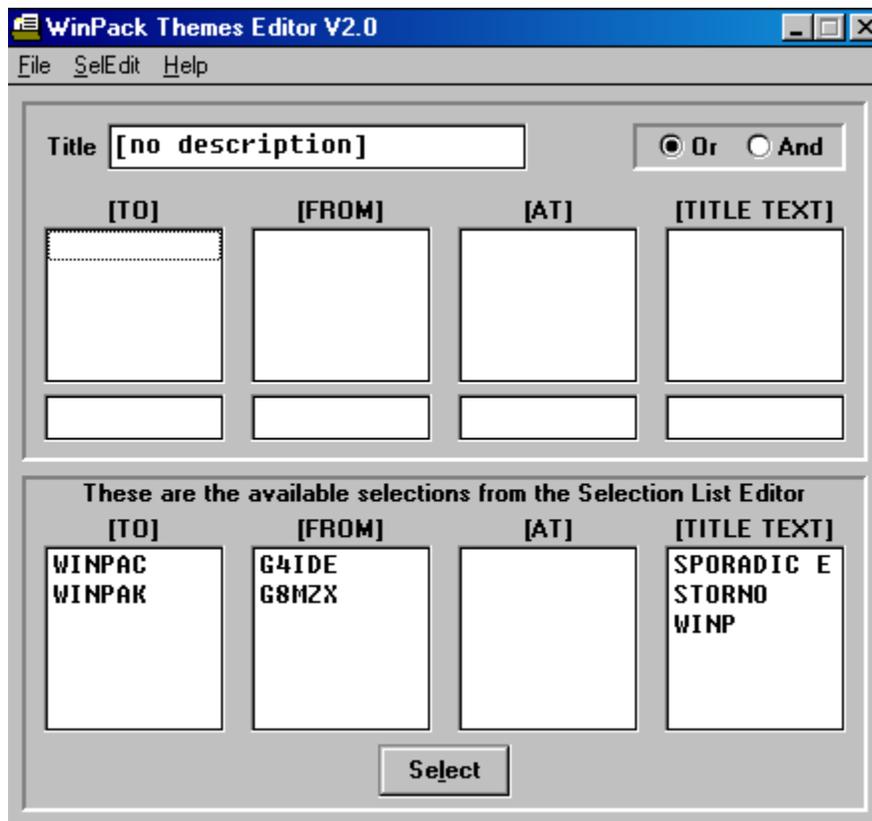
0025
0325
0625
0925
1225
1525
1825 MAIL
2125 MAIL
  
```

## Themes Editor

Menu bar: **File>Themes Editor**

The **Themes Editor** is a separate “Add-on” program which allows you to create and edit filter themes (combinations of criteria), which can be used when [reading bulletins](#) in WinPack. For more information on themes see [“What Are Themes?”](#)

When the **Themes Editor** starts up, an empty theme is loaded and the 4 top criteria lists (**[TO]**, **[FROM]**, **[AT]** and **[TITLE TEXT]**) are empty. The bottom half of the screen shows the existing **Selection List Editor** criteria (also titled **[TO]**, **[FROM]**, **[AT]** and **[TITLE TEXT]**), in case you want to use them. (They are only there for reference and using them is optional.)



You can create a new theme from this empty theme or you can load an existing theme using **File>Load** (a list of saved themes will appear and you can select a theme by either double clicking to highlight it and then pressing the **Enter** key, or highlighting it and then clicking the **Select** button). You save a theme using **File>Save**. You can delete a theme using **File>Delete**.

Themes are identified by their **Title** description and saved in the **WINPACK\BULLS\THEMES** directory, but with arbitrary, unique file names. The

**Themes Editor** never refers to the actual file name, just the **Title**.

You can add a 'selection' (a word that must be matched) in any of the four criteria lists in one of two ways:

1. by typing the selection word into the one-line text boxes at the bottom of a list and then pressing **<Enter>**.
2. by copying a selection word from the bottom **Selection List Editor** words: either double click on the word in the bottom list or highlight it and then press the **Select** button

[**Note** -you cannot edit the **Selections List Editor** words from the **Themes Editor**. To edit the **Selection List Editor** words, use the **Themes Editor's SEEDIT** menu option to the start the **Selection List Editor** program. When you subsequently close the **Selections List Editor**, the Selection Lists in the **Themes Editor** will be automatically updated with any changed criteria.]

You can delete a selection word by **highlighting** it and then pressing the **<Delete>** key.

In creating a theme, you can link several selection criteria together. Then, when you select that theme when [reading bulletins](#) in WinPack, only messages meeting all the selection criteria for the theme are displayed.

The **And** and **Or** option buttons allow you to say whether selected bulletins must match the criteria in all the lists (**And**) or whether they only need to match criteria from one of the lists (**Or**). The default is **Or**.

Within each list, a match on any of the criteria is sufficient.

Confused? Some examples might make it clearer!

1. An example of an **Or** theme - You might create a theme called **WinPack**, with **Or** checked, and the following selections:-

[TO]	[TITLE TEXT]	[FROM]
WINPAC	WINPACK	G4IDE
WINPAK		
WINP7		

If a bulletin header matched **any** one of those criteria, then it would be selected.

2. An example of an **And** theme - You might create a theme called **G4IDE/WINPAC**, with **And** checked, and the following selections:-

[TO]	[FROM]
WINPAC	G4IDE
WINPAK	G8MZX

Only bulletins from G4IDE and G8MZX to the WINPAC and WINPAK topics would be selected. Bulletins from G4IDE and G8MZX but not to the WINPAC or WINPAK topics would not be selected; nor would bulletins from anyone other than G4IDE or G8MZX to the WINPAC or WINPAK.

You can use themes to list the bulletins associated with a particular subject, and then decide which you want to download. This is particular useful if a subject tends to attract [7plus](#) files - you may not want to indiscriminately automatically download many, large 7plus files.

For example, say you are interested in SSTV but notice that many SSTV postings are 7plus files. If you use the **Selection List Editor** you could set it to download **all SSTV** bulletins but then you would either have to pick **all** or **none** of the bulletins that had **7plus** in their title.

Using a Theme you can be more selective. You would download the bulletin listing and then use a theme to display bulletins **[TO] SSTV** that have a **[TITLE]** that includes **7plus**. You could then mark just those of interest for download at the next Auto BBS session.

## **Viewers Editor**

Menu bar: **File>Viewers Editor**

For this section to make sense, you should read [Viewers](#) in the Advanced Features section. **If you haven't read that topic, you won't have any idea what this editor is for!**

The list of your WinPack viewers currently configured in [PACKET.INI](#) is shown in the top Window. Each entry in the list consists of a file type and an associated viewing program. As you move up and down the list, the highlighted viewer is also shown in the bottom **Edit Window**. The file type is defined by the file extension for which the viewers will be used (hence the heading "Ext"), typical extensions for which viewers might be configured are **JPG, GIF, BMP, WAV, MID, HTM**, etc.

If you press the **Edit** button you can change the viewer associated with that particular file type.

If you press the **New** button, you can create a completely new entry. Once you are editing an entry, pressing **Yes** will save it back into the list, pressing **No** will abandon the edit.

If you press **Browse** whilst you are editing, a file selection dialogue window opens and you can browse your way to the required viewer program.

**Please Note!** If you want to specify that a viewer program is compatible with **Netscape's** DDE features, you **MUST** add " NDDE" to the end of the viewer name - see [Viewers](#).

When you have finished editing the viewers, press **Ok** to save your changes in [PACKET.INI](#), or press **Cancel** to abandon the changes.

## **WinpScape**

Menu bar: **File>WinpScape**

**WinpScape** is an add-on program that works with **Netscape** (and maybe **Internet Explorer**). It monitors all text received by WinPack, looking for HTML documents (web pages). Any that it finds, it sends to be displayed in your web browser.

### **Introduction**

**WinpScape** does things that no other AX25 packet application has ever done! So, you MUST read this. You will never work out what it does by simply "playing" with it.

A starting point for using **WinpScape** is that you have WinPack working properly and you have **Netscape** installed and working on your PC. I cannot offer help regarding installing **Netscape**! You can also use **Internet Explorer V3**, but it is inferior to **Netscape** in terms of DDE support and so most of **WinpScape**'s features aren't usable.

### **What WinpScape Does**

**WinpScape** only works with WinPack V6.2 or later. When you run **WinpScape**, it makes what is called a DDE link to WinPack (which MUST be running before you start **WinpScape**). It then monitors all the text received by WinPack, looking for HTML documents (web pages). It captures any it finds and automatically displays them using your web browser.

Not only are they captured and displayed, but, if your browser is **Netscape**, then you can click on specially configured links in the pages and **WinpScape** will automatically download the corresponding documents. Links can also be configured to automatically download files using [YAPP](#).

If there are any graphics included in pages, **WinpScape** can fetch them using [YAPP](#). The limitations of the DDE links mean that fetching graphics works differently to when you are using the internet. When the page has been fetched it is displayed, then the graphics are fetched. After each graphic has been fetched the page is redisplayed. If **Options>Use Speech** is enabled, **WinpScape** will tell you when it is fetching graphics and when it has finished.

**WinpScape** will hold a cache of recently downloaded pages, so if you select a link to a document that has been downloaded within the last hour, it will display the copy in the cache rather than downloading it again.

At this point you are probably not understanding what I am saying! Here's an example:-

A BBS puts some web pages in a directory in its files area. You start **WinpScape**, connect to the BBS using WinPack and "**GET INDEX.HTM**". **WinpScape** will capture

the document as it is received and display it using your configured web browser. Let's say **INDEX.HTM** has a **WinpScape**-compatible link in it to **BBSINFO.HTM**, if you are using **Netscape** and click on that link, **WinpScape** will automatically fetch the document from the BBS and pass it to **Netscape** for viewing. If **INDEX.HTM** has a link in it configured as a YAPP link to **TEST.EXE**, then clicking that link in **Netscape** will cause **WinpScape** to automatically fetch **TEST.EXE** using [YAPP](#).

Of course, the web pages don't have to be on a BBS, they can be in someone else's PMS (Packet Mailbox System).

The single line window at the bottom of the **WinpScape** screen allows you to key in commands that are passed to WinPack.

**Chicken And Egg!** There's one big problem in all this - before you can download web pages, someone has to set some up! So it will need several people in an area to co-operate before **WinpScape** can be used... Oh well, there's always hope!

### Setting It Up

You need to tell **WinpScape** a few things for it to be able to work.

Firstly, you need to tell it the full path to your web browser. If you have configured a VIEWER for HTM files in WinPack's [PACKET.INI](#), then **WinpScape** will ALWAYS use that viewer as the browser. Otherwise you must edit **WINPSCAP.INI** and make an entry in the **[SETUP]** section for a BROWSER. Here's an example:-

```
[SETUP]
BROWSER=C:\NETSCAPE\PROGRAM\NETSCAPE.EXE
```

**Please Note** - if you are using Win95 and the path to your web browser has long directory names, you MUST use the short, DOS compatible, 8.3 directory names.

Secondly, you need to tell **WinpScape** the file "get" command for the BBSs and other stations from which you are going to download html files.

For example, the command for an FBB BBS is **GET**, the command for a WinPack PMS is **/GET** ([see remote access](#)). You put these commands in the **[GET\_COMMANDS]** section of **WINPSCAP.INI**. For example:-

```
[GET_COMMANDS]
DEFAULT=/GET
G4IDE=/GET
GB7SKG=GET
```

The default is used for any station for which there is no specific entry.

## Creating Some Pages

The success of **WinpScape** will depend on people making web pages available on packet! So, why not make some yourself that other WinPack users can read?

Included with **WinpScape** is a ZIP file called **SOMEHTML.ZIP** (in the main WinPack directory). It contains three very simple pages - **INDEX.HTM**, **LINK1.HTM** and **LINK2.HTM**. It also contains a YAPP test file - **YAPPTTEST.EXE**. The pages were created using **Netscape Gold** and give an example of how to make **WinpScape** compatible pages.

If you can persuade your BBS sysop to put these files somewhere in his download area, or persuade a friend to make them available on his PMS, then you will be able to test **WinpScape**!

There are two important rules for **WinpScape** compatible pages:-

1. If you include graphics in your pages, make the size suits your local network conditions (in the UK that normally means make them small!) Also, the graphics files must be in the same directory as the page, if the image file name includes a path, **WinpScape** will not attempt to fetch it. WinpScape understands graphics references of the form **IMG SRC="filename.xxx"** and it also understands **BACKGROUND="filename.xxx"** on the **<BODY>** tag. **WinpScape** will cache graphics for a period specified by the user, but the caching isn't very intelligent. If you use a graphic called **FRED.GIF** and someone else also uses **FRED.GIF**, one will overwrite the other in the cache, so try and use names for the graphics files that are likely to be unique.

2. Any links that **WinpScape** needs to process **MUST** have a protocol type of "**ax25**", "**yapp**", "**command**", or "**request**". E.g. in **INDEX.HTM** you will find "**ax25:link1.htm**". If your html editor doesn't let you put in non-standard protocol types, simply put in normal links and then edit in the "**ax25:**" or "**yapp:**" with a text editor. The meaning of the protocol types is as follows:-

**ax25:** - **WinpScape** will fetch the file as ASCII text.

**yapp:** - **WinpScape** will fetch the file using [YAPP](#).

**command:** - the text following "command:" will be sent back to the system from where the page was loaded, WinpScape does not expect to receive anything back.

**request:** - the text following "request:" will be sent back to the system from where the page was loaded, WinpScape expects to receive a file.

You also need to tell **WinpScope** the [YAPP](#) download command (different from the **GET\_COMMANDS**) for the BBSs and other stations from which you are going to download files.

For example, the command for an FBB BBS is **YGET**. The command for a WinPack PMS is **/YGET** ([see remote access](#)). You put these commands in the **[YAPP\_COMMANDS]** section of **WINPSCAP.INI**. For example:-

```
[YAPP_COMMANDS]
DEFAULT=/YGET
G4IDE=/YGET
GB7SKG=YGET
```

The default is used for any station for which there is no specific entry.

Finally there are two **WinpScope** options you can set from its **Options** menu:

- If you enable **Fetch Graphics**, **WinpScope** will try and fetch any graphics in pages from the remote system. (See [Creating Some pages](#) below).
- If you enable **Use Speech**, **WinpScope** will tell you when it is fetching the graphics.

### Technical Notes

**WinpScope** works by establishing a DDE link to WinPack, which is used to receive all the text that WinPack receives.

All text is monitored for the HTML start and end markers **<HTML>** and **</HTML>**. If a pair of markers has been received, and WinPack is connected to a station at the time the end marker is received, then the document is displayed by calling the configured web browser.

An attempt is made to call the browser using the **Netscape** WWW\_ShowFile DDE command. If that fails, then the browser application is shelled with the captured html file name as a command line argument. **Internet Explorer** V3, but not earlier versions, also supports this DDE command.

**WinpScope** attempts to register four special protocol types - "**ax25**", "**yapp**", "**command**" and "**request**" - with the browser using the WWW\_RegisterProtocol DDE command. **Only Netscape supports this** - it has never been implemented in **Internet Explorer**

If a link is clicked which has a protocol type of "**ax25**" or "**yapp**", **Netscape** passes the link information to **WinpScope**, the file is fetched and then **WinpScope** passes it back to **Netscape** to display it. If it is YAPP, then it is captured with WinPack's Auto-[YAPP](#) feature. When WinPack has successfully received the file, it sends an html document to **WinpScope** saying that the file has been received.

A description of the "**command**" and "**request**" protocol types is given in "[Creating Some Pages](#)".

To minimise downloading time, **WinScape** holds its own very simple cache of html documents. It keeps a record of the "owner" of each file and the time when it was downloaded. The default lifetime for documents in the cache is 24 hours, but this can be changed by editing the **CACHE\_LIFETIME** parameter in **WINPSCAP.INI**. Housekeeping of the cache occurs every time **WinScape** is started or terminated. Graphics are also cached. The default life time is 7 days (168 hours), but this can be changed with the **IMAGE\_CACHE\_LIFETIME** parameter in **WINPSCAP.INI**.

Pages downloaded by means other than clicking links in **Netscape** are still put in the cache, but are given names based on the date and time and are never reloaded. This is because **WinScape** does not know the correct name for the document (think about it!) They will eventually be expired by **WinScape**'s cache housekeeping.

## 12. Host Modes

Menu bar: **Options>Comms Setup> Host Mode**

In addition to working directly with a TNC, WinPack can also work in **host mode** (as a client) with specially programmed TNCs or “host” programs that handle the interface with a TNC ([or sound card](#)). WinPack will run in the following host modes:

[Telnet](#) – internet connection in lieu of a radio connection

[BPQ](#) – G8BPQ's network node software

[AGWPE](#) – the SV2AGW Packet Engine

[TF2.7b](#) - TNCs with "The Firmware" (TF) or WA8DED firmware; or a SCS PTC-IIe TNC

[TFEMU](#)- a TF emulator program running as part of **PC Flexnet**

Click on the hyperlinks above to read more about each mode in the sections that follow.

If you want to put WinPack in any of these host modes, go to the **Options>Comms Setup** menu to call up the **Comms Setup** window and the **Host Mode** selection field.

In general, WinPack behaves in a host mode much the same as it does when used in its terminal (normal) mode with a regular TNC. Therefore, most of the features and information in this manual remain relevant. Some sections, such as TNC Settings, obviously are not relevant.

In addition, WinPack has two additional features to take advantage of some of these modes:

1. The **Multi-channel Terminal** helps you manage up to 10 simultaneous conversations or connections on virtual channels. See [Multi-Channel Terminal](#) below for more information
2. The **Host Mode Virtual TNC** supports TNC-2 style commands and provides some of the basic functions of a real TNC. For example, if you are running [AGWPE](#) in sound card mode, there is no TNC available, so there normally would be nothing to provide the **cmd:** prompt and handle such commands as **CONNECT** and **DISCONNECT**. That's what WinPack's Virtual TNC does.

To reemphasize – in host mode -- any TNC-like prompts and commands are coming from WinPack's Virtual TNC, not from [AGWPE](#), [BPQ](#), etc. The available commands in the Virtual TNC will vary significantly according to which host mode is being used. Note that the Virtual TNC has on-line help available for all the available commands. See [Host Mode Virtual TNC](#) for more information.

## Telnet

**Telnet** mode uses the internet to make a telnet connection to a BBS. It does not use a radio connection or a TNC. **If you want to use WinPack with a Telnet connection please read this section carefully!** Many users have reported problems trying to use telnet connections, but virtually all of those problems could be solved by carefully reading the section of the manual.

[The information that follows is also available in the **TELNET.TXT** file in the WinPack **DOCS** directory. You can easily access this file directly from the WinPack **Help** menu.]

The telnet-capable version of WinPack is one I once said I'd never write! It allows you to make a telnet connection to a BBS via the internet, and so you can use packet without using amateur radio. I finally decided to write it so that users who aren't within radio range of a reliable mailbox can still read and send packet messages. I think more and more amateurs will find themselves in that situation over the next few years.

To use this version of WinPack, you need to:

- a) Have a PC with a connection to the internet.
- b) Have access to a BBS that supports telnet connections. All the following information assumes that it's a BBS running FBB software.

I cannot help you with either of the above!

## Configuring WinPack To Use Telnet

This takes a lot longer to document than it takes to do it! If you are familiar with WinPack, have successfully configured it for use on RF, and have a reliable internet connection, you should have no problems getting a telnet connection to work. **An Important Point** - You will get in a terrible mess with your bulletin list if you try to use the same copy of WinPack with one mailbox on RF and a different one via telnet! It's much better to install a second copy of WinPack in a different directory.

In the following, when I refer to connecting to the BBS, I am assuming that your PC is already connected to the internet. With Win3.1 that is essential, with Win95 and later it is recommended, because WinPack is a 16 bit app, and will not start DUN (Windows' **Dial Up Networking**) as reliably as 32 bit apps do. For initial testing you **must** make sure your PC is already connected to the internet.

Step by step (remember you need to be connected to the internet already):

1. Find out either the host name or the IP address of the BBS you are going to use, and the port number. Also, you will almost certainly need to ask the SysOp for a password.

2. In the Comms Setup window (**Options>Comms Setup** menu option) select **Host mode: TELNET**.

3. Make a manual test connection to the BBS. Enter the connectin command in the WinPack **Transmit window**. The format for the connection is:

**C host\_name:port\_number" or "C IP\_address:port\_number"**

Examples -

**C gb9xxx.anisp.co.uk:6300**

**C 123.456.789.321:6300**

4. When you succeed in making a connection, enter your callsign and password when prompted. Put yourself in expert mode on the BBS with the X command, and turn off paging using the OP command. Take note of:

- the BBS prompt
- read any message and take note of the format of the message headers: To, From, Date/Time, Message #, Title, and Message End identifier.

Disconnect with the B command.

5. Correctly configure **Personal/BBS Info** window (**Options>Personal/BBS Comms Info** menu option) using the information collected in step '4'. Do this with care!

6. Edit the **BBS.TXT** script in the WinPack's **\SCRIPTS** directory and change it to something like this (first save a copy of the **BBS.TXT** file under a different name -- e.g. BBSorig.txt -- for future reference):-

**HOTKEY F2**

**TITLE Telnet connection to a BBS**

**SEND c host:port\_number** ← see below for **substitutions**)

**WAITFOR Callsign :|Winsock error**

**SEND .\$MYCALL**

**WAITFOR Password :**

**SEND password** ← see below for **substitution**)

**WAITPROMPT**

**host** - The BBS host name or IP address.

**port\_number** - The port number used by the BBS preceded with a colon.

**password** - Your password for the BBS.

**Notes:**

- **.\$MYCALL** is a WinPack token for the callsign you enter in the **Personal/BBS Info** window (**Options>Personal/BBS Comms Info** menu option) **NOTE!** There's a dot in front of **\$MYCALL**. That dot is VERY important!
- The **|Winsock error** on the **WAITFOR** line will make WinPack abandon the script if a connection error occurs.

Save the changes.

7. Make a test connection to the BBS using the **F2** hotkey. If it doesn't work, or gets stuck, check your script, and also check the **BBS prompt** entry in **Personal/BBS Info**. Correctly setting the BBS prompt is the aspect of WinPack that seems to cause most problems, mainly because some users don't read the help and others offer incorrect advice! See [Auto BBS Session Problems](#).

8. In **Mail Options** Window (**Mail> Mail Options** menu option)-

(a) Uncheck **Use FBB unproto lists**. If the BBS with which you are going to use telnet is a different one to the one you have been using on RF, and you're reconfiguring your existing copy of WinPack rather than starting again with a clean copy, then you need to get rid of any existing bulletins list. Changing the setting of **Use FBB unproto lists** is an easy way to do it. Also, you should delete **LASTNUM.TXT** in the **WINPACKIBULLS** directory when WinPack is not running.

(b) You can use compression, but the restriction on having to use **Split Sessions** still applies if you want to use compression in both directions. (That's a limitation of FBB, not of WinPack.) You might find that a better arrangement is not to use compression, or only use it for downloading - Telnet is usually extremely fast!

9. Run an [Auto BBS session](#). WinPack should connect to the BBS, list the bulletins and disconnect.

10. Go to **Mail>Read Bulletins** and work your way through all the options on the **Options>Bulletin Columns...** menu. If you don't do this, then the auto-selection formatting will never work.

That's it! WinPack should now work via telnet exactly the same as it works on RF.

### IP Address Resolution

(This is a bit technical!) The early versions of WinPack that had telnet support would always resolve the host address before attempting to connect. This was done irrespective of whether you used a host name e.g. **gb9xxx.isp.co.uk** or an IP address e.g. **123.124.125.126**. From V6.59, WinPack does not resolve an IP address before it attempts to connect, but resolves it after the connection has been made. This can result in a faster connection, but it means that WinPack will announce the connection in the above example as being to "**123**" rather than to "**GB9XXX**".

If you want to revert to the previous system, then edit [PACKET.INI](#) when WinPack isn't running, and change **RESOLVE\_IP\_ADDR** in the **[TELNET]** section to **TRUE**.

## **BPQ**

WinPack can be used as a terminal "on top of" the **G8BPQ node software**. To use it you must have version 4.08a or later of the BPQ code. (You can download the BPQ software at <http://www.ui-view.com/winpack/bpq408a.zip>)

To enable support for BPQ, start WinPack and use **Options>Comms Setup>** and set **Host mode** to **BPQ**. The link should then work without any problems, provided, of course, that you have got BPQ running underneath Windows.

In BPQ mode a few things work differently. The split receive screen is used as a main window and a monitor window. The screen splits into a 1/3 and 2/3 ratio rather than splitting into two halves. (Don't forget that the ratio can always be changed by dragging the bar dividing the two sections).

If you are using the FBB beacons, they are monitored all the time, even while you are connected to the BBS.

If you use WinPack with BPQ, you need to set up your system to send and receive mail slightly differently, see [Mail Setup When Using BPQ](#) below.

Please note that BPQ can have a significant impact on Windows performance if the node is busy. You may find that the performance of your Windows programs becomes unacceptably slow.

### **The BPQ Terminal**

If you are using WinPack in BPQ mode, a simple terminal program is also available, so that you can connect to the node on more than one stream. This program can be started either from the WinPack program group or by clicking the **BPQ Terminal** button on the tool bar (only available when WinPack is in BPQ mode).

You can start several copies of this program. They will be identified as "**Terminal 1**", "**Terminal 2**", etc. The size and screen position of each Terminal is remembered between sessions.

The terminal uses the BPQ virtual TNC, which supports a subset of the commands used by the WinPack virtual TNC for other Host modes. To find out what commands are available, use the **DISP** command or see [BPQ Virtual TNC commands](#) in the appendix

The top Terminal window is a monitor window and the centre window shows the text received on your stream. You can drag the bar between the windows to resize them.

The one-line bottom window is the transmit window - anything you want to send you must key into that window and press **<Enter>**. There are eight scroll back buffers

available for the transmit window, so you can reuse previous commands by pressing the up and down cursor keys.

The small window at the bottom left shows either "**Disconnected**" or the callsign of the connected station and the stream being used. E.g. **GB7IDE [2]**.

To connect to the node from the terminal use **C**. To connect to another station use e.g. **C GB7IDE**.

If you press the **Pause** button, the windows aren't updated until you either click the button again, or 30 seconds elapses. This is to allow you to view the scroll back buffer more easily.

The **Disconnect** button can be used for breaking a connection.

If you drop down the **System** menu (the menu accessed by clicking on the top left-hand corner of the screen), there are options for changing the fonts and the background colours for the windows. You can set different colours and fonts for each terminal. So, if you have opened two terminals, "**Terminal 1**" and "**Terminal 2**", and you change the fonts or colours for "**Terminal 2**", the fonts and colours used by "**Terminal 1**", on this session or future sessions, are not affected. (If a custom set of fonts and colours have never been set for a terminal, then the default is to use the "**Terminal 1**" setup).

An idle Terminal, i.e. one not connected to anything, can pick up an incoming connection to your callsign if WinPack is occupied with another connection.

## Mail Setup When Using BPQ

### Callsign

Outgoing connections, when using BPQ, are made using **BBSCALL** as set up in **BPQCFG.TXT**. If you want to use **NODECALL** for outgoing connections, see [PACKET.INI](#). For most people **BBSCALL** and **NODECALL** will be the same.

### Unproto Beacons

If you are using the FBB unproto beacons, you must make sure that **UNPROTO** in the [BPQ Terminal](#) is set to the callsign of your local BBS, optionally with digipeaters in the path.

### Unproto Port

If you are using the FBB unproto beacons, you must make sure that **UPOINT** in the [BPQ Terminal](#) is set to the node port on which you hear the beacons.

## Other BPQ – WinPack Information

**BBS.TXT**

When you are using BPQ, a connect occurs as soon as you connect to the switch. There if you send "**C GB7OPC**" you immediately get a connect, so there is no point using **WAITCON** in **BBS.TXT**.

The script must rely on **WAITFOR**, **WAITLINE** and **WAITPROMPT** to work out what is happening. A simple **BBS.TXT** is nothing more than:-

```
SEND C $BBS
WAITPROMPT
```

**Keeping Window 3.11 Happy!**

It needs a bit of care to get BPQ working properly under Windows. If you have never used BPQ with DOS and you try and get BPQ, Windows and WinPack working all in one go, you've no chance!

One thing that often confuses people is that the BPQ code must be loaded before Windows is started - it **is not** run in a Windows DOS window. DOS tasks running in DOS windows can communicate with BPQ, but the BPQ code is loaded underneath Windows.

The approach should be:-

1. Get BPQ working with DOS so that you can make successful connections using **PAC4**. You don't need any **TNCPORT** entries in **BPQCFG.TXT** and you shouldn't load **BPQHTNC2**.
2. Read the BPQ information file **WINBPQ.DOC** and move **BPQDLL.DLL** and **BPQCODE.386** to **WINDOWS**.
3. Get Windows to run on top of BPQ, so that you can open a DOS window and run **PAC4** with traffic being transmitted and received correctly, and Windows not misbehaving.
4. Still here? You've done the hard bit! WinPack should now work fine in BPQ mode.

One problem that can occur is that if BPQ is using COM ports and Windows "knows about" those ports, you're likely to have repeated system crashes. The reason is that BPQ will load interrupt handlers for the ports and then Windows will install its own interrupt handlers - a definite recipe for disaster! You can easily check to see if Windows knows about a COM port by running Windows Terminal and trying to assign the port in "Settings", "Communications".

My test system runs with BPQ and two ports, one is a KISS TNC on COM3, the other is an ethernet link to my BBS. I use Windows for Workgroups 3.11 and it is completely stable. I arranged my COM ports so that BPQ was using **COM3** with an **IRQ of 9**. In the Windows' **SYSTEM.INI**, I have removed all references to **COM3** and put "**COM3IRQ=-1**"

(minus one). That stops Windows trying to take over **COM3**. There are other ways of doing it, but I've found this method to be the best.

Please don't even attempt to share IRQs between a COM port that BPQ is using and one that Windows is using. It won't work! That means if you assign a COM port to BPQ that is using, for example, **IRQ4 (INTLEVEL=4)**, you **cannot** have a Windows COM port that is also using **IRQ4**.

### Keeping Win95 Happy!

If you are using Win95, it is easier to hide COM ports from Windows. You do it by setting up a hardware profile which does not include the ports that BPQ is using. It is very easy to set up two profiles - one which includes the ports for when BPQ is not being loaded and one that excludes the ports for when BPQ is loaded.

These profiles can be linked to MS-DOS multiple configurations, so you can have a 'BPQ' profile that excludes the ports and loads BPQ in AUTOEXEC.BAT before Win95 starts, and a 'normal' one that includes the ports and does not load BPQ.

See "Creating a hardware profile" in the Win95 help.

Again, please don't even attempt to share IRQs between a COM port that BPQ is using and one that Windows is using.

### Keeping Windows 98 Happy!

From the **Win98BPQ.TXT** file - last update - 30 September 1998

Running BPQ in Windows reliably (i.e. so that it will keep running for days on end, irrespective of what else you run on the PC) has always required you to "hide" from Windows any COM ports that BPQ uses. This was true for Win31 and Win95, and it is still true for Win98.

I have successfully used the techniques described below, on several different PCs, with Win95 (original retail version), Win95 OSR2, Win98 Beta 3, and Win98 release version.

If you have been trying to run BPQ with Win98 and had problems with it crashing, hopefully these notes will help. I am making three assumptions:-

1. You understand BPQ well enough to have already set it up so if you boot into DOS, rather than into Win98, it works properly and reliably.
2. You don't already have any DOS multiple boot configurations set up in **CONFIG.SYS** and **AUTOEXEC.BAT**.
3. You are using BPQ with a KISS TNC. These notes do **not** apply to using it with Baycom modems.

If you follow the instructions below, then you will finish up with a configuration where Win98 offers you two boot options - one will boot your PC without BPQ and one will boot it with BPQ. The assumption is that the PC will be used for things besides packet and so you don't always want to have BPQ loaded.

The following example is based on using **COM2 (2F8H, IRQ3)** in BPQ, you will need to make alterations according to what ports BPQ is actually using.

### 1. Clear Up Any Mess

You **must** check the following:-

(a) In Windows, **Control Panel> System>Device Manager>Ports (COM & LPT)** should show ALL the COM ports on your PC. None of them should have red crosses through them.

(b) In the BIOS, all the COM ports on the motherboard should be enabled. If the BIOS allows a setting for a COM port of "automatic" it should **not** be used. You should use an option that assigns a specific address to the port.

(c) The address and IRQ you are specifying in **BPQCFG.TXT** for any COM Port that BPQ is going to use match the address and IRQ shown for that port in "Device Manager", Properties, Resources.

(d) The settings of any address and IRQ jumpers on additional COM port cards match the settings in "Device Manager".

(e) No two COM ports should be using the same IRQ.

(f) For now, remove any commands from **AUTOEXEC.BAT** that are attempting to load BPQ, but keep a copy because you'll need to put them back later. (You can, of course, just REM them out rather than removing them.)

If you cannot achieve (a) to (f), then give up now, because if you carry on you're going to have big problems!

### 2. Create Two Hardware Profiles

In Control Panel, select System then "Hardware Profiles". Highlight "Original Configuration" and rename it to "Original".

Now select Copy and make a copy of "Original" as "BPQ".

Reboot the PC, and it should offer you a menu with two options - "Original" and "BPQ". Select "BPQ".

### 3. "Remove" The COM Port in the BPQ Profile

In Control Panel, select System then "Device Manager". Expand "Ports (COM & LPT)" and highlight COM2 (or whatever port you want BPQ to use).

Click "Remove", select "Remove from specific configuration", select BPQ. You will now probably be prompted to reboot.

When you reboot, select "BPQ" from the menu. Check in Device Manager and it should now no longer list COM2. NOTE - if COM2 is listed and marked with a red cross, you haven't followed the above instructions correctly!

Repeat the above for any other COM ports that you want BPQ to use.

#### 4. Changes To CONFIG.SYS

The aim of the changes to **CONFIG.SYS** and **AUTOEXEC.BAT** is to create DOS two boot configurations with names that match the names you used for the hardware profiles you have created in Windows.

Edit **CONFIG.SYS**. Put at the top the following lines:-

```
[menu]
menuitem=Original
menuitem=BPQ
```

```
[common]
REM all existing CONFIG.SYS entries moved to [Original] below.
```

At the end of CONFIG.SYS, put the following lines:-

```
[Original]
REM put here any entries that you only want to be processed when
REM BPQ is NOT loaded.
<insert original CONFIG.SYS entries here>
```

```
[BPQ]
REM put here any entries that you only want to be processed when
REM BPQ IS loaded.
<insert BPQ entries here>
```

## 5. Changes to AUTOEXEC.BAT

Edit AUTOEXEC.BAT. At the end, put the following lines:-

```

goto %config%

:bpq
REM put here your commands to load BPQ. For example, my BPQ is in
REM F:\BPQ, so I put:-
f:
cd \bpq
REM load any ethernet drivers, etc.
bpqcode
c:
goto end

:original
REM if you want to have some AUTOEXEC.BAT commands that are only
REM executed when BPQ is NOT loaded, then put them here.

:end

```

## 6. Give It A Try

Reboot and you will once again get the menu with the "Original" and "BPQ" options. If you now select "Original" then BPQ won't be loaded and the COM port(s) won't be hidden from Windows. If you select "BPQ" then BPQ is loaded and the COM port(s) are hidden. This "magic" occurs because the names of your two DOS configurations (menuitems) in CONFIG.SYS match the names of your hardware profiles in Device Manager. (If it doesn't work, before you start tearing your hair out, check that your spelling of "Original" is consistent throughout! ;-)

Open a DOS window, go into your BPQ directory and run PAC4. You should be able to make reliable connections.

## 7. NOTE - How Not To Do It!

If, in Device Manager, you view the Properties of a COM port, then you will see there is an option for "Disable in this hardware profile". **DO NOT** try and use that option to hide a port that BPQ is using - it won't work properly. In a worst situation, it results in the port that BPQ is using being disabled in the BIOS, and Windows then assigning the IRQ that BPQ is using to a PCI device - with disastrous results!

## If The PC Is Being Used Only For Packet

If the PC is to be used only for packet, then you don't need two boot options, and so much of the above doesn't apply. All you need to do is to Remove the COM port in Device Manager. (Note that '1' and '7' above still apply.)

You don't need to make the changes to **CONFIG.SYS** and **AUTOEXEC.BAT** to create two boot options, simply put your BPQ commands in **AUTOEXEC.BAT**.

### How "Solid" IS Your Windows/BPQ Configuration?

As I said at the start, the aim should be to have a system that will run reliably for days on end, irrespective of what else you run on your PC. Here are a few tests that a properly configured Windows/BPQ system should pass:-

- (a) If you open a Windows comms application (e.g. Terminal or Hyperterminal) it should not allow you to select a port that BPQ is using.
- (b) You should be able to run Windows comms programs on other COM ports without BPQ stopping working.
- (c) If you connect to the BPQ switch and send the command "s", then "RX Overruns" should be no more than a fraction of a percent of "L2 Frames Heard". If you are using BPQ in polled mode, "Undrun/Poll T-O" should also be a very small number. If either of these statistics are showing high values, then you need to reduce "SPEED" in the BPQ port configuration. Also, try and make sure that you are using a port with a 16550. A port without a 16550 will suffer badly from "RX Overruns" unless you run it a low speed.

### Changing WinPack's BPQ Application Number

**PLEASE** ignore this section unless you really understand BPQ!

By default, WinPack is BPQ application '1'. That means it will pick up incoming connects to the BPQ BBSCALL and respond to the "BBS" (best to change it to "PMS") command from the switch. You can change WinPack's application number by editing [PACKET.INI](#) so that it will respond to a different command from the switch.

For example, if you make it application number '4', and make your applications line in **BPQCFG.TXT** "**APPLICATIONS=PMS,,SYSOP**", then WinPack will respond to the "**SYSOP**" command from a user connected to the switch. If you make it application '5' (4+1) then it will respond to both "**PMS**" and "**SYSOP**".

### BPQ Application Patches

A problem has been discovered which very occasionally occurs when decoding nodes broadcasts. The problem manifests itself as a GPF in **BPQDLL.DLL** if the Windows application using it calls the function in the DLL which decodes monitored frames, and a crash in **PAC4.EXE** and **SWITCH.EXE** if monitoring is enabled. The problem occurs very rarely, because, for a nodes broadcast to trigger it, the broadcast itself must have a very unusual structure!

The problem was discovered as a result of GPFs occurring when using **BPQDLL.DLL** with WinPack; also crashes in **PAC4.EXE** were noted. I would like to thank G4ZEC, who was lucky, or unlucky, enough to regularly get the GPFs, for his help and persistence in tracking down this problem. Once the cause was found, a suitably constructed nodes broadcast would always crash the programs, but finding the cause was a very prolonged exercise!

The versions of the programs which have been patched were from the BPQ 4.08a release. Normally I would not consider issuing altered versions of someone else's software, but my understanding is that the author no longer actively supports the programs. The patches have no effect other than to make these programs more robust, and so I feel that, in this case, releasing the patches is justified.

If it's not in the main WinPack directory, you can download the **BPQPATCH.ZIP** at: <http://ui-view.com/winpack/bpqpitch.zip>

Please read **BPQPATCH.TXT** in the ZIP before you use any of the files!

## **AGWPE**

Since V6.4, WinPack has supported the SV2AGW Packet Engine (PE) or **AGWPE**. **AGWPE** supports many different types of TNCs (in KISS mode), Baycom modems, DRSI cards, USCC cards, etc. It supports up to 100 TNCs and up to 100 applications at the same time.

More recently, **AGWPE** has included a sound card modem enabling you to run WinPack **without a TNC!** You can find out more about this aspect of **AGWPE** by going to the Sound Card Packet web site at: <http://www.qsl.net/soundcardpacket/>

When WinPack is used with the **AGWPE**, you get true split screen operation and up to ten simultaneous connects - one from the main WinPack screen and up to nine others from the [Multi-channel Terminal screen](#).

**Please note** - the **AGWPE** provides neither a node nor a digi facility, although there are compatible programs that can provide those functions – see the AGWPE web site. Also, **AGWPE** is a Win95 program. It cannot be used with Win3.1. The great advantage of the **AGWPE**, compared to [BPQ](#) or [Flexnet](#), is that, as a Win95 application, you don't have the problems of having to load it underneath Windows. Also, you only need to run it when you want to use packet. It isn't stuck there all the time using up processor performance when you aren't using packet.

### **Downloading and Installing the AGWPE**

SV2AGW's web site is <http://www.raag.org/sv2agw/>. You need to download **AGWPE.ZIP**. Make a directory for the Packet Engine, say **C:\SV2AGW**, and unzip **AGWPE.ZIP**.

Run **AGWPE** and follow the instructions for setting up whatever ports you want to use - it's very easy compared to [BPQ](#) or [Flexnet](#) !

To enable support for **AGWPE**, start WinPack. and use **Options>Comms Setup>** and set **Host mode** to **AGW**.

Note that when you are using the SV2AGW Packet Engine, the **COM port** settings in the **COMMS Setup** window will not be used – in fact, those fields are gray-ed out and inaccessible -- since your TNC is controlled by the Packet Engine and not by WinPack.

Click **OK**. If you don't get an error message, then that's it! WinPack should be showing **WinPack-AGW** on its title bar and it should now be able to talk to the **AGWPE** ports. Depending on what you were previously running, if you had created a **STARTUP.TXT** script file it may need altering, and there is a slight chance that **BBS.TXT** will need altering, but that is unlikely.

## Using WinPack-AGW

WinPack-AGW has an internal virtual TNC, this gives it a TNC2-like user interface, even though it is being used with **AGWPE**. What appears to the user as the TNC responding to TNC2-style commands is, in fact, part of the WinPack software.

For a list of the available virtual TNC commands, use the **?** command from the WinPack command line. Help on the individual commands is available using **?** followed by the command name, e.g. **?MONITOR**. Please note that most of the TNC "on air" parameters are set in **AGWPE**, so they cannot be set from within WinPack.

See the **AGTNCHELP.TXT** file in the WinPack directory.

**If you have more than one port set up in AGWPE**, then some commands can take a port number as a parameter - MHEARD **2**, CONNECT **3** G4IDE, etc. If you don't give a port number, then port **1** is always assumed.

You can split the WinPack screen to give a monitor window at the top and a window for your traffic at the bottom by using **Options>Split Window** or just press **Ctrl+S**.

You access the [Multi-channel Terminal](#) screen using **Actions>Terminal** or click the

**terminal** button .

## MH List Time Stamps in WinPack-AGW

**MHPE V1.0** is a smart MH list for WinPack when used with the SV2AGW Packet Engine. It has tabbed notebook format . You can download it at : <http://www.ui-view.com/winpack/mhpe10.zip>

**PLEASE NOTE** – For the MH List to work correctly, check your **AUTOEXEC.BAT** to see if you have a time zone (**TZ**) statement in it. If you don't, then you should put one in. This is not essential, but without it you are likely to find that the time stamps shown in the MH list in WinPack are incorrect. A suitable TZ statement for the UK is:-

**SET TZ=GMT00BST**

## A Hint on Setting AGWPE Parameters

I configure my **AGWPE** ports with the "**Program adjusts Parameters**" option in **AGWPE** and AGWPE normally does a good job adjusting communication settings. However, on busy channels, I have found that the **AGWPE** seems to start off with **MAXFRAME** set too high, and so it wastes time until it reduces it to a more useful value. There are some comments in the AGWPE help about controlling the range of the

automatic settings, and I found that adding the following section to **AGWPE.INI** made things much better:-

```
[AUTO]
MAXMAXFRAME=3
MINMAXFRAME=1
```

## TF2.7b

To use this mode you **must have** a TNC specially fitted with either TF (TheFirmware) firmware, WA8DED firmware, or you must be using a SCS PTC-IIe TNC .

Want to try WinPack in TF host mode, but haven't got a TF EPROM for your TNC? In that case, you can download TF EPROM images from this site:  
<http://www.ui-view.com/winpack/tf/tf.htm>

Before entering TF2.7B host mode, make sure the TNC-to-computer baud rate is set to 4800 or more, but don't go above 9600 unless you know the COM port used by your TNC has a 16550 UART, with the FIFO enabled (see below [Serial Port Requirements](#)).

In the WinPack **Comms Setup** window (**Options>Personal/BBS Info**), make sure that the **Baud Rate** and **Com Port** setting match those of the TNC. The Data Bits, Stop Bits and Handshaking settings are irrelevant and will be ignored.

When done with the Comms Setup settings, click on **OK**. The cursor should change to an hour glass and WinPack will attempt to communicate with the TNC. You may see some **Invalid Command** messages appear on the screen, but eventually the cursor will return to an arrow and a **cmd:** prompt will appear. If that doesn't happen, but instead you get an error message, close down WinPack, make sure your TNC really does have either TF or WA8DED firmware, and restart WinPack. (see below "[If Things Go Wrong](#)")

WinPack assumes that the TNC is not in it's host mode and sends the command to put the TNC into host mode. WinPack then sends a whole series of initialisation commands. (Unlike when it is using a TNC in command mode, WinPack does not assume that the correct parameters are in the TNC, instead it reinitialises them all from the values saved in [PACKET.INI](#) or from default values within the program.)

If any initialisation command fails to be acknowledged by the TNC, WinPack goes into a recovery routine and tries to re-establish communication. If the recovery fails, then an error message is displayed.

### Virtual TNC Parameters Different for SCS PTC-IIe TNCs

#### **The following is important!**

Some of WinPack's Virtual TNC commands take different parameters when used with an SCS PTC-IIe as compared to parameters used with TF firmware. The difference is in the units used. The commands are **FRACK**, **RESPTIME**, **SLOTTIME** and **TXDELAY**. The default values for these commands, and also for **INICMD**, will be different for a PTC-IIe.

For full information on any command, use the Virtual TNC's [Help](#): at the **cmd:** prompt, enter **?<command>**, where **<command>** would be replaced with the actual name of the command. For example, **? DISPLAY** will result in help on the **DISPLAY** command. (You can get general help with the command **help** or simply **? .**)

### Serial Port Requirement for TF2.7b mode

#### The following is important!

When the TNC is being used in TF or WA8DED host mode, WinPack has to continuously poll the TNC - it will not send data to the PC until it is asked. Also, every command that WinPack sends to the TNC is acknowledged with a response of some sort.

This means that there is a tight, continuous communications loop between WinPack and the TNC. If this loop breaks down because of characters getting dropped on the PC COM port, WinPack will attempt to re-establish it. Usually this is successful, but it can result in some loss of data.

In testing I found that with one PC - a DX2 running Windows for Workgroups - I could not get satisfactory comms performance without using a port with a buffered UART (16550). Without a 16550, overruns kept occurring on the port when heavy disk activity was in progress. Overruns occur because the Windows comms drivers don't service the port quickly enough - there's nothing I can do about that because the drivers are part of Windows, not part of WinPack.

I would certainly recommend the use of a 16550. Most new PCs have them as standard. **Please Note** - if you aren't using Win95, the FIFO in the UART will not be automatically enabled! With Windows for Workgroups, you need to make an entry in **SYSTEM.INI** (see **WINDOWS.WRI - COM1FIFO**). With Win 3.1 a third party replacement for **COMM.DRV**, such as CyberCom, is a good idea.

If you are using host mode, whenever a communication error occurs, WinPack will make an entry in a file called **COMMERR.TXT**, which is in the main WinPack directory. An overrun on the port will usually cause a series of three entries:

1. First the overrun is reported
2. Next the comms loop will fail and there will be an entry saying the comms loop has been recovered,
3. Finally there may be an entry saying the comms loop has been kicked back into life.

When you first start using host mode, keep having a look at this file. If you get a lot of overrun entries, then you really should consider fitting a port with a 16550. If you get many entries of other sorts, other than an occasional "**COMMS LOOP KICKED**" message, then I'd be interested to hear what they are. **Please Note** - turning off the TNC whilst WinPack is running can cause a lot of entries in the file, because of the rubbish that may come out of the TNC as it powers down.

## If Things Go Wrong

(TF2.7b host mode)

Host mode should perform very reliably. In the event of any communication errors occurring, WinPack will make an entry in the **COMMERR.TXT** file in your WinPack directory.

If communications with the TNC are lost, WinPack attempts to re-establish the link. There are also two WinPack menu options to help you recover from problems.

### Host Initialise

(Menu bar **Action>Host Initialise**)

This menu option attempts to re-establish communications with the TNC and sends all the setup information to it. (This process automatically occurs whenever the program is started in host mode).

### Host Reset

(Menu bar **Action>Host Reset**)

This option attempts to totally reset the host mode firmware and then reinitialises it. It is put in because of the possibility that switching from the "normal" firmware to the WA8DED firmware in a Tiny-2 Mk2 may leave some rubbish in the TNC RAM which causes WA8DED problems. I would recommend that this option is used with Tiny-2s whenever WA8DED has been reselected.

## WA8DED in a BSX2 TNC

The following comments are my findings with my own TNCs. I would be interested in any "learned opinions" on this!

If I put **WA8DED (DED) firmware** V2.5 from a Tiny-2 in a **BSX2 TNC**, the results are very poor, in fact it is more or less unusable. The problems is not caused by WinPack, because I have done extensive tests using WA8DED firmware in terminal mode with a simple terminal program - i.e. WinPack was totally removed from the equation.

What happens is that the frames sent by the TNC are often not decodable by the receiving system. Even on a solid link with two systems running on dummy loads, or with the TNCs connected back to back, many frames cannot be decoded. Listening to the frames. I can hear a difference between the ones that are decoded and the ones that aren't, but it's difficult to say what it is.

If the DED firmware is replaced with TF2.7b, or with Tiny-2 V3.1, or with TNC2 firmware, the TNC works perfectly.

My conclusion is that there is something about the BSX2 hardware that makes it unsuited to WA8DED firmware - but I have no idea what!

So, if you have a BSX2 and you want to try host mode with WinPack, I recommend using TF2.7b rather than WA8DED.

## **TFEMU**

**TFEMU** – which is short for **TF EMU**lator – is a WinPack host mode that uses the **PC Flexnet** software package and its associated TFEMU module.

### **WinPack and PC Flexnet**

Adapted from the **WINPFLEX.TXT** in the WinPack directory written in September 1997

#### **Introduction**

First a disclaimer - my current knowledge of **PC Flexnet** is very slight. (If anyone who has a good knowledge of **Flexnet** gets WinPack working with it, feel free to update this document and send me a copy!)

I implemented support for **Flexnet** in WinPack because I had seen a lot of comments about it, and I wanted to see what it did. I must say that I am very impressed with it and I hope that the support for it in WinPack encourages more people in the UK to give it a try.

I cannot support **Flexnet** - I don't know enough about it. You should regard obtaining and setting up **Flexnet** as a separate task to getting it to work with WinPack. (These notes aren't intended as instructions, they are intended as guidance to help you in your **experimentation**).

The last URL I have for **Flexnet** is: <http://www.afthd.tu-darmstadt.de/~flexnet/>  
You can do a search for **FLEXNET** in a web search engine if that no longer works. The **Introduction** link on the index page gives a good overview of **Flexnet** and the concepts behind it.

If you are lucky enough to have a local **Flexnet** node, then your node sysop may well be able to help you, or another local radio amateur may be able to supply you with a copy.

To use **Flexnet** with WinPack, you must obtain a recent version of **Flexnet** which has support for Win95, I am using V3.3f. **Please note Flexnet does not support Win3.1. If you do not have a pc with Win95+ on it, you cannot use Fexnet with WinPack.**

**PC Flexnet** runs underneath Win95 and puts a significant load on the processor, I would say that a 486/DX2 and 16Mb is a minimum for using it with WinPack.

#### **Loading PC Flexnet**

How to load **Flexnet** is fully covered in the **Flexnet** docs, I am not going to cover that here, except to say that the stages are:-

1. Load **FLEXNET** - the kernel.
2. Load your drivers.
3. Activate the kernel with **FLEX**.
4. Load any other required modules.
5. Run **FSET** as required for your drivers.

WinPack interfaces to **Flexnet** via TFEMU – the TFPCX emulator. It is recommended that you use TFEMU with **DRSI**-style interrupts (tfemu -dx), because it is a little more efficient than using the default **TFPCX**-style interrupts. However, WinPack will detect which type of interrupts are being used. It will also find TFEMU, even if the **-i** flag is used to assign TFEMU to a software interrupt other than the default of **FDh**, so you don't need to tell WinPack which interrupt number is being used.

As an example, here is the BAT file I have been using on my test system. I haven't used all these drivers at the same time, but I've put them all in as examples of what I have successfully used. The minimum is that you must load Flexnet, you must load and configure one driver, you must run flex, and, for use with WinPack, you must load TFEMU. (You can use **lh** to load the drivers high, but on my PC, loading Flexnet high uses up all the available upper memory.)

**REM load the kernel.**  
**lh flexnet**

**REM load the Baycom modem driver for my COM3.**  
**REM this will be channel 0.**  
**ser12 /p=0x3e8 /i=5**

**REM load the sound card driver - using LPT2 for the PTT.**  
**REM this will be channel 1.**  
**smsbc /tl:0x378**

**REM load 6PACK to drive two TNCs in a ring on my COM4.**  
**REM these will be channels 2 and 3.**  
**6pack 4 /b=19200 /c=2 /p=0x2e8 /i=9**

**REM load the ethernet driver.**  
**REM this will be channel 4.**  
**ether32 /c=1 /n0:ipx**

**REM activate the kernel.**  
**flex**

**REM load the 1200 baud sound card modem module.**  
**smafsk12**

**REM set the mode and txd for channels 0, 1, 2 and 3.**

```

fset mode 0 1200c
fset txd 0 50
fset mode 1 1200
fset txd 1 50
fset mode 2 1200
fset txd 2 50
fset mode 3 1200
fset txd 3 50

```

REM set the sound card (SB16) input to line,  
 REM and set the input and output gain.  
 smmixer /s:line /il18 /ir18 /ol-25 /or-25

REM load TFEMU with DRSI interrupts and TFPCX port numbers.  
 tfemu -dx

### Testing PC Flexnet

To test **Flexnet** without using WinPack, I used BCT.EXE V1.60u, which I downloaded from the **Flexnet** web site, in a DOS Window in Win95.

If you will be using more than one channel for connections, don't forget that **Flexnet** expects the channel to be specified after the callsign, so, to connect to G8MZX via channel 1, it's **C G8MZX 1**

### SER12 Problems

The docs for SER12 say " Note: Problems have been reported running ser12 on some notebooks and some state-of-the-art computer mainboards with onboard UARTs. It seems that some brand of I/O controllers lack special features that are needed for the ser12 driver to perform properly."

So far I have tested it with three PCs and I have found that it does not work at all well either with the 16550 UARTs in the Triton chipset of my Pentium PC motherboard or with a 16550 UART on an expansion card. It works fine with 8250 UARTs on expansion cards.

### Running WinPack with PC Flexnet

First, make sure you can answer "yes" to these questions:

Have you got TFEMU loaded??

Have you tested **Flexnet** from a DOS Window??

Start WinPack. Use **Options>Comms Setup>** and set **Host mode** to **TFEMU**. Note that when you are using **PC Flexnet** , the **COM port** settings in the **COMMS Setup**

window will not be used – if fact, those fields are gray-ed out and inaccessible -- since your TNC is controlled by **Flexnet** and not by WinPack. Now click **OK**.

There will be a delay of several seconds whilst WinPack initialises the host mode and sets some TF parameters. If WinPack can't find TFEMU, it will give you an error message. If so, close down WinPack, make sure **PC Flexnet** and TFEMU are correctly loaded, and restart WinPack.

Assuming that WinPack managed to load, pressing **<Enter>** will give you a **cmd:** prompt from the WinPack virtual TNC. If you input **?** you will get a list of the available virtual TNC commands. Help on any particular command is available by inputting a question mark followed by the command name, e.g. ?MON. Please note that several of the commands are not available when using TFEMU and will not be accepted if you try to use them. TFEMU commands not supported by the virtual TNC can be input using the **RAW** command.

Note that WinPack has on-line help for quick access (the same as in this manual). The host mode help also covers using WinPack with a TNC with TF or WA8DED firmware in it, so ignore all references to the TNC - your TNC is controlled by **Flexnet** , not by WinPack. **Please make sure you read** the on-line help comment in "[Enabling Host Mode](#)" about setting "**BBS\_UNPROTO=to FBB**" in [PACKET.INI](#).

Have fun!

## ***Host Mode Virtual TNC***

In host modes, WinPack uses a Virtual TNC. What appears to the user as responses from a typical TNC-2 compatible TNC is, in fact, WinPack "pretending" to be a TNC. This gives a familiar user interface to anyone who has been accustomed to using a TNC in terminal mode. For example, the virtual TNC will return the familiar **cmd:** prompt when you press the **<Enter>** key.

Commands available for each host mode will vary. For a list of the available commands for the host mode you are in, enter **help** or simply **?**. For detailed information on a specific command, enter **?<command>**, where <command> would be replaced with the actual name of the command. For example, **? DISPLAY** will result in help on the DISPLAY command. (You can get general help with the command **help** or simply **?**.)

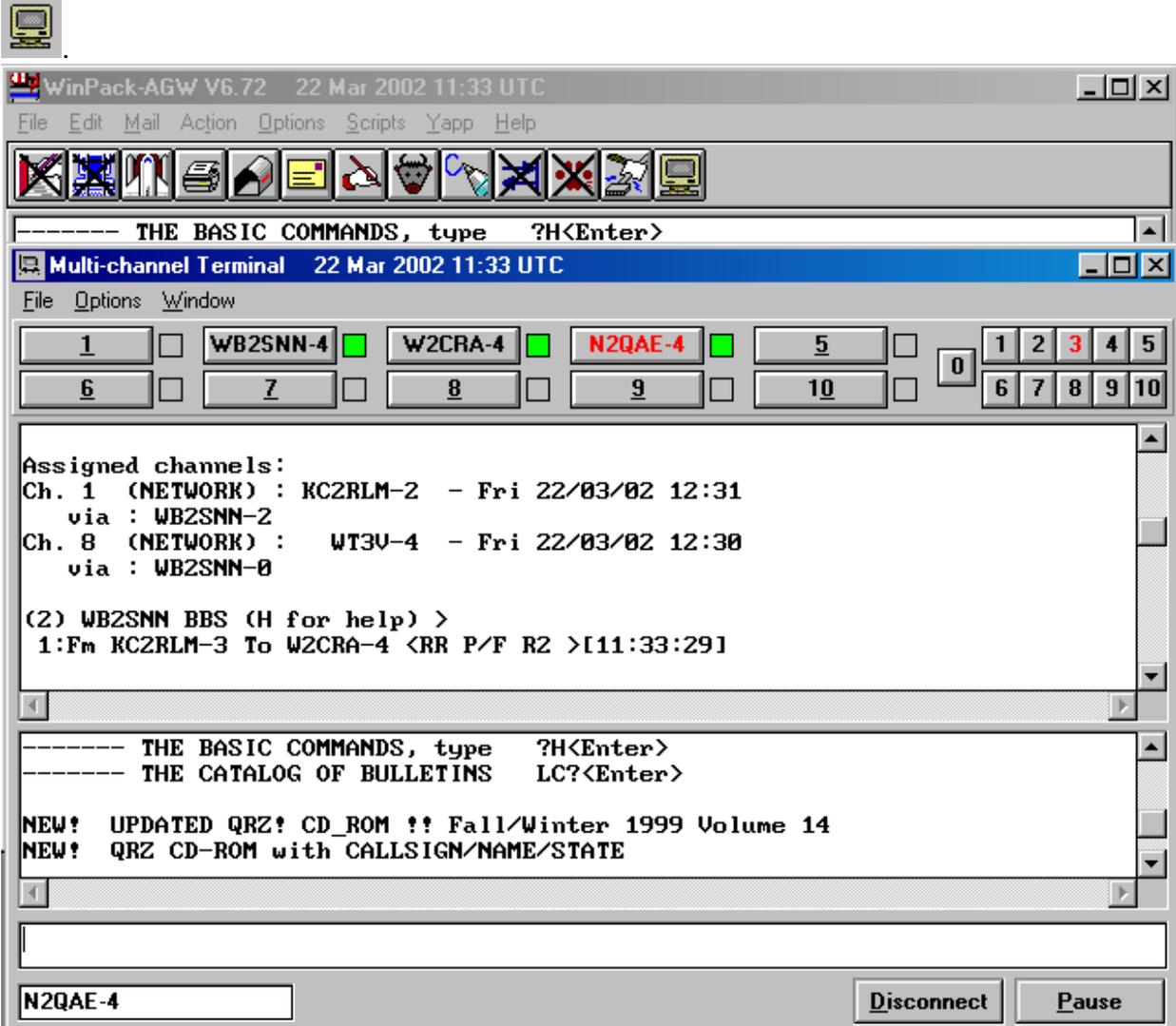
See the **AGTNCHLP.TXT** file in the WinPack directory for [AGWPE](#) commands.

See the **TFTNCHLP.TXT** file in the WinPack directory for [TF2.7b mode](#) commands

One special feature of the Virtual TNC is that , if WinPack hears a nodes broadcast, it will decode it and display it in a tabular format. This is something which a real TNC does not do.

## Multi-channel Terminal

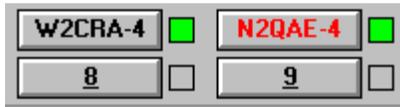
In host modes other than BPQ, WinPack has a separate [Multi-channel Terminal](#) window that supports up to 9 channels in addition to the 2 possible channels used in the main WinPack screen ([BPQ mode has its own terminal](#)). To open the terminal, either select **Action>Terminal** on the menu bar, or click the terminal button on the button bar



The number of channels available will be shown by how many buttons are displayed. Some versions of WA8DED firmware may only support a total of 4 channels.

The top window in the [Multi-Channel Terminal](#) screen is called the [monitor window](#); the middle window is the [main window](#); and the bottom window (one-line) is the [transmit window](#).

You select the channel you want to use by clicking the large numeric **channel buttons**, or you press **Alt+1**, **Alt+2**, etc



If a channel is being used for a connection, the connected station's **CALLSIGN** will appear on the **channel button**, in **red** if it's the active channel (using the main and transmit windows) or **black** if it's not. The small square to the right of the **channel button** will be **green** if there is no new traffic on that channel and **red** if there is.

If you select channel button **1** you are returned to the main WinPack screen because that always uses channel **1**. You will find it very easy to switch between the main screen and the Multi-channel Terminal screen by pressing the **1** button in the Multi-channel

terminal or the terminal button in WinPack  or the program screen buttons in the Windows task bar .



The small **monitor buttons** at the top right of the Multi-channel terminal screen let you select which channel you want to display in the top **monitor window**. The default is to display monitored, unconnected traffic, which is virtual channel **0**, but you can select another channel if you wish. The monitor channel button that is selected will turn **red**.

Here's an example of what is possible:-

- Split WinPack's main **Receive Window** (with **Ctrl+S** or **Options>Split Window**). In the **top** receive window display monitored traffic – channel **0**. Use the **bottom** receive window — always channel **1** -- to give you access to your TNC's PMS (Personal Mail System) and collect your mail from the BBS.
- Open the **Multi-Channel Terminal** screen, and connect to the DX cluster on channel **2**. Now click monitor button **2** (top right) so the DX cluster traffic is in the Multi-channel's **top** monitor window
- Now click on channel button **3** and use the **transmit** and **main windows** to connect to another station, whilst having the cluster traffic on channel **2** constantly visible in the **monitor window**. You'll soon get the hang of it!

### Terminal Window Menus

There are various options for capturing, colours, fonts, beep on connect, etc on the **Multi-channel Terminal** screen's menu bar. They all correspond to similar options on the main WinPack screen.

### The Terminal Opened Itself!

If your main WinPack screen is in use and someone connects to your system, they will be using a stream on the terminal screen and it will automatically open.

If you don't want this to happen, use the Virtual TNC command **USERS 1**, which will stop incoming connections to any stream other than the main WinPack screen, but it won't affect how many outgoing connections you can make..

## 13. Trouble Shooting and FAQs

(FAQs: Frequently Asked Questions)

Before we get to the FAQs, let's mention ... ..

### **Comms Error Log**

(The following comments do not apply if you are using either [BPQ](#), [TFEMU](#) or [AGWPE](#). With those systems, the COM ports are controlled by the host mode software, not by WinPack, and so WinPack cannot log any communication errors that might occur.)

If a communication error occurs, WinPack will make an entry in a file called **COMMERR.TXT** which is in the main **WINPACK** directory. **Note** - If you aren't getting any errors, then the file won't exist.

If you are having problems with compressed download failing, or downloaded messages having characters missing, then have a look at this file.

If you are getting frequent errors, then you have a hardware problem with your PC. Errors of this type are nothing to do with WinPack. Please note that by "frequent" errors I mean errors being logged regularly all the time that WinPack is running. If you do something like switching your TNC off and on again while WinPack is running, you might create a whole bunch of errors, but that doesn't count!

The most likely errors will be overrun errors. They occur when Windows doesn't clear the characters from your COM port as fast as they arrive. If you find you are getting them, here are a few suggestions:-

1. Make sure you are using a port with a 16550 UART. If you are still using Win31, the 16550 will not be enabled unless you use a third-party comms driver such as CYBERCOM.DRV, because Win31 did not support 16550s. (This comment does not apply to Windows for Workgroups.)
2. Reduce the speed between the PC and the TNC. 2400 or even 1200 baud will work fine if you are using 1200 baud "on air".
3. With Win95/8, make sure your video card has the latest drivers, particularly if it is a Matrox. If you are using more than 256 colours, try changing to 256. If this helps, then you definitely have a video card/driver problem.
4. On some systems, Win98 seems to suffer very badly from overrun errors. It affects modems more than TNCs, because of the much higher data rate, but I have seen evidence to suggest that TNCs can also be affected. Try rebooting and then see if you get any overrun errors during the first 10 minutes or so that the system is running - If

you don't, then you are probably suffering from this Win98 problem. Unfortunately I don't think there is yet any solution to it, but the following might help:-

In Windows, go into **Control Panel>System>Device Manager>Properties>Port Settings>Advanced**" on the COM port you use, and move the receive **FIFO** setting to one of its lowest two values.

## ***Frequently Asked Questions***

From the WinPack FAQ Page at <http://www.ui-view.com/winpack/faq/faq.htm>

I've been meaning to do this page for ages! I send out a lot of replies to WinPack help requests, and many of them are to the same questions which are asked time and time again. I used to send some replies as bulletins, in the hope that my answer would help more than one person, but for various reasons I've now stopped doing that. I hope that the replies to the Frequently Asked Questions which I have listed below will help people to get over these common problems.

I'll add to the questions whenever I find myself answering something and thinking "Geesh! I've said this a lot of times before!"

Click on a question to see the answer:-

- [1. Why won't my Selections List Editor selections work?](#)
- [2. Why does the BBS.TXT script misbehave at WAITPROMPT?](#)
- [3. Why do I have problems now my BBS has started using FBB V7?](#)
- [4. Why does WinPack think my AEA TNC is connected all the time?](#)
- [5. What's all this about a speech "viewer" in WinPack V6.3?](#)
- [6. Why do I have problems with WinPack and my Kantronics TNC?](#)
- [7. Why do I sometimes get gaps between message numbers?](#)
- [8. Why do I have problems now the BBS has moved frequency?](#)
- [9. How do I use WinPack with my Baycom modem?](#)
- [10. How do I register WinPack and how do I pay from overseas?](#)
- [11. Why can't I use all my Windows fonts in WinPack?](#)
- [12. Why won't WinPack Run?](#)

\*\*\*\*\*

**1. Problem:** I have used the WinPack **Selection List Editor** and put **WINPAC** in the **[TO]** section, but bulletins to the WINPAC topic are NOT automatically downloaded. [Substitute other topics, and [FROM], [AT], [TITLE TEXT], etc, according to taste!] (This question is only relevant if you DON'T use the FBB unproto beacons.)

-----  
**Answer:** For WinPack to be able to automatically download the selections you make in the [Selections List Editor](#), it has to know the layout of the bulletins list. The layout varies

from BBS to BBS because the sysop can alter it. To tell WinPack how the bulletins list is laid out you use the options on the **Options>Bulletin Columns...** sub-menu.

\*\*\*\*\*

**2. Problem:** When WinPack connects to the BBS, either in an [Auto BBS session](#) or when I press **F2**, it gets to **WAITPROMPT** and then sits there until I cancel the script, even though the BBS has sent the prompt.

(Another variation of this is that the **WAITPROMPT** disappears before the prompt is received from the BBS, and WinPack may then abruptly disconnect.)

-----  
**Answer:** It is very important to input the correct setting for **BBS prompt** in "**Personal/BBS Info** window (**Options>BBS/Personal Info** menu option). Unless this setting is correct, the **BBS.TXT** script will stick at **WAITPROMPT** or terminate prematurely. Remember **Help** is available if you press **F1** when the **Personal/BBS Info** window is open.

Here are some examples of BBS prompts and the correct setting for **BBS prompt**.

Here's an example of a very common BBS prompt:-

**2:GB7IDE>**

Here is what you should put in "**BBS Prompt**" in WinPack:-

**:GB7IDE**

note the **:** is there, but there is no **2** at the beginning and no **>** on the end.

Here's another prompt:

**(1) G8MZX de GB7IDE BBS 12:34 >**

Here is what you might put in "**BBS Prompt**" in WinPack:-

**) G8MZX de GB7IDE**

Here's another prompt:-

**(3) GB7IDE (H for Help) A,B,C,D, etc (most of the alphabet) >**

Here is what you might put in "**BBS Prompt**" in WinPack:-

**) GB7IDE (H for Help)**

What you're trying to do is to put some text which occurs in the prompt, but is unlikely to occur anywhere else. WinPack always assumes that the prompt from the BBS ends with a **>**, so you don't need to put that **>** in. **Note** that the text you specify must be in the **correct case**.

A common error is to put something like:-

**3:GB7SKG**

The leading **3** is a stream number, and will vary from connect to connect, so sometimes it will work and sometimes it won't.

Another common error is, with a prompt like the example above with the time in it, to put:

**) G8MZX de GB7IDE >**

Remember, WinPack automatically assumes that the BBS prompt will end with a >, so you shouldn't put it in the BBS prompt field. By putting the > on the end of your prompt, you are specifying something which does not actually occur in the prompt. – an extra >.

One other thing which can **very rarely** give a problem is if you have an absolutely superb path to the BBS, and the BBS has very little welcome text, so the prompt arrives in the first frame almost the instant you connect. In that case remove the WAITCON from BBS.TXT.

(The following was added to the FAQ on 2000-Jan-06 as a result of someone sending a bulletin to WINPAC @ GBR saying that all you needed in **BBS prompt** was > .)

Don't be tempted to take the easy option of putting simply > . It may appear to work, but it will probably cause problems at some stage. It will certainly cause problems if the sysop configures the BBS so you see something like this when you connect:-

```
<   Welcome to GB7XXX!   >
< A great BBS for testing your WinPack prompt setting. >
(1) GB7XXX BBS>
```

Note all the > characters! If you put > in **BBS prompt** in WinPack, then the chances are that you'll never get as far as the real BBS prompt.

It will also give you a problem if you don't use the FBB unproto beacons, and so WinPack has to collect the message list by connecting to the BBS and listing it. Packet users will quite often surround the message title with < and >. When WinPack lists the messages, it will stop at any line ending with >.

\*\*\*\*\*

**3. Problem:** My local BBS has now changed over to FBB V7 and WinPack is giving problems. (The problems may be that compressed download and forwarding cannot be used, or that the BBS disconnects you when you try to upload mail after you have downloaded some messages, or that WinPack sticks at **WAITPROMPT**, or that automatic bulletin selection no longer works.)

-----  
**Answer:** There are some significant differences in the way that FBB V7 behaves compared to V5.15.

1. Users need to have the **F** flag set in their status, or they usually can't use compressed download and compressed forward at all. You need to consult your sysop about getting the **F** flag set.

2. FBB V7 will **not** allow a user to use both compressed download and compressed forward in the same session. Therefore WinPack users should either not use compressed forwarding (**Mail>Mail Options>Compressed Forwarding**), or they should edit [PACKET.INI](#) and put **SPLIT\_SESSIONS=TRUE** in the **[FBB]** section. This stops WinPack trying to use both compressed forward and compressed download in the same session. Please note that from V6.3 onwards **Split Sessions** can be set from the **Mail>Mail Options** window in WinPack, so you don't need to edit **PACKET.INI**.

3. When a BBS changes over to FBB V7, the BBS prompt may change, so you may need to change **BBS prompt** in **Personal/ BBS Info**. If you find the BBS sends you a multi-line prompt, the best thing to do is to manually connect to the BBS and send the **X** command to put yourself in expert mode. WinPack does not handle the multi-line prompt very well. **Please Note** that when you open the **Personal/BBS Info** dialogue, help is available if you press **F1**. Help on setting the prompt is also available in the WinPack BBS Prompt FAQ (see FAQ #2 above.)

4. When a BBS changes over to FBB V7, the layout of the message list may change. If you don't use the unproto headers, you may need to work through the various options on the WinPack **Options>Bulletin Columns..** sub-menu.

5. (This point is really only of interest to sysops.) There is a "feature" in FBB V7 that can result in the BBS behaving as if a user's **F** flag isn't set, even though it is. If "Forward only with known BBS" is set to "**No**", and the user ports have guest status, then the BBS will not accept a SID banner from a user. That means the users are unable to use compressed download and compressed forward. The solution is to set "Forward only with known BBS" to "Yes", which is also a slightly more secure setting.

6. If you have problems with FBB V7 after the sysop has changed over to it from FBB 5.15, then tell him! He may also find a copy of this FAQ useful.

\*\*\*\*\*

**4. Problem:** When I use WinPack with my PK-232, WinPack thinks that the TNC is connected all the time. (More or less any other AEA/Timewave TNC can be substituted for PK-232).

-----  
**Answer:** With most AEA/Timewave TNCs it is most important that you use the TNC command **DCDCONN ON**, this makes the DCD output from the TNC reflect the connected state. The default is that the DCD output is permanently on, which makes WinPack, and many other programs, think that the TNC is connected. If the TNC is a PK-88 then the setting of JP3 inside the TNC is used to control the behaviour of the DCD. Again the default setting is that DCD is permanently on.

\*\*\*\*\*

**5. Question:** I am confused about the use of the speech "viewer" and the Sound Blaster Text'o'LE program in WinPack V6.3!

---

**Answer:** WinPack V6.3 has support for a special message "viewer" which can be used to speak messages. An example speech viewer was supplied with the V6.3 update, and this example viewer made use of the Sound Blaster Texto'LE program. The use of a speech "viewer" was an idea put into WinPack as an area for possible experimentation. Apart from being a novelty, with a little bit of development I'm sure it could have some practical uses.

The actual speech "viewer" is **SPKVIEW.EXE**. As distributed with the WinPack V6.3 update, that calls Texto'LE, but it was never my intention that **SPKVIEW** could only be used with Texto'LE. The idea was that alternative text to speech programs could be patched in by altering **SPKVIEW.INI**. Also, I hope that other people might produce better speech "viewers" than **SPKVIEW**. The structure of **SPKVIEW.INI** is described in **SPKVIEW.TXT**. Please note that there is an error in that file - the key to activate the speech viewer is **Ctrl+T**, not **Ctrl+S**. As regards the controversy which has occurred on the UK packet network about what Sound Blaster packages include Texto'LE, all I can say is that I have an SB16 "Plug and Play" card. With that I received a CD labeled "Sound Blaster CD", and one of the utilities on that CD was Texto'LE.

\*\*\*\*\*

**6. Problem:** I am using WinPack with a Kantronics TNC. I am also using Windows 95 and the COM port on my PC is fitted with a 16550 (buffered) UART. I use compressed forwarding. I can upload small messages to the BBS ok, but when I try to upload a longer message, such as a [7plus](#) part, I get an error message and WinPack disconnects from the BBS.

---

**Answer:** When Kantronics TNCs are used with Win 95 and 16550s, there seems to be a problem in that when the input buffer of the TNC gets full, overrun occurs and one or two characters are lost. My guess is that when the TNC buffer fills and it signals busy, it then does not have enough room left in the buffer to accept the few characters that may be queued in the UART.

I have personally observed this problem with a KPC-3 and a KAM, and I have reports of it happening with other types of Kantronics TNCs. I have never seen it happen with any other make of TNC. The problem occurs between the Win 95 comms drivers and the TNC, it is not a problem in WinPack. One solution is to run the link between the PC and the TNC at no faster than 2400 baud. This is the technique I used when I had a KAM.

However, Ken, GW3TMH, reports that he has successfully tried a different solution with his KPC-9612. His method is technically superior, because it allows the link between the PC and the TNC to be kept at a high speed – which is essential if you want to use 9600 baud on air:-

- In Control Panel, select System, Device Manager, Ports (COM & LPT) and then Properties, Port Settings, Advanced... for the port you use with your TNC.
- Leave "Use FIFO buffers" checked, but move the Transmit Buffer slider fully to the left.

This disables the transmit FIFO on the port, but leaves the receive FIFO working. A final comment - like with any other TNC, you must use a cable that connects the RS232 handshaking lines. A simple three wire cable is not sufficient. See the [Suggested TNC Settings](#).

\*\*\*\*\*

**7. Problem:** I sometimes get gaps between the message numbers in the bulletins list. I am using the FBB unproto beacons.

-----  
**Answer:** There will always be some message numbers missing, because WinPack will not include other people's personal mail in your list. However, if you find that a whole block of numbers is missing, and this correlates with having had your system turned off for some time, then it is because of the following:-

When you send an unproto sync request to an FBB BBS, the BBS will only roll back the unproto beacons up to a set number of messages. How many it will roll back is set by the sysop and varies widely. My local BBS will roll back up to a few hundred, but other BBSs may have the limit set as low as ten. If your sync request asks the BBS to roll back by more than its limit, then it sends a special unproto message to your system telling it to update your message pointer, this results in a gap occurring in your bulletins list.

The following example may help:-

You have had your WinPack system switched off. The last message number you received before you switched it off was 10,000. Whilst your system has been off, the BBS has seen another 1,000 messages, so its latest message number is 11,000. The sysop has set up the BBS so that the Unproto beacons will only roll back by a maximum of 100 messages. You switch on your system and it sends a sync request based on message number 10,000. The BBS sees that this would mean rolling back by 1,000 messages, but its limit is only 100, so it sends an instruction to your system to update your message pointer to 10,901. The BBS then sends the unproto beacons for message numbers 10,901 to 11,000.

(This is actually a slight simplification, because if you have any personal mail between message numbers 10,000 and 10,901, the message numbers will be skipped only up to your first personal message, that number is then beacons, and another block of numbers is then skipped, etc.)

\*\*\*\*\*

**8. Problem:** Like most BBSs in the UK, my local BBS has recently moved frequency. Ever since it moved, I have had extreme difficulty connecting to it. It's as if WinPack doesn't want to work on the new frequency!

-----  
**Answer:** The recent move of the packet BBS frequencies in the UK also coincided with a move to 12.5 kHz channel spacing.

Many BBSs and users have effectively ignored this and are still using exactly the same filters and deviation settings in their rigs on the new 12.5 kHz channels as they previously used on the 25 kHz channels. However, some BBSs, when they moved, fitted 12.5 kHz receive filters. Your BBS sysop can tell you what filter his BBS is using.

If the BBS is using a 12.5 kHz filter, and you are still transmitting with your deviation set to around 5 kHz, then you will have great difficulty connecting. The solution is to reduce your deviation to around 2.5 kHz. (Or just turn it down until you can connect reliably.)

\*\*\*\*\*

**9. Question:** I want to use WinPack with my Baycom modem. How do I do it?

**Answer:** WinPack does not have its own Baycom driver, but WinPack can be used with a Baycom modem via the BPQ node software or via **Flexnet** or [AGWPE](#).

### Baycom/BPQ/WinPack

I would be the last person to suggest that this is easy to set up! However, a lot of people have managed it. You need to load the BPQ node software underneath Windows, configured to use a Baycom driver. You then run WinPack in BPQ mode (this is selected from **Options>Comms Setup**).

BPQ is quite a complex piece of code, it has a lot of documentation with it, but it is in several DOC files, so you need to do quite a bit of reading to work out how to use it. The version of BPQ you need is 4.08a - it is the last version that was released and the only version with support for running underneath Windows.

The Baycom driver you should use is the **NODE2BAY** package which is available from the [WinPack web site](#). **Do not** try and use a DOS BPQ/Baycom driver such as **BPQAX25**. If you get it to work underneath Windows you will be very lucky, because there are sound technical reasons why it shouldn't work!

The **NODE2BAY** package contains a file called **NODE2BAY.TXT**, which gives some useful information on setting up BPQ. PLEASE take note of the comments about possible problems with the **CTS** output of some Baycom modems when used with modern motherboards!

See also [using WinPack with BPQ](#).

### Baycom/PC Flexnet/WinPack

From V6.3 onwards WinPack supports **PC Flexnet**. Since **Flexnet** has its own Baycom driver, it allows you to use WinPack with a Baycom modem. To use **PC Flexnet** with a Baycom modem, you must be running Win95.

A description of **PC Flexnet** and what it does is beyond the scope of this note. See [using WinPack with Flexnet](#) for more information and the URL for the **Flexnet** web site.

### Baycom/AGWPE/WinPack

-----

Using WinPack's [AGWPE host mode](#), you can interface with **AGWPE** which can interface with a Baycom modem (may only work with some versions of Windows -- 95, 98 – although this may change). A explanation of the **AGWPE/Baycom** setup is beyond the scope of this note. See [AGWPE host mode](#) for more information and the URL for the **AGWPE** web site. (Alternatively, you could use your computer sound card as a modem with AGWPE instead of using your Baycom.)

\*\*\*\*\*

**10. Question:** I don't live in the UK. How do I register WinPack?

-----

**Answer:** Registration is an option on WinPack V6.1 and later. If you select **Help>Help Contents>Registration**, then you will find all the information you need. Registering WinPack gets rid of the "unregistered copy" nag boxes. I appreciate that paying the 10 UK pounds registration fee from overseas can be a bit of a problem.

**Online registration by credit card is by far the easiest and cheapest way to register.** (see the [Registration section](#))

If, for some reason, you do not want to register online, here are some other ways you can pay, in my order of preference:-

1. In most countries you will find that your bank can supply you with an International Money Order. This is effectively a cheque made out in UK currency and drawn on a UK bank.
2. I can accept cash payment in the following currencies - US dollars, Australian dollars, and all major EU currencies. Please calculate the amount at the current exchange rate + 15% to allow for the cost of me changing the money.
3. A personal cheque (check). Again, please add on 15% to allow for the cost of me negotiating the cheque. Here are some ways you can pay, in my order of preference:-

\*\*\*\*\*

**11. Problem:** I have a lot of fonts on my PC, but when I select any of the font options in WinPack it only offers a few fonts.

-----

**Answer:** The only fonts which are really suitable for packet use are fixed pitch fonts which support the ASCII character set. Most Windows fonts are proportionally spaced and support the ANSI character set, so they are not suitable.

If you use proportionally spaced fonts in WinPack, then the bulletin list and any messages which are set out in a tabular format will look a complete mess. Fancy signatures will also look a mess.

If you use fonts which support the ANSI character set, then some characters will be displayed incorrectly. In particular the line drawing characters often used in signatures will be incorrect.

Whenever you start WinPack, it causes Windows to temporarily install the special WINPACK font. Unless you have a **really** good reason to use a different font, you should always use the WINPACK font. However, it is a screen font and so is not available for printing.

\*\*\*\*\*

## 12. Problem: WinPack Won't Run!

**Answer:** If, when you start WinPack, it immediately shuts itself down without a warning message, there are three possibilities:-

- (a) You have a **WINPACK.REG** file on your system that has become corrupted.
- (b) Your **PACKET.EXE** file has become corrupted.
- (c) **PACKET.EXE** has been "infected" by a virus.

It's up to you to find out which of the above is irrelevant. A re-installation from files downloaded from the WinPack website <http://www.ui-view.com/winpack/index.shtml> should fix that.

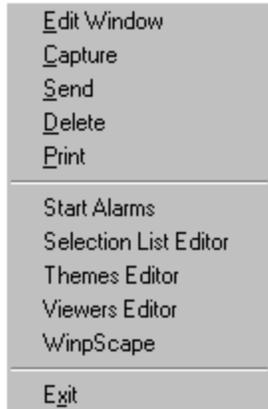
Also, WinPack installs some Visual BASIC support files in your WINDOWS\SYSTEM directory. If you have severe problems running WinPack at all - e.g. it **persistently stops with GPF messages**, or the screen colours are weird, then check to see if there are old copies of any of these files in your **WINDOWS** directory. If there are, try moving them into a temporary directory where Windows can't find them. You should be able to safely delete them, but I wouldn't do that until you are happy that all your applications still run ok. The files concerned are:- **VBRUN300.DLL, CMDIALOG.VBX, MCI.VBX, MSCOMM.VBX, and THREED.VBX**

# APPENDIX

## A. Menu Layouts

File Edit Mail Action Options Scripts Yapp Help

### Files Menu



#### **Edit Window**

Selecting this opens a special **Edit Window** in the bottom half of the screen. It has the same effect to pressing the **Edit** button. Selecting this option when [the Edit Window](#) is already open hides the window. **The Edit Window** has its own submenu which is accessed by pressing the right mouse button.

If you hide [the Edit Window](#) whilst you are composing a message, the message is not abandoned. You remain in "composing mail" mode until you unhide the window and either **Send** or **Abandon** the message. To remind you that the edit is still effectively active, the image on the **Edit** button has a red box drawn round it.

#### **Capture**

Selecting this option allows you to open a capture file. All received text will be stored in the file until you close it by selecting the option again. Capture files will normally be kept in the CAPTURE subdirectory. This option has the same effect as pressing the **Capture** button.

#### **Send**

This option allows you to select a file, which will then be sent to the TNC. Please note that this option should only be used for text files. See also [Using Drag and Drop](#).

#### **Delete**

This option allows you to delete files from a dialogue window that will open. When you have selected a file to delete, you will be prompted for confirmation before it is deleted. You can delete multiple files by clicking one file name and then holding the shift key down and clicking other file names.

#### **Print**

Selecting this menu option allows you to print the contents of one of the WinPack text windows. For more information see [Printing from WinPack](#).

#### **Exit**

This option allows you to exit from the packet terminal.

Besides the above options, this menu may also display some WinPack "Add-On" options. These will come between **Print** and **Exit**. ([see WinPack Add-Ons](#))

## **Edit Menu**

These menu options are only active in certain conditions, e.g. when you are in a window with text. Even then some options will be gray-ed out and in active.

### **Cut Ctrl+X**

If you select this option, the currently highlighted text is cut and placed on the clipboard.

### **Copy Ctrl+C**

If you select this option, the currently highlighted text is copied to the clipboard.

### **Paste Ctrl+V**

This option is only available if [the Edit Window](#) has the focus and there is text on the clipboard. Selecting it causes the text from the clipboard to be pasted into the window at the cursor position.

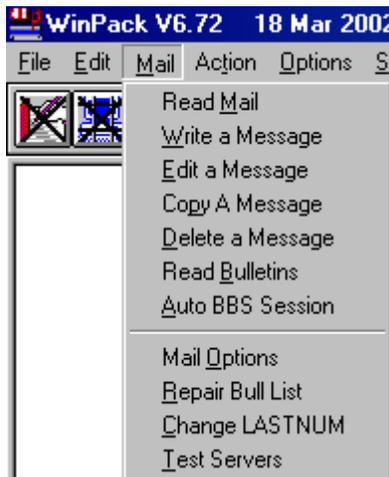
### **Paste & Quote Ctrl+Q**

This option is only available if [the Edit Window](#) has the focus and there is text on the clipboard. Selecting it causes the text on the clipboard to be pasted into the window and then quoted as if you had pressed <F10> and selected "Quote" from the pop-up menu.

The idea of this option is to make it easy to quote text from a message to which you are replying. You mark the passage you want to quote, select "Copy", put the cursor in [the Edit Window](#) and then select "Paste and Quote".

Many on these menu options are also accessible by right-clicking in the window with the text.

## **Mail Menu**



### **Read Mail**

This option allows you to [read personal mail](#).

### **Write a Message**

This option allows you to write a message - either a personal message or a bulletin. See also [the write message window](#).

### **Edit a Message**

This option allows you to edit a message that you have already written and which is currently in your outgoing mail queue t.

### **Copy A Message**

This option allows you to easily send someone a copy of a message that you have already written and which is currently in your outgoing mail queue. You select the message you want to copy and the write a message header form is displayed. When you fill in the recipient information and click **OK**, the message you selected to copy is loaded into [the Edit Window](#).

### **Delete a Message**

This option allows you to delete a message that you have already written which is currently in your outgoing mail queue

### **Read Bulletins**

See [reading bulletins](#)

### **Auto BBS Session**

See running an [Auto BBS session](#)

### **Mail Options**

This option displays a form which allows you to specify whether you want to use compressed forwarding and also whether you want to use the FBB unproto message list beacons, if they are available from your local BBS. For a full discussion of this topic [see mail options](#).

### **Repair Bull List**

This option allows you to repair the bulletins list should it ever become corrupted for any reason. It makes sure that there are no corrupted lines in the list and that no bulls are marked with **Y** or 'N' if the downloaded bull no longer exists. Corruption is unlikely to occur, but one sure sign of it is when you click a bull marked **Y** or **N** to read it, and nothing happens.

### Change **LASTNUM**

**This is an advanced option!** It is unlikely that most people will ever need to use it. It is only in WinPack to compensate for a problem which occurs very occasionally with FBB.

WinPack has an internal variable called **LASTNUM**. If you use the FBB unproto headers, **LASTNUM** is used in deciding the sync request number. If you don't use the unproto headers, but your **List Bulletins** field in **Personal/BBS Info** is set to something like **LR \$NUM-**, then the value of **LASTNUM** is substituted for **\$NUM** when the command is sent to the BBS.

On very rare occasions FBB BBSs seem to misbehave and will refuse to send the beacon corresponding to a particular message number, so WinPack repeatedly syncs on a number and the BBS insists on sending the headers starting from the next number. Or FBB will not respond correctly to an "**LR nnnnn-**" command. E.g. WinPack sends "**LR 12345-**" which means "list all bulletins from 12345 onwards", and the BBS will respond "There are no messages", even though there are lots of bulletins with numbers higher than 12345.

This menu option allows you to adjust **LASTNUM** and so work round these problems. The most you should ever need to adjust it is upwards by one.

**Don't use this option unless you are absolutely sure about what you are doing!**

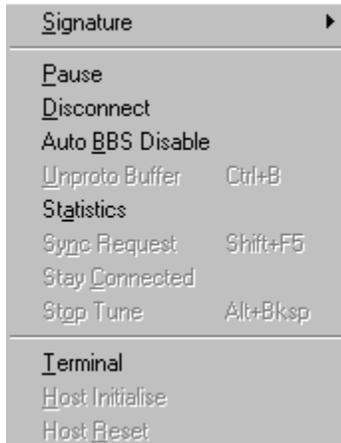
### Test Servers

This option allows you to see what effects any **SEND servers** you are using will have on the messages they send. It is mainly for use with servers that add HTML content to messages. It was introduced in WinPack V6.41, because there was an obvious problem that users were sending HTML "blind" and often had no idea what their messages looked like when viewed by the recipient.

A message that is waiting in the mail "out box" can be selected and you can specify which servers you want to test. A copy of the message is then processed by the selected servers and put in WinPack's **\TEMP** directory with the name **TESTMESS.TXT** so you can look at it and see what changes the servers have made. You are told how big the message is. If the message contains HTML, you are offered the option of viewing it with your HTML viewer.

Because some servers (carbon copy servers, etc) result in messages being put in the **MAIL\RECEIVE** and **MAIL\SEND** directories, WinPack checks what messages are in these directories before the servers are run, and removes any messages that are created as a result of testing the servers. If it didn't do that, you could finish up sending out large numbers of duplicated messages!

## Action Menu



**Note** - Some of the options on this menu will be “gray-ed out” and inaccessible if you are not using the features they support.

### Signature

Selecting this option will allow you to add a signature to a message you are writing. You will be presented with a list of available signature files and you can pick which one you want to use.

Note that if you use the **Signature** button rather than this menu option, then the default signature is used - you won't be able to select your signature. (However, right clicking on the

**Signature** button gives a short cut to this menu option).

See also [Signature Options](#).

### Pause

Normally the [receive windows](#) will automatically scroll as new data is received so that the latest data is always visible. This can be a nuisance if you are trying to scroll back to view something that has gone off the screen, because as soon as some new data arrives the screen scrolls down again!

If you select this option then the automatic scrolling is disabled and so you are able to scroll back and view previous data. Don't leave pause on for too long, because while it is enabled all new data that is received is put into a buffer, which can only hold about 30,000 characters.

Selecting the option whilst pause is on turns it off.

This option has the same effect as pressing the **Pause** button. See also [automatic pause facility](#).

### Disconnect

Pressing this button should cause a disconnect (assuming you are connected to somebody!) It sends a **Control+C** and then **D** to the TNC. It has the same effect as pressing the disconnect button.

### Auto BBS Disable

If this option is checked, then [Auto BBS sessions](#) will be temporarily disabled. The setting is not retained - if you check the option it will be unchecked the next time you start WinPack. If you want to permanently disable [Auto BBS sessions](#), use **File>Selection List Editor**, and remove all the times from the **Auto Times** List.

### Unproto Buffer

This option is only available if your BBS is using the FBB beacons ([see FBB unproto lists](#)). This option displays a form which shows any FBB unproto beacons that are currently being held in memory waiting for gaps in the list of received beacons to be filled. It gives an idea of how well, or how badly, you are receiving the beacons from your local BBS. Gaps occur when your system fails to hear beacons.

With perfect reception of the beacons, the list will always be empty and the option will be unavailable. If there is a list, each line is the text of a message header, preceded by a second copy of the message number. This second copy is always padded with '0's to 6 digits in length and enables WinPack to easily sort the headers into numerical order. (The message number in the header is left justified and so will not always sort into the correct order).

**Ctrl+B** provides a shortcut to this option

### Statistics

This option gives a display of some statistics relating to the current WinPack session - Start time, up time, number of auto sessions, number of messages downloaded and uploaded, and comms errors. NOTE - comms errors are not reported if you use [BPQ](#), [AGWPE](#) or [TFEMU](#), because with all those modes the COM ports are controlled by the host software, not by WinPack. See also [Comms Error Log](#).

Double clicking on the status line on the main screen, towards the left-hand end, is a short cut to this option.

### Sync Request

Selecting this option sends an FBB sync request to the local BBS. This is intended to be used in preference to the old method of using F5, which runs a script to send the sync request. (However, F5 will still work.) **Shift+F5** provides a shortcut to this option. The option is only available if you are using the FBB beacons. **Please Note** - WinPack will never send a sync request if less than 20 seconds have elapsed since the last one was sent.

### Stay Connected

If you select this option **during an [Auto BBS session](#)**, when the session ends WinPack won't disconnect you from the BBS. However, please note that if the session uses compressed forwarding, this option will not be available.

### Stop Tune

If WinPack is playing a WAV or MIDI file, selecting this option will stop it. **Alt+[Backspace]** provides a shortcut to this option.

### Terminal

If you are using BPQ, this option starts [the BPQ Terminal](#). If you are running another host mode, then it will start the [Multi-channel Terminal](#). Otherwise this option is not available and “gray-ed out”.

### Host Initialise

If host mode communications with the TNC is lost for any reason, this option allows you to try to reinitialise it. This option is only available if you are using a special host mode. Otherwise this option is not available and “gray-ed out”.

### Host Reset

This option carries out a complete reset of the host mode firmware, and then reinitialises it. It is only available with some special host modes. Otherwise this option is not available and “gray-ed out”.

## Options Menu

Options	
Personal/BBS Info	
Comms Setup	
Signature Setup...	▶
7plus Setup...	▶
Use Speech...	▶
Password...	▶
Fonts...	▶
Bulletin Columns...	▶
Bulletin Deleting...	▶
Logging...	▶
Colours...	▶
Viewers...	▶
Split Window	Ctrl+S
✓ Word Wrap	Ctrl+W
Character Mode	
Enable Beep	
Restore on Beep	
✓ Icon on Top	
✓ Enable Remote	
✓ Show Button Hints	
Flash Scroll Lock	

### Personal/BBS Info

Calls up the **Personal, BBS, and Log Information** screen to set important operating parameters. See [Personal/BBS Info](#)

### Comms Setup

Calls up the **Comms Setup** screen to set important operating parameters. See [Quick Start](#) and [Comms Setup](#).

## Signature Setup

See also [Signature Options](#).

### Auto Signature

If Auto Signature is enabled, every mail message you write will have the default signature file appended to it. This means you don't have to press the signature button, or use the Signature menu option to sign it. BUT it also means that, if you have this option enabled and you also add a signature manually, you will sign the message twice!

In other words, if you have Auto Sig enabled, don't use the signature button or the Signature menu option when you are writing messages.

### Default Signature

This option allows you to choose which signature file you want to use as your default signature. This signature is used by the Auto Sig option, and also when you press the signature button. You will be given a list of available signatures, with the current default signature checked.

## 7plus Setup

See also [7plus](#)

### Auto 7plus Decode

If this option is checked then all personal mail and bulletins are scanned as they are received to see if they contain 7plus data. If they do then the data is extracted and put in WinPack's **7DECODE** directory.

When all the parts of a 7plus set have been received, the program will decode the file and send you a personal message as to whether the decode was successful or not. If it is successful then the parts are deleted. If it is unsuccessful then a .ERR file will be produced.

### Scan Capture Files

If this option is checked WinPack will scan Capture files for [7plus](#) parts. The scanning is done immediately after Capture is turned off. Any 7plus parts found will be identified in the log as coming from a capture file, apart from that the processing is exactly the same as for mail.

### Keep 7plus Parts

If this option is checked, then, when a set of 7plus parts have been successfully decoded, the parts of the file are moved into WinPack's **7PLUSOLD** directory. If the option is not checked, then the parts are simply deleted.

This option is only available if either the **Auto 7plus Decode** or **Scan Capture Files** option (above) is checked.

### Log 7plus Decode

If this option is checked, then, every time that WinPack attempts to decode a 7plus file, an entry will be made in the log file **7PLUSLOG.TXT**. By looking at the log you can see when a file was decoded, if the decode was successful, whether it was received as a bulletin or as personal mail, and who sent it.

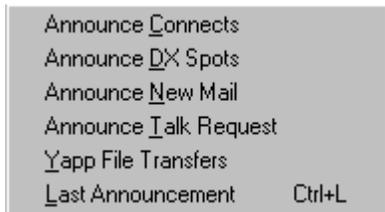
This option is only available if either the **Auto 7plus Decode** or **Scan Capture Files** option (above) is checked, otherwise it is 'gray-ed out' and inaccessible.

### 7plus Part Size

This option allows you to set the maximum part size used for 7plus messages sent by WinPack. The default is 4000 bytes. Personally I think that is quite adequate and nothing is to be gained by using a larger part size, but I have had so many requests to make the size a user option that I've finally given in!

Don't forget that many BBSs in the UK quite correctly forward "smallest first", so if you use a very large part size, you will probably delay your own mail!

## Use Speech



This option gives access to a submenu that allows you to select when WinPack will use your sound card to announce various events. It can announce connections and disconnections, the arrival of new mail, the callsign and frequency of 'spots' when you are connected to a DX cluster. It will tell you when someone is calling you with

the **/talk** remote command, and it can make a sound when [YAPP File Transfers](#) terminate.

There is also an option on the submenu to replay the last announcement. **Control+L** is a hot-key to this option.

For more information see [Speech](#).

## Password

This option allows you to specify if you want to use WinPack with a BBS that has password access for its users. On this version of WinPack you can specify either NNA style or FBB sysop style passwords. See also [Password Support](#).

## Fonts

When choosing a font please bear in mind the following:-

- Most Windows fonts are proportionately spaced, also most Windows fonts are ANSI fonts and cannot display the IBM ASCII graphics characters that are frequently used in packet messages.
- From version 5 onwards, WinPack only makes available fixed pitch fonts. It also will not allow Windows to 'fake' a font style that doesn't really exist. These changes were introduced in an effort to stop complaints from users who were making their own problems by choosing crazy fonts!
- By default ANSI to ASCII character code conversion is applied to all keyboard input, thus "ANSI to ASCII" will be checked on the **Fonts** menu. This is done so that extended ASCII characters, such as accented characters, can be keyed in correctly. If you wish to use ANSI fonts, then you should make sure that "ANSI to ASCII" isn't checked on the Fonts... menu. **Please Note** - If you use an ANSI font in WinPack, then recipients of your message may not see all the correct characters unless they also use a compatible ANSI font.
- The default font for all the text windows is **WinPack 11 point**. You may prefer one of the other sizes. The 12 point is an exact replica of a DOS **VGA** font. If you have problems with the WinPack font, try **Terminal**.

- On all the font selections for the text windows, the text background colour is always whatever you have set for Window Background colour in the Windows Control Panel 'Color' utility.

### Receive Window 1

This option allows you to set the font size and text foreground colour for the upper receive window.

### Receive Window 2

This option allows you to set the font size and text foreground colour for the lower receive window.

### Transmit Window

This option allows you to set the font size and text foreground colour for the transmit window.

### Edit Window

This option allows you to set the font size and text foreground colour for [the Edit Window](#).

### Printer

This option allows you to set the font characteristics for the printer. If you select a font that your printer doesn't support, Windows will try and find a near match for it. **NB**- if you get in a mess, the default font is Courier and the default size is 12 point.

## Bulletin Columns

Once you have got WinPack working and have collected your first message list from your local BBS, call up the **Bulletin list (Mail>Read Bulletins)**, then go to this **Options>Bulletin Columns** menu option. Use each item on this submenu in turn

**From**

**At**

**To**

**Title**

and follow the prompts on the status line to mark where each item is in your BBS's message header.

## Bulletin Deleting

### Block Delete Bulletins

If you prune the bulletins list, or delete a block of lines from it, then normally any lines within the deleted section for which a bull has been downloaded and which have a status of **Y** will not be deleted - to get rid of those lines you must first kill the bulletin. If you enable **Block Delete Bulletins**, these lines will be deleted and the associated bulletins will automatically be killed.

**NB-** you cannot delete bulletins with a status of \* or N in this way. WinPack will assume that if you have marked bulletins, you want to download them, and if you have downloaded them, you want to read them. However, bulletins marked D will always be deleted, irrespective of the setting of **Block Delete Bulletins**, because they are [7plus](#) parts from which the 7plus has been extracted and put in the 7EXTRACT directory.

### Bulletin List Prune Size

If in **Read Bulletins** you click the **Prune** button, and you haven't marked a block of bulletins, then the list will be pruned down to approximately the number of bulletins set by this option. For example if you have **Bulletin List Prune Size** set to 2,000 and you have 10,000 lines in your bulletins list, then the first 8,000 lines will be deleted and the last 2,000 will be left.

The final number left in the list may be slightly more, depending on the setting of **Block Delete Bulletins** and whether you have any bulletins in the section to be deleted which are marked \* or N.

The default value for **Bulletin List Prune Size** is 5,000.

## Logging

### Auto Log

If this option is checked then WinPack will **log all connections and disconnections** in a file called **TEXT\TEXT.TXT**. I'm not sure if this log is sufficient to replace a 'proper' log. Any comments on this will be appreciated.

### Auto Dump

This option allows you to enable or disable the 'auto-dump' facility. When auto-dump is enabled, then, whilst you are connected to another station, **all transmitted and received text** is saved in the file **TEXT\TEXT.TXT**.

If you have auto-dump enabled, then be warned that, if you are very active on packet, **AUTODUMP.TXT** can get very large very quickly! Every time you enable this option, WinPack checks to see if **AUTODUMP.TXT** already exists, if it does then you are given the option of overwriting the existing file or appending to it. So, if you want to clear the file and start again, simply disable and then re-enable the option.

### Log Frequency/Power

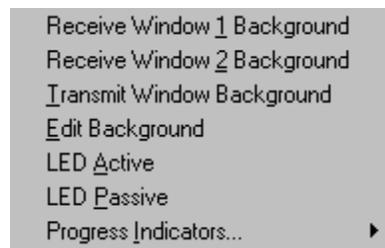
This option allows you to select a different frequency and power to be used in the auto-log. When WinPack starts up, the default is always to use the frequency and power as specified in your [personal information](#) and those values are automatically added as the first item on the **Log Frequency/Power** sub-menu.

If you want other frequency/power options to be available, you must create a file in the WINPACK directory called **LOGFREQ.TXT** and put some settings in it. Here is an example of the required format for the data in this file:-

**144.650MHz/10dBW**  
**144.675MHz/10dBw**  
**432.675MHz/13dBW**

When you select an option on the menu, that frequency and power will be used in log entries, but WinPack will always return to the default values when the program is restarted.

### Colours...



This option gives access to a submenu that allows you to change some of the colours used in WinPack. You can change the background colour of the text windows, the colour of the LEDs, and the colour of the progress indicators in the [YAPP](#) and compressed forwarding windows.

### Viewers...

For more information on what viewers are please [see Viewers](#).

#### Use Viewers

If this option is checked, then WinPack will use viewers whenever a suitable viewer is available. If it isn't checked, then WinPack will not attempt to use any viewers.

#### Auto Viewers

If this option is checked, then, if a viewer is available for a message, WinPack will use it without first asking "View this file using.... ?" The default is that this option is not checked, and so WinPack will always ask before using a viewer.

#### Ignore "^ .TXT" In Titles

If this option is checked, then a viewer for TXT files can be configured but it won't be used when [reading bulletins](#) or mail, even if the message title contain ".TXT". The reason behind this is as follows:-

The main idea of configuring a TXT viewer is so text files contained in [7plus](#) ZIPs can be automatically viewed. (**README.TXT**, etc.) However, it has become a common practice to put ".TXT" in bulletin titles (I think it's something to do with HTML converters). This results in the TXT viewer being triggered to read these bulletins, which can be annoying.

### Scan For HTML

If this option is checked (the default) then all messages are scanned for HTML, and the HTML viewer is called (assuming you have configured one) if it is found that a message contains HTML - that is how WinPack V6.3 behaved.

If this option isn't checked, then the ".HTM" trigger in the message title is used to decide if a message contains HTML - that is how WinPack V6.2 behaved.

Which is best depends on how the use of HTML develops. The V6.2 technique is not so good when people send replies to HTML bulletins, and leave the ".HTM" in the title, even though their reply doesn't contain HTML. The V6.3 technique is not so good when people put a small amount of HTML in a message, but the main content is not HTML, because you tend to look at the message in the viewer and you don't see the non-HTML part.

### Split Window Option

This option allows you to split the receive screen into two windows. If you select it while the screen is already split, then the single large receive window will be restored. For more information select [receive windows](#).

### Word Wrap

The receive windows may receive a text line that is too long for the screen. If this happens, horizontal ← → scroll bars will appear which allow you to bring into view any text that is off the screen. Alternatively, you can enable 'word wrap': when text reaches the right hand edge of the window, it wraps onto the next line, rather than disappearing off the screen.

### Character Mode

Normally, text keyed into the transmit window isn't sent to the TNC until **<Enter>** is pressed at the end of the line. This is usually the best way to operate. However, there are some circumstances **when it is necessary to send the characters to the TNC immediately when a key is pressed**. For example, if you run the 'CAL' command on a Tiny-2, you need to be able to send the single letters **K**, **D**, etc. On such occasions it is best to switch the program into character mode.

**In character mode, the transmit window is not used**, so you lose the split screen operation and the 8 transmit scroll-back buffers. The program normally operates with the TNC's **ECHO OFF** and does its own local echo of the characters. This does not work very well in character mode and so, when you switch to character mode, it sends **ECHO ON** to the TNC.

If the program is already in character mode, selecting this option will switch it back to normal mode. **ECHO OFF** will be sent to the TNC.

### Enable Beep

Selecting this option alternately enables and disables the program's 'bell'. The bell can be useful if you are connected to the DX Cluster, since the default is that the Cluster will send a 'bell' with every 'spot'. When the bell is disabled the option does not have a tick against it. This option has the same effect to pressing the 'bell' button.

**Ctrl+S** is a shortcut to this menu option.

### Restore on Beep

Enabling this option means that if the program is minimised (running as an icon) and you have the bell enabled, then the program will be restored to normal size every time a beep occurs. The option was put in with the idea that you could leave the program running as an icon whilst connected to the DX Cluster and it would 'pop up' whenever a spot occurred.

### Icon on Top

If this option is selected then if WinPack is minimised (run as an icon) the icon will always stay on top of other programs and so remain visible. This is useful since the following information is displayed on the icon label.:-

1. If you are connected to the DX Cluster, the callsign and frequency from any incoming 'spots' is shown (see also the [DX Cluster support section](#)).
2. If you are carrying out a [YAPP](#) file transfer, the file name and the number of bytes that have been sent/received is shown.

### Enable Remote

This option allows you to enable or disable the WinPack remote commands. These are the commands prefixed with / that are available to users of your system. See also [Remote Access Commands](#).

### Show Button Hints

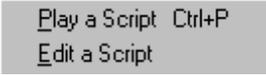
This option allows you to enable/disable the hints that appear when you pause the mouse over the buttons on the tool bar. You may find the hints useful or totally irritating!

### Flash Scroll Lock

If this option is enabled, then the keyboard **Scroll Lock** key LED will flash if you have unread mail in your mail box.

Please note that direct manipulation of the keyboard state in this way by a Windows application is not really good programming practice. If you find that the flashing Scroll Lock gives you problems with other applications that you run at the same time as WinPack, then the only solution is to disable this option.

## **Scripts Menu**


 A screenshot of a menu with two items: "Play a Script Ctrl+P" and "Edit a Script".

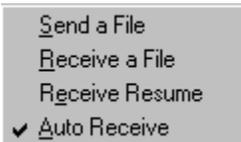
### **Play a Script**

This option allows you to play a script. For more information select [about scripts](#). **Ctrl+S** is a short cut to this menu option.

### **Edit a Script**

This option allows you to edit a script file.

## **YAPP Menu**


 A screenshot of a menu with four items: "Send a File", "Receive a File", "Receive Resume", and "Auto Receive" (checked).

### **Send a File**

This option allows you to send a file using YAPP protocol. For more information see [YAPP File Transfers](#) . See also [Using Drag and Drop](#).

### **Receive a File**

This option allows you to receive a file using YAPP protocol. For more information see [YAPP File Transfers](#) .

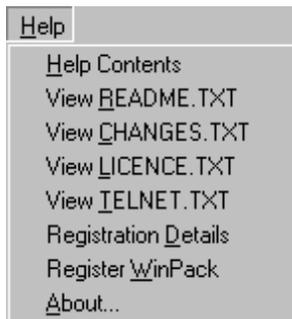
### **Receive Resume**

This option allows you to resume receiving a file using YAPP protocol, when the link has failed part way through a previous attempt. For more information see [YAPP File Transfers](#) .

### **Auto Receive**

This option allows you to automate reception of files using YAPP protocol. For more information see [YAPP File Transfers](#) .

## **Help Menu**



### **Help Contents**

This option opens the Main Help file.

### **View README.TXT**

This option allows you to view the WinPack **README.TXT file**. This file contains some useful general information about the program (also included in this manual).

### **View CHANGES.TXT**

This option allows you to view the **CHANGES.TXT** file, which describes the changes made between the last base version of the program and recent updates.

### **View LICENCE.TXT**

This option allows you to view the **LICENCE.TXT** file, which outlines the conditions you accept by installing and using WinPack (also in this manual – see [licencing](#))

### **View TELNET.TXT**

This option allows you to view the **TELNET.TXT** file, which describes how to run WinPack via an internet connection instead via radio. (also in this manual -- see [Telnet](#))

### **Registration Details**

Selecting this option will display the registration information for this copy of the program –not registered /registered; if registered, registration details

### **Register WinPack**

This option allows you to input your registration information, once you have registered your copy of WinPack. For more information on registering the program, see the Registration section of the help. (also in this manual – see [registration](#))

### **About...**

This option shows some information about the program.

## B. Button Bar



The button bar is the row of buttons along the top of the main screen

### ***Customizing the Button Bar***

The button bar can be customised in several ways:-

#### **Show Button Hints**

Use the **Options>Show Button Hints** menu option to enable/disable the hints that appear when you pause the mouse over the buttons on the tool bar. You may find the hints useful or totally irritating!

#### **The Gap Between Buttons**

The buttons can be spaced farther apart by altering the **BUTTON\_GAP** entry in the **[TERMINAL]** section of [PACKET.INI](#).

#### **Changing The Icons**

I have been asked by a few people, from time to time, to change the icons on the button bar with the black crosses on them. Either on the grounds of ugliness, or because the difference between the active and inactive states is not very obvious. Unfortunately, when God was handing out artistic talent, I was very near the end of the queue, so the existing icons are as good as you're going to get from me!

However, I am sure that some users will be able to improve on the icons themselves, so all the icons for all the buttons can now be edited by the user. They are in a subdirectory of the main WINPACK directory called **ICONS**. It should be obvious from the names which icon belongs to which button. When WinPack starts, it loads the icons from that directory, if they exist, and uses them to replace the default ones. Perhaps someone will be able to produce a really nice collection and send them out on packet - they zip up into only a few kb. The "icons" can be either icons created with an icon editor (file extension .ICO) or small bitmap files (file extension .BMP). For example, if you want to create a bitmap file to appear on the bulls button, call it BULL.BMP. If you use bitmaps, don't use a colour depth greater than 256 colours.

#### **Adding Buttons**

Buttons to run Add-ons/external programs can be added to the button bar. See [WinPack Add-ons](#) for more information.

## What the Buttons Do

### Edit Button

Pressing this button opens an **Edit Window** in the bottom half of the screen. It has the same effect to selecting **Files>Edit** on the menu.. When the **Edit Window** is open the

button will no longer have a cross or **X** on it . If you hide [the Edit Window](#) whilst you are composing a message, the message is not abandoned. You remain in "composing mail" mode until you unhide the window and either **Send** or **Abandon** the message.

There is an edit submenu which can be accessed from [the Edit Window](#) by pressing the right mouse button. Pressing the button when [the Edit Window](#) is already open hides the window To remind you that the edit is still effectively active, the image on the

edit button is shown with a red box drawn round it .

### Capture Button

Pressing this button allows you to open a capture file. All received text will be stored in the file until you close it by pressing the button again. Capture files will normally be kept in the **CAPTURE** subdirectory. This button has the same effect to selecting **Capture** from the **Files** submenu. When capture is on the button will have no longer have a

cross or **X** on it .

### Send

Pressing this button allows you to select a file and send it to the TNC. It works like selecting the **Send** option on the **Files** menu. Please note that this option should only be used for text files, not binary files.

### Print

Pressing this button allows you to print the contents of one of the WinPack text windows. For more information see [printing from WinPack](#).

**BBS Session** 

Pressing this button initiates an [automated BBS session](#).

**Read Mail** 

Pressing this button brings up the ["Select a Message to Read" window](#).

**Write Message** 

Brings up the ["Write a Message" window](#).

**Bulletin** 

Brings up the Bulletin List. See [reading bulletins](#)

**Signature** 

This button allows you to add your signature from the default signature file to a message that you are creating. If [the Edit Window](#) is open then the signature will be added at the end of the text in the window. If the **Edit Window** is not open, but you are connected to another station, then the signature will be sent to the TNC for transmission.

Note that this button uses the default signature, if you want to select from a list of available signatures, use the "Signature" menu option. Right clicking with the mouse on the signature button gives a short cut to the Signature menu.

See also [Signature Options](#)

**Word Wrap** 

Pressing this button has the same effect as selecting ["Word Wrap"](#) on the **Options** menu. When word wrap is on the button will no longer have a cross or **X** on it. 

**Pause**   
 (get it? Paws...Pause)

Normally the [receive window](#) will automatically scroll as new data is received so that the latest data is always visible. This can be a nuisance if you are trying to scroll back to view something that has gone off the screen, because as soon as some new data arrives the screen scrolls down again!

If you press this **Pause** Button then the automatic scrolling is disabled and so you are able to scroll back and view previous data. When pause is on the button will no longer

have a cross or **X** on it.  Don't leave pause on for too long, because while it is enabled all new data that is received is put into a buffer, which can only hold about 30,000 characters. See also [automatic pause facility](#).

**Disconnect** 

Pressing this button should cause a disconnect (assuming you are connected to somebody!) It sends a **Control +C** and then **D** to the TNC.

This button will not work if you are in the middle of a [YAPP File Transfer](#) - you must first abort the transfer and then disconnect.

**Window Button**  (only visible if the **Split Window** option is selected)

If the receive window is split then this Window Button allows you to swap between the two windows. If it shows **1** the upper window is selected, **2** means that the lower window is selected. For more information select receive windows.

If you are using WinPack in [BPQ](#) mode, this button is replaced by one that allows you to start the BPQ Terminal program.

**Terminal**  (only visible in Host Mode; )

See [The Multi-channel Terminal](#). If you select **Host Mode** while operating with split receive windows, the **Window** button (above) is replaced with the **Terminal** button.

### In & Out Boxes



The In Box (picture of a mail slot) and Out Box (picture of a post box) show only if you have any new messages waiting to be read and if you have any messages waiting to be forwarded to the BBS. The numbers against the pictures show the number of messages in each box. If there aren't any messages waiting in either box, the images are not displayed.

Clicking on the **In Box** has then same effect as selecting **Mail>Read Mail**. from the menu. Clicking on the **Out Box** is equivalent to selecting **Mail>Edit a Message**.

## C. Suggested TNC Settings

While TNCs often have similar commands, the command or parameter names may be different. Listed below are suggested TNC settings for WinPack, but you may have to translate the command and parameter for your TNC.

### **8BITCONV ON**

You must set **8BITCONV ON**. If you don't then you will never have any success with Seven Plus.

### **BREAK ON**

I don't think all TNCs have this parameter, but Tiny 2's certainly do. It is either **ON** or **OFF**. The default is **ON** - don't change it!

### **CMDTIME 1**

This is the "guard time" for sending three **COMMAND** characters to get the TNC out of transparent mode. Set **CMDTIME 1**, or whatever value equates to 1 second with your particular brand of TNC.

### **CMSG ON**

It doesn't need to be **ON**, but if you put in some **CTEXT** and then wonder why it doesn't get sent when someone connects, it is almost certainly because **CMSG** is **OFF**!

### **COMMAND \$03**

This is the character that puts the TNC back into command mode when you are connected. The default is **\$03 (control C)**. If you change it you will probably struggle to get [YAPP](#) to work.

### **CTEXT Welcome to WinPack. Send /h for HELP...**

Some packet programs require you to put an SID banner in the **CTEXT**, e.g. something like **[PROG-1.0-\$]**. You don't need to do this with WinPack and it isn't recommended because it might trigger another system into starting to try to send you mail. So simply make the **CTEXT** a friendly greeting.

### **DCDCONN ON (AEA TNCs)**

On the PK232, PK-96 and probably some other AEA TNCs, you **must** set **DCDCONN** to **ON**.

### **ECHO OFF**

**ECHO OFF** is recommended. If you have **ECHO ON**, then everything you key in will appear on the screen twice!

**HEADERLN ON**

If you want to use the FBB Unproto List to collect your message list, you must have **HEADERLN ON**.

**MCON OFF**

**MCON** must be **OFF**.

**NEWMODE ON**

**NEWMODE ON** is recommended. If you want to know what it means, read your TNC manual, you should then be even more confused!

**NOMODE OFF**

**NOMODE OFF** is recommended. Same comment as above!

**STREAMDB OFF**

**STREAMDB OFF** is recommended because TNCs running TNC-2 firmware, or derivatives of it, double the streamswitch character even when the TNC is in transparent mode, the only exception being if **STREAMSW** is set to **\$00**. (To me this seems to be incorrect behaviour!).

**STREAMSW \$00**

The stream switch character is the one thing that will definitely foul up 7plus transfers if the normal default setting of | (pipe character) is used. You will find it impossible to send 7plus files unless this is changed to a non-printing character. **STREAMSW \$00** is recommended and should be used unless you have a **really good** reason to use something else.

**UNPROTO <bbs>**

If you want to use the FBB Unproto List to collect your message list, you must set UNPROTO either directly to your local BBS callsign (e.g. **UNPROTO GB7OPC**) or to a path via a digipeater that will enable your sync requests to be heard by the BBS (e.g. **UNPROTO GB7OPC VIA STUMP**). This is explained in more detail in [enhanced mail facilities](#).

**XFLOW OFF**

Although WinPack supports **XON/XOFF** (software) flow control, **please don't use it if you have any intention of using [compressed mail](#) or [YAPP file transfer](#)**. If you do, you'll get in a terrible mess and the TNC will probably have to be switched off and on again to bring it back to life. So set **XFLOW OFF** (hardware control), unless you have a really good reason for not doing.

## D. Bulletin Topics Lists

When sending bulletins, you are much more likely to receive a reply if you send them to topics ("To" fields) that are in common use. A lot of people select the messages they read by topic (e.g. by using "L>" on FBB BBSs).

The topics list **TOPICS.TXT** is in WinPack's **BULLS** directory. It is a subset of a list suggested by Brian, G8ASO. I have removed some that I thought were not used much in the UK and altered one or two others. Here are the topics it contains:-

Topic	Description
144MHZ	2m news
50MHZ	6m news
70CM	70cm news
9600	9600 baud operation help/info
AERIAL	Aerial topics
AMIGA	Amiga computer
AMSAT	AMSAT (satellite etc)
AMSTRD	Amstrad computer
AMTOR	Info about AMTOR
APPLE	Apple PC (see MAC for Mac's)
ARCHIM	Archimedes
ASTRO	Astronomical news
ATARI	ATARI Computer
ATV	Amat.Radio Television
BARTG	BARTG news & information
BAYCOM	Baycom H/W & S/W
BBC	BBC computer
BBCTX	BBS transmitter news
BEACON	Propagation Beacons information
BIKE	Motorbike topics
BPQ	Info about G8BPQ nodes
CLOVER	Clover
COMMDR	Commodore Computer (C128/C64)
CONTES	Contest news & information
CQ	Looking for packet contacts
DCC	DCC information
DEBATE	Debate - general topics
DISABL	Disabled
DOS	Disk operating software topics
DX	DX general information
DXCC	DXCC information
DXNEWS	Specific DX news bulletins
FAX	Fax information

## Appendix D. Bulletin Topics Lists

FBB	Info about F6FBB software
FOOD	Recipies, etc
FOOTY	Football (for GBR only)
GIF	GIF files
GP	Graphic Packet help/info
GPS	Global Positioning System
HELP	General requests for info/help
HUMOUR	Jokes, amusing stories, etc.
IBMPC	IBM & compatible information
ICOM	ICOM gear
INET	Internet information
INFO	General information
JNOS	JNOS tcp/ip system
JVFAX	JVFAX information
KENWOO	Kenwood/Trio gear
KEPLER	Satellite Keplarian Elements
KPC	Kantronics gear
LANDY	Land Rover topics
LINUX	LINUX operating system
LOTTER	Lottery information
MAC	Macintosh
MFJ	MFJ gear
MODEM	Modem topics
MODS	Request or info, equipment mods
MORSE	Morse operating and comment
MOTOR	Motoring news - sport & leisure
MSDOS	Msdos info.
MUSIC	Music info.
NASA	NASA news & Information
NEWS	News bulletins
NNA	Information about G1NNA software
NOS	NOS tcp/ip system
NOVICE	Novice news and information
OS2	OS/2 info.
PACCOM	PacComm gear
PACKET	Information about the packet net.
PACTOR	Pactor
PAKET	PAKET program info/help
PENPAL	Penpals info
PMR	PMR equipment mods, etc
PROP	Propagation topics
QRP	QRP topics
RAE	RAE notes and information
RAFARS	RAFARS
RAIBC	RAIBC topics & news
RALLY	Rally news
RAYNET	Raynet

## Appendix D. Bulletin Topics Lists

RIG	Remote Imaging Group
RIPOFF	Ripoff comment!!
RMG	RSGB Repeater Management Group
RNARS	RNARS
RSARS	RSARS
RSGB	RSGB
RTTY	RTTY general information
SAT	All satellite information
SATTV	TV Satellites
SCAN	Scanner info
SCHOOL	School & Education topics
SOLAR	Solar data, Flare etc
SPACE	SpaceNews items, etc.
SSTV	Slow Scan TV info
STATS	Network & mailbox Statistics
STOLEN	Stolen Ham Gear reports
SWL	SW Broadcast news
TCPIP	TCP/IP topics
TECH	Technical Enquiries/Info
TNC	TNC information, general
TPK	TPK program help/info
TREK	StarTrek
UFO	U.F.O's
UHF	UHF .. all bands above 1000MHz
UKIP	UK IP information
UNIX	Info about UNIX systems
UPAK	UltraPak program help/info
VHF	VHF news amd information
VIRUS	Computer virus warnings/info
WAB	WAB info
WIN31	Windows 3.1/3.11 help/info
WIN95	Windows 95 help/info
WINPAC	WinPack program help/info
WX	Weather Information
WXSAT	Weather Satellite info (not Keps)
YAESU	Yaesu equipment info

## E. PACKET.INI File Settings

Most of the setup information for WinPack is held in a file called **PACKET.INI** which is in the **WINPACK** directory. The majority of the entries in this file are changed by using the various WinPack menu options. However, there are some things which can only be changed by editing the file.

The file is divided into sections, each section has a header line, e.g. "[TNC]". The following list shows all the entries that may be edited.

**If you need to change any of the options listed below, exit from WinPack before you edit PACKET.INI. If you don't all your changes will be reset when the program is closed down!**

### Section [TERMINAL]

**BUTTON\_GAP** - the gap, in screen pixels, between the buttons on the button bar. The default is **0**.

**DATE\_TIME\_FORMAT** allows you to specify the format for the date/time on the WinPack title bar. The default is "**dd mmm yyyy hh:nn**" which gives a date/time like "02 Nov 1998 13:45". If you use "**yyyy-mm-dd hh:nn**", then you will get ISO 8601 format. If you use "**yyyy-mmm-dd**" then you will get G1SMD's suggested modification of the ISO 8601 format. (Subject to my understanding of these date/time formats being correct.)  
**NOTE!!** Months are "mm" or "mmm"; minutes are "nn".

**EXTERN\_MINIMIZED** - controls whether external programs and servers are run minimized. The default is **FALSE**.

**EXTERN\_FOCUS** - controls whether external programs and servers are given the focus when they are run. The default is **FALSE**, but the default for versions of WinPack before 6.3 was **TRUE**. If you find a server or external program which worked with versions of WinPack before 6.3 gives problems with V6.3 or later because it seems to get stuck, then put **EXTERN\_FOCUS=TRUE**.

If you want program to minimize itself after a period of inactivity, change the line that says **MINIMIZE\_TIME=0** to, for example, **MINIMIZE\_TIME=10**. That will cause the program to minimize itself after 10 minutes with no input from you.

**MODEM\_IDLE\_SECS** - if you are using WinPack in "[modem mode](#)" with a telephone modem and there is no activity on the phone line for this number of seconds, WinPack will disconnect you. The default is 60 seconds.

**NO\_CONNECTED\_NAME** - this is the default value for the **\$CONNECTED\_NAME** token, if the callsign of the currently connected station cannot be found in the WinPack address book. See [the tokens list](#).

**PAUSE\_SECONDS** - if you want the receive window to automatically pause when you scroll it instead of having to use the **Pause** button, change the line that says **PAUSE\_SECONDS=0** to, for example, **PAUSE\_SECONDS=10**. This will enable a 10 second auto-pause every time you scroll the screen.

**PERMANENT\_YAPP\_LOG** - WinPack creates a log of all [YAPP File Transfers](#) . By default the log is put in the **MAILRECEIVE** directory and appears as an **X** status message in [Read Mail](#). The idea being that you will get a message whenever any YAPP transfers have taken place and you can read it and then delete it. If you don't want the YAPP log put in the mail directory where it can be deleted easily, then put **PERMANENT\_YAPP\_LOG=TRUE** and the log will be put in the **TEXT** subdirectory.

**PUB\_DIR** - this gives the path to the WinPack public files directory. The default is **WinPack\PUB**, you can replace it with any valid DOS path.

**RECONNECT\_DELAY** - sets the delay in seconds before a script will try to reconnect if a disconnection occurs, see [about scripts](#).

**REPLY\_QUOTE** - right clicking on the **Reply To Sender** or **Reply To Topic** buttons whilst reading messages, will put you immediately into [the Edit Window](#) with any text you marked in the message quoted in the window. There will be a lead-in to the quoted text consisting of the sender's callsign and the words specified by **REPLY\_QUOTE**.  
E.g:-

**G4IDE wrote:-**  
 > some quoted text  
 > some more quoted text  
 > etc.

If you put **REPLY\_QUOTE=\*** then there will be no lead-in text before the quoted text.

**RIGHT\_CLICK\_WIN95** - from V6.4 onwards, if you are running Win95 and you right click in [the Edit Window](#), you immediately get the WinPack pop-up edit menu. On previous versions you first got the default Win95 menu for text boxes. If you want to keep the old behaviour, change **RIGHT\_CLICK\_WIN95** from **FALSE** to **TRUE**.

**TIME\_ZONE** allows you to specify the name of the time zone to be displayed on the Title bar, and the offset of your PC's clock from that time zone. The format is "**TIME\_ZONE=AAA[nn]**", where **AAA** is a time zone name and **[nn]** is an optional correction to apply to your PC's local time. The default is "**TIME\_ZONE=UTC**", that will put "**UTC**" on the Title bar and assumes that your PC clock is set to UTC, since no offset is specified. If your PC's clock is set to BST (one hour ahead of UTC), but you

want WinPack to use UTC, then you would put "**TIME\_ZONE=UTC1**". From V6.41 onwards, the time zone name does not need to be three characters long, although that will normally be the case. WinPack regards the name as ending with the first character which is not a letter.

**WARN\_BULL** - I have seen many bulletins from WINPAC users that looked like the sender intended them to be an SP. They have always been replies to bulls. In fact I have seen so many that I have checked the code several times to see if the program could send a bull even if the user has clicked "Reply To Sender". My conclusion is that it is user error. From V5.56, if you click "Reply To Topic", WinPack asks you to verify that you really want to send a bulletin. You can disable this feature by putting "**WARN\_BULL=FALSE**".

**ZIP and UNZIP** - if you want to use WinZip instead of **PKZIP/PKUNZIP** for zipping [7plus](#) files and for unzipping 7plus zips for the viewers, you can put "**ZIP=C:WINZIP.EXE -min -a**" and "**UNZIP=C:WINZIP.EXE -e -o -j**". If you are using Win95, the WinZip file name is probably **WINZIP32.EXE**. Don't forget the ending parameters. Obviously you should input the correct path for your copy of **WINZIP**. Note that you must use DOS compatible path names, i.e. no more than 8 characters, so **PROGRAM FILES** becomes **PROGRA~1**

## Section [LOG]

**DATE\_FORMAT** - the default is "**dd mmm yy**" which gives a date format in auto-log entries line "02 Nov 95". Experience tells me that dates in that format are universally understood and unambiguous! However, I was once told that a popular logbook program could not import a log with the date in that format, so a useful alternative might be "dd/mm/yy".

**LOG\_FIELD1="A FIXED LOG FIELD"** - you can put up to six fixed fields that will be appended to the end of each log entry (**LOG\_FIELD1 to LOG\_FIELD6**). You can put whatever text you want in the fields, and use as many of them as you want, you don't have to use any. This is to help with importing the WinPack log into logging programs that require some fields, e.g. RST, to be present.

**USE\_QUOTES** - the auto-log entries are in comma separated values (CSV) format. All the fields are surrounded by quotes, which is correct. However, if you put **USE\_QUOTES=FALSE** then the quotes will be omitted.

## Section [FBB]

**AUTO\_KILL** - the default is that WinPack will kill personal mail after it has been downloaded using FBB compressed mode. If you don't want your mail killed as soon as you have downloaded it, put **AUTO\_KILL = FALSE**. **NB**- This only applies to compressed download, if you are not using compressed download, then the mail will always be killed.

**AUTO\_RETRY** - by default, if a message is unavailable on the BBS, WinPack will remove the selector indicator \* from it in your list and send you a message saying that it is unavailable. If you want it to leave the message marked, so WinPack will try to download it again on subsequent connects, put **AUTO\_RETRY=TRUE**.

**CHECK\_LINK\_STATE** - if you are using the FBB unproto beacons, WinPack does an awful lot of checking to make sure that it doesn't send a sync request when it shouldn't, e.g. when it is connected to another station. If you are convinced that sync requests are sneaking out when they shouldn't then putting an entry of **CHECK\_LINK\_STATE=TRUE** will cause WinPack to do even more checking before it sends a sync request. I will be surprised if this is ever necessary!

**DOWNLOAD\_RESUME** - if FBB compressed download is used, then WinPack supports download resume. This means that if you are downloading a message and you get disconnected, WinPack will tell the BBS to start downloading again from where the interruption occurred, so the whole message doesn't have to be resent. This feature of FBB seems to be undocumented. It has been implemented by observing what TPK 1.82 does and by analysing the data that FBB sends when a download resume is requested. If WinPack finds the BBS is FBB 5.15, it will automatically enable download resume. You can over-ride this by setting **DOWNLOAD\_RESUME** to **TRUE** or **FALSE**.

**IM\_A\_SYSOP** - normally WinPack will not put other people's personal messages in the bulls list, even though they are broadcast in the FBB unproto beacons. The reason is that there is no point putting them in the list because normally you can't read them. If you have sysop privileges, then you may wish to put **IM\_A\_SYSOP=TRUE**, which will result in all the personal messages being put in the list.

**MAX\_SYNC\_REPEATS** - this is the number of times WinPack will send a resync to the BBS for the **same** message number before it gives up and sends you a System message. The default is **20**. You can change it, but if you need to increase it, you shouldn't be using the unproto beacons, because your path to the BBS is too poor. (Unless you haven't got **HEADERLN ON** in your TNC settings!)

**PERSONAL\_MSG\_TYPES** - this specifies what types of message should be regarded as personal messages, the default is **AP**, and I doubt if it would ever need altering.

**RESUME\_ALLOWED** - if your local FBB BBS indicates that it supports FBB forward resume (version 1 protocol), then WinPack will use that protocol. If you want to stop it using forward resume for any reason, then put **RESUME\_ALLOWED=FALSE**.

**SEND\_FQ** - the default of **SEND\_FQ=TRUE** means that, after using FBB compressed forward, WinPack will disconnect from the BBS by sending "FQ" rather than by using a hard disconnect. If you want it to use a hard disconnect, you must put "**SEND\_FQ=FALSE**". **Please Note** - V6.1 and earlier defaulted to **FALSE**.

### Section [BULLETINS]

By default WinPack removes the **R:** lines from messages. If you put **STRIP\_R\_LINES=FALSE**, then it leaves them in.

If you leave WinPack on the read bulletins screen, then it will time out after a default of 10 minutes of inactivity or whatever other value is specified by **TIME\_OUT** and return to the main screen. If you put **TIME\_OUT=0**, then it will never time out.

If you are [reading bulletins](#) and you select the **To** button, WinPack will prompt you as to whether you want to create a list of all topics in the message base. If you will never want to create a list of topics put **TOPICS\_LIST=FALSE**. If you always want to create a list of topics and don't want to be prompted every time, put **TOPICS\_LIST=TRUE**.

### Section [SHORTCUTS]

See [Using Short cut Keys](#).

### Section [BPQ]

By default WinPack is [BPQ](#) application 1, which means it is the application that uses the BPQ **BBSCALL** and responds to the command BBS (or better, PMS) from the node. If you want it to have another application number, put, for example, "**APPLICATION=4**".

If you want to use the **NODECALL** for outgoing connections, put **USE\_BBS\_CALL=FALSE**. If you want to change WinPack's BPQ application number, edit the **APPLICATION** entry.

## Section [WINPTF]

(deals with TF host mode)

**INIT\_ALL\_CALLS** - when used with TF firmware, WA8DED firmware, or **PC Flexnet** and **TFEMU**, WinPack initialises the callsign on channel **0** and channel **1** when it starts up to whatever callsign has been set in [Personal/BBS Info](#). Unless you often change the callsign on the terminal channels to a completely different callsign, initialising channel **0** and channel **1** is quite adequate. If you do use different callsigns (note - different callsigns, not different SSIDs) on the terminal channels, then putting **INIT\_ALL\_CALLS=TRUE** will make sure that all the callsigns get reset to the the default callsign each time you start WinPack, but it makes WinPack take slightly longer to start up.

**TFEMU\_POLLRATE** - if you use WinPack with **PC Flexnet** and **TFEMU**, WinPack constantly polls TFEMU for received data. The default is that it polls it **20** times a second. You can, if you wish, set a lower poll rate, but this variable was really put in for my own experimentation during development.

**TFPCX\_INT** - if you use WinPack with **PC Flexnet** and **TFEMU**, WinPack expects TFEMU to be using DRSI style software interrupts. (I.e. TFEMU loaded with the command "**TFEMU -dx**"). If, for some reason, you wish to use TFEMU with TFPCX style software interrupts, then you must put **TFPCX\_INT=TRUE**.

## Section [MAIL]

**T\_ALLOWED** - if you put **T\_ALLOWED=TRUE** then WinPack will allow you to send messages of type 'T' besides 'P' and 'B'. **This is only of use** in countries where NTS traffic is carried on the packet BBS network. In the UK you should **NOT** send type 'T' messages.

**TITLE\_LENGTH** - the maximum length of the title for a message. The default is **30** characters. (The exception to this is that if you reply to a message, then "**Re:** " is added to the original title and the length restriction does not apply.)

**Please Note** - The following two entries are only relevant if you are using WinPack across a network:

**RECOUNT\_INTERVAL** - the number of minutes between rescans of the mail directories when WinPack is being used across a network.

**RECOUNT\_MAIL** - enables rescanning of mail on the PC that is running WinPack if the mail directories are also being accessed from a remote PC.

### Section [PRINTER]

**LEFT\_MARGIN\_MM** and **RIGHT\_MARGIN\_MM** - set the printer margins.

### Section [YAPP]

**SHOW\_TIME\_ESTIMATE** - if you want to disable the display on the [YAPP transfer window](#) of the estimated time remaining, put **SHOW\_TIME\_ESTIMATE=FALSE**.

### Section [UIV\_VIEWER]

This section allows you to change the DDE definition for the application used as the UIV viewer. The default settings are correct for using UI-View or UI-View32 as the viewer, but they can be changed to allow another application to be used.

**APPLICATION** - The file name, without path or extension, of the program acting as the UIV viewer. WinPack will regard any viewer with this name, or with this name suffixed with "32", as being the UIV viewer. The default is **UIVIEW**, therefore either UIVIEW.EXE or UIVIEW32.EXE will be regarded as the UIV viewer.

**TOPIC** - The DDE topic used by the UIV viewer, the default is **UIVIEWDATA**.

**ITEM** - The DDE item used by the UIV viewer, the default is **LABCOMMAND**.

To be usable as the UIV viewer, an application must support the DDE definition in these three INI file entries. It will receive the file names to process in the format "**LOGPLAY filename**" where filename is the full path name of the file.

See the [Viewers](#) section of the help for more information, and also the "[UI-View As A WinPack Viewer](#)" section of the **UI-View help**.

## F. BPQ Virtual TNC Commands

There is a virtual TNC in WinPack which is used when WinPack is using [BPQ host mode](#). (Other Host modes – [AGWPE](#), [TMEFU](#), [TF2.7b](#)– have a similar but different virtual TNC and different commands/parameters.) The Virtual TNC provides some of the features that a real TNC provides.

For example, if you are in the [transmit window](#) and press **<enter>** when not connected to another station, you should get a **cmd:** prompt, just as if you were using a normal TNC. The virtual TNC only understands a few commands. It will accept abbreviations for the commands very much like a normal TNC. The minimum abbreviation for each command is shown in upper case.

The supported commands are as follows:-

### BText

The text that WinPack will pass to BPQ to send as beacon text. BPQ sends the beacon text as a UI frame at the interval specified by **BTINTERVAL** in [BPQCFG.TXT](#). (Setting **BTINTERVAL=0** disables the beacon text). The UI frame is sent to the address specified by the **UNPROTO** entry in [BPQCFG.TXT](#). **BTEXT** can include WinPack tokens, see [the tokens list](#). The default **BTEXT** is "WinPack/BPQ".

If you wish, you can make **BTEXT** multi-line. To make it multiline, you must edit [PACKET.INI](#) when BPQ isn't running, look for the **BTEXT** entry in the **[BPQ]** section, and use **^M** (two characters) to split the lines. E.g. "This is line 1^MAnd this is line 2^MAnd this is line 3"

Multi-line **BTEXT** is limited to a total of 250 characters.

**Note** - do not confuse the beacon text with the **IDMSG** which is set up in [BPQCFG.TXT](#) and sent at the interval specified by **IDINTERVAL** in [BPQCFG.TXT](#).

### Connect

Connect to the node.

### Connect <callsign>

Connect you to another station. E.g. **C GB7OPC**.

### CText

The text that WinPack will send to a station that connects to your system. There are two **CTEXT**s, one used by WinPack and one used by [the BPQ Terminal](#). The one used by WinPack can include WinPack tokens, see [the tokens list](#), the one used by the Terminal cannot.

The **CTEXT** used by WinPack can be made multiline if you require it. To make it multiline, you must edit [PACKET.INI](#) when [BPQ](#) isn't running, look for the **CTEXT** entry in the **[BPQ]** section, and use **^M** (two characters) to split the lines. E.g. "**Welcome to WinPack^MSend /h for help^MSend /m to leave a message**" Multi-line CTEXT is limited to a total of 250 characters.

### Display

Display the current settings for all the parameters.

### MAsk

The list of ports on the node that will be monitored. The format of the command is, for example, "**MASK 1,2,3,4**" if you want to monitor ports 1, 2, 3 and 4. If you are using the FBB beacons **always** have the port on which you hear the beacons included in the mask!

You can exclude all the ports by using the command "**MASK 0**".

**NB!!** - Because of the way that BPQ works, the MASK command affects **all** Windows tasks using the node. Also, it is impossible to read from the node the current MASK setting, the value reported by WinPack is the last value it used for setting the MASK, it may not be the value currently in use!

If you alter the **MASK** setting for a Terminal session, you also alter it for WinPack. That is only a problem if you are using the FBB unproto beacons and you don't include the beacon port in the **MASK**, because WinPack won't then see any beacon transmissions.

### MCom

**MCOM** can be **ON** or **OFF**. It controls whether protocol control frames are monitored.

**NB**- because of the way that BPQ works, the **MCOM** command affects **all** Windows tasks using the node.

### Minbuffers

**MINBUFFERS** - sets the minimum number of buffers which must be available in the node for WinPack to queue any more transmitted frames. the default is **30**.

### Monitor

**MONITOR** can be **ON** or **OFF**. It controls whether monitored frames are displayed. Even with **MONITOR OFF** the frames are still processed for FBB beacons.

### **MTx**

**MTX** can be **ON** or **OFF**. It controls whether frames transmitted by your node are monitored. **NB**- because of the way that BPQ works, the **MTX** command affects \*allWindows tasks using the node.

### **Paclen**

The **PACLEN** used by WinPack when sending frames to the BPQ node. The default is **120**.

### **Unproto**

The unproto address for sending FBB sync requests. It defaults to the BBS callsign, which is usually correct. If you want to include digipeaters then put, for example, **GB7OPC,G8MZX,G4IDE** - G8MZX and G4IDE being the digipeaters.

### **UPort**

The node port on which FBB unproto sync requests will be sent. It defaults to port **1**.

## G. Using WinPack with BPQ and a Baycom Modem

From <http://www.ui-view.com/winpack/bpqjif.htm>

**Note:** you'll find several other useful Baycom related links at the above page,

Also see [FAQ #9](#) for other methods of using a Baycom modem with WinPack

A Baycom driver for WinPack is now available to use WinPack with [BPQ](#) node software running underneath Windows. The driver uses **BAYDRV.VXD**, written by G7JJF and a TSR which I (G4IDE) have written to interface BAYDRV to BPQ. The driver comes with a reasonable level of documentation, but, if you aren't familiar with the BPQ node, you need to learn about that from the BPQ docs.

If it's not in the main WinPack directory, you can download the driver from:

<http://www.ui-view.com/winpack/nodbay13.zip>

If you downloaded V1.1 of the driver, it's still worth downloading this latest version. Firstly, because I have renamed it and I would prefer this to become the default version. Secondly, because the comments in the docs about problems with 16550 UARTs are now **MUCH** more optimistic! Certainly my own problems that I was experiencing with some 16550s are now completely solved. The new docs contain details of a suggested mod for modems built on PCBs from a well known UK supplier (Badger Boards). [Click here](#) if you don't want the driver but are interested in this modem mod.

**A Plea** - If you download this driver and decide to put out a message on packet about it, **PLEASE first read the NODE2BAY.TXT file!** Really, I don't think anyone should be announcing it on packet if they haven't tried it themselves. What's the point? You could be telling the world about something which is totally crap!

I have chosen not to announce it on packet myself, because, to keep my life as hassle free as possible, I don't do that sort of thing any more. Therefore, please put sufficient detail in any packet message to ensure that it won't result in people asking me questions about it which are clearly answered in the docs.

Here is the first paragraph of the the **.TXT** file:-

### **NODE2BAY.EXE V1.3 (c) G4IDE, June 1997**

This file contains some very useful information. The last paragraph might be just as interesting and useful as the first, so please try and read it all!

### **What It Does**

**NODE2BAY.EXE** acts as an interface between G8BPQ's BPQCODE node software and G7JJF's BAYDRV Baycom driver for Windows - that is why it is called **NODE2BAY**. It allows Windows packet applications which support BPQ (such as

## Appendix G. Using WinPack with BPQ and a Baycom Modem

WinPack) to be used with **BAYDRV** and therefore with a Baycom modem. **NODE2BAY** is not in itself a Baycom driver. **BAYDRV.VXD** is the driver, which is © Jon Welch, G7JJF. **BAYDRV** is a very clever piece of software and I would like to thank G7JJF for giving his permission for it to be used in this application. If you have any problems using **BAYDRV** in conjunction with **NODE2BAY.EXE**, please contact me, G4IDE -- **DO NOT** contact G7JJF.”

GW7LHI's helpful notes on getting WinPack going with **NODE2BAY**, a Baycom modem, and **BPQ** are in the **WINPAKGO.TXT** file available at:

<http://www.ui-view.com/winpack/winpakgo.txt>

## H. Using WinPack with a Kenwood TH-D7 or D-700

Both of these radios contain an integral TNC. Although designed for APRS packet specifically, they can of course can be used with packet programs like WinPack.

### **TH-D7**

The Kenwood TH-D7 is a dual band (2m/440) hand-held radio

“These notes are based very much on a packet bulletin I sent to TH-D7@GBR in June 1999, in reply to someone saying that they were having problems using a TH-D7 with WinPack. The only change I have made is to update it for the fact that WinPack from V6.5 onwards can collect the FBB unproto headers with **HEADERLN OFF** - a change that was made specifically for TH-D7 users. It is rumoured that a firmware update (G) will be available for the TH-D7 early in 2000, which obviously may affect the validity of some of my remarks.

The following comments apply to using the TH-D7 with any packet software that supports a TNC in terminal mode. Hopefully this information will prevent a bit of hair-tearing by people trying to get their TH-D7 to behave itself! The specific examples relate to WinPack, but I'm sure the general principle can be extended to other programs. For DOS lovers, from what I can remember of Paket 6, I would think all the information below can be modified for use with that program.

#### **A few points about the TH-D7's TNC:-**

1. It's comms parameters are 9600 bps, 8 databits, 1 stop bit, no parity, XON/XOFF (software) handshaking. If your PC has a 16550 UART COM port and you are using Win95, then I would advise **disabling** the COM port transmit **FIFO** in the port properties in Device Manager. I found that overrun problems occurred when sending data to the TNC if the **FIFO** was enabled. (A very similar problem occurs with Kantronics TNCs.)
2. It doesn't support transparent mode, so you can't use compressed download or upload when sending/reading messages and you can't use YAPP. There is no problem with either sending or receiving 7plus.
3. It doesn't have a "HEADERLN" parameter, and behaves as if you have set **HEADERLN OFF**. When used with WinPack prior to V6.5, that stopped it being able to collect the FBB unproto headers. From V6.5 onwards it isn't a problem. The correct setting for the WinPack [Mail Options](#) is to check **Use FBB unproto lists** if you want to use the unproto headers, or to check nothing if you don't.

4. It doesn't have **NEWMODE** and **NOMODE** parameters, and behaves as if you have set **NEWMODE OFF** and **NOMODE OFF**. So it needs a **Ctrl+C** to return it to the **cmd:** prompt when you disconnect from the BBS or any other station. One effect of this is that the default WinPack BBS.TXT script doesn't work, or it only works the first time after switching the TH-D7 into TNC mode.

This is easily fixed by modifying **BBS.TXT**, you need to put these lines:-

```
;Get the TH-D7 into command mode.  
SEND ^C  
WAITFOR cmd:
```

Just before these lines:-

```
; Send the command to connect to my local BBS.  
SEND c $BBS
```

With other programs, if scripting isn't supported, or the scripts can't send control characters, press **Ctrl+C** if the TH-D7 doesn't seem to be responding to your commands.

5. It only uses a three wire connection to the PC, so there is no support for DCD. Your software won't be able to use the PC's DCD status line to tell if the TNC in the TH-D7 has established a connection. In WinPack [Comms Setup](#), you must put **DCD shows con NO**. If other programs have an option of using the **\*\*\* CONNECTED to** TNC message to recognise connections, then you should select it.

6. The TH-D7 doesn't retain its TNC parameters when switched off. You need to set any required parameters each time you enter TNC mode. With WinPack the only ones needed are **MYCALL** and **ECHO OFF**. (The TH-D7 will use as its default callsign the callsign set under menu option 2-1, so if you put your callsign in there, setting **MYCALL** isn't essential.)

Once you've taken note of the above (and of course put the TH-D7 into packet mode!) it should work fine.

Beyond that point, you can try something "cool" like making your packet software's start-up script automatically open and initialise the TH-D7's TNC when you start the program. The TH-D7 control commands aren't documented in the manual, but they can be found on several internet sites. Here, as a "taster", is a WinPack start-up script to initialise the TNC and an exit script to close the TNC. It shouldn't be difficult to translate them for use with other programs. You can do much more than this, setting the data band, and setting the frequency are obvious enhancements.

A sample **STARTUP.TXT**

```
;Completely close the TNC.  
SEND TC 1  
WAITLINE TS 1  
;Lock the radio, so you don't accidentally change the settings  
;while you're using packet.  
SEND LK 1  
WAITLINE LK 1  
;Open the TNC in packet mode.  
SEND TC 0  
WAITLINE PORTOUT  
;Turn ECHO off.  
SEND ECHO OFF  
WAITFOR cmd:  
;Set your callsign.  
SEND MYCALL $MYCALL  
WAITFOR cmd:
```

A sample **EXIT.TXT**

```
;Get the TH-D7 into command mode.  
SEND ^C  
WAITFOR cmd:  
;Close the TNC.  
SEND TC 1  
WAITLINE TS 1  
;Unlock the radio.  
SEND LK 0  
WAITLINE LK 0
```

Have fun!  
Roger, G4IDE 1999-Dec-16

## **TM-D700**

The Kenwood TM-D700 is a dual band (2m/440) mobile radio with a built-in TNC, similar to the TH-D7. Designed for APRS work, it can also be used for regular packet, but it has some limitations\*.

[The TD-700 limitations reported include;

- lack of preemphasis when sending 1200 baud data -- the high tone (space) is similar in deviation to the low tone (mark)
- does not have an ACK timer for AX.25 connections - it won't ACK until the other station times out and retries with the Poll bit set; the D700 TNC **always** sets the Poll bit, which is why the lack of an ACK timer doesn't impact throughput between D700s appreciably.

The following Startup script will simplify the parameters changes necessary for regular packet.

### ***WinPack STARTUP script for the Kenwood TM-D700.***

The **Scripts** directory has a suggested **TM-D700.txt** script for the TM-D700. You can access it from the **Scripts>Play Script>TM-D700 Initialisation** menu option.

# I. Guidelines For The Use Of The Packet Radio Network

..in the United Kingdom ...but makes sense everywhere

The packet radio network in the UK and throughout the world is an immensely useful tool for the dissemination of information, the seeking of help and advice and the publication of amateur radio related news. It is not uncommon to find messages giving information on AMSAT, RAYNET or other similar AMATEUR RADIO related activities. The GB2RS news is also available on the network, as is local club news in the area of a particular mailbox. This use of the network is what was in many operators minds when they spent large amounts of time and money in developing it.

With the advent of high speed modems and use of dedicated links, some in the microwave bands, the Packet Radio Network is developing and hopefully will continue to do so for many years to come.

The RSGB Data Communications Committee, in consultation with the Radiocommunications Agency, has devised the following guidelines with which all operators are urged to comply.

These guidelines have been split into five sections in order to reflect:

- 1) The need for messages to be within the terms of the licence conditions and the implications if they are not.
- 2) Messages which could result in legal action being taken by other amateurs or outside bodies.
- 3) Actions to be taken when amateurs identify cases of abuse.
- 4) Unattended Operation.
- 5) General Advice.

## SECTION 1: Types of Message

- a) All messages should reflect the purposes of the amateur licence, in particular "self training in the use of communications by wireless telegraphy"
- b) Any messages which clearly infringe licence conditions could result in prosecution, or revocation, or variation of a licence. The Secretary of State has the power to vary or revoke licences if an amateur's actions call into question whether he is a fit and proper person to hold an amateur licence
- c) The Radiocommunications Agency has advised that the Amateur Radio Licence prohibits any form of advertising, whether money is involved or not

d) Messages broadcast to ALL are considered acceptable but should only be used when of real value to other radio amateurs, in order to avoid overloading the network

e) Do not send anything which could be interpreted as being for the purpose of business or propaganda. This includes messages of, or on behalf of, any social, political, religious or commercial organisation. However, our licence specifically allows news of activities of non-profit making organisations formed for the furtherance of amateur radio

f) Do not send messages that are deliberately designed to provoke an adverse response. Debate is healthy but can sometimes lead to personal attacks and animosity which have no place on the Packet Network

g) Unfortunately the very success of the network has resulted in messages appearing which are of doubtful legality under the terms of the UK Licence. The use of 7plus and other like programs to pass text and binary based material in compressed form via the Network has become common practice.

Users must always be aware of the licence conditions in BR68 (also copyright, and illegal use of software, or software which when decoded and used may contravene the License) when entering such messages into the Network via their local BBS. If in doubt consult your local Sysop or your local RSGB Data Comms Committee representative

### SECTION 2: Legal Consequences

a) Do not send any message which is libellous, defamatory, racist or abusive.

b) Do not infringe any copyright or contravene the Data Protection Act.

c) Do not publish any information which infringes personal or corporate privacy e.g. ex-directory telephone numbers or addresses withheld from the callbook.

### SECTION 3: Action in Cases of Abuse

a) Any cases of abuse noted should be referred in the first instance to the DCC Chairman care of RSGB HQ.

b) It is worth noting that any transmissions which are considered grossly offensive, indecent or obscene, or contain threatening language, may contravene the Wireless Telegraphy (Content of Transmission) Regulations 1988 and should be dealt with by the police. This action should also be co-ordinated by the RSGB DCC initially.

c) Mailbox Sysops have been reminded by the Radiocommunications Agency that they should review messages, and that they should not hesitate to delete those that they believe to contravene the terms of the license or these guidelines. It is worth remembering that their licence is also at risk as well as your own.

#### SECTION 4: Unattended Operation

a) As of July 1994 unattended operation of Digital Communications cannot be carried out without giving 7 days notice in writing of operation to the Manager of the Local Radio Investigation Service (RIS). (BR68 Para 2 (5) )

The manager may, before the commencement of operation, prohibit the Unattended Operation or allow the operation on compliance with the conditions which he may specify

The RSGB Data Communications Committee recommend supplying the following information when applying to your local RIS office for permission to operate unattended digital operations

- 1) An external close down switch or other means of closing down the station, which is separate from the rest of the premises
- 2) A list of 4 persons including telephone numbers who can close down the Station. (Not all need to be amateurs)
- 3) Travelling times and availability times (I.E.: 24hrs) of close down operators of the Station
- 4) Frequencies of operation (within BR68 clause 2 4(c)) antennas and powers used
- 5) Use of Station for Digital Operation. (I.E. PMS, NODE etc)
- 6) Only the licensee can re-activate the Station after permission from the RIS

#### SECTION 5: General Advice

a) With the advance in software writing it is now possible for packet users to set up intelligent software nodes (G8BPQ and similar applications) via a PC and radio. The RSGB DCC strongly recommend that users contact their local packet group and local BBS Sysop before starting operation of such nodes

Appearance of such nodes without co-ordination causes problems within the local and inter- BBS/DXcluster/TC/PIP Network routing tables. Network Sysops work closely with each other to determine route qualities and node tables, to aid the fast movement of traffic via the National Trunk System

The appearance of uncoordinated (rogue nodes) causes in some cases severe problems in traffic routing

## Appendix I. Guidelines For The Use Of The Packet Radio Network

Packet users can experiment with software nodes without affecting the node tables of local network nodes, by setting the software parameters of the node to stop propagation of the node into the Network.

Advice can be sought on the setting of software parameters from local node Sysops or BBS Sysops

- b) Do not send "Open Bulletins" to individuals
- c) Do not write in the heat of the moment. Word process your bulletin first, then reread it. You may feel differently after a few minutes
- d) Stop to think before sending GIF images and the like which sometimes are in large multi- part files, do you really need to send them, are they amateur radio related, would they be better sent on disc in the post ??
- e) Please try to show some consideration for your local Sysop. Remember that you are using, in most cases his own equipment, which is in his home. Try to comply with any requests he makes of you
- f) When accessing your local Mailbox at busy time and are having problems holding the link, try not to turn your power up just to maintain the link. Try later when it is not as busy
- g) Obey the Golden Rule - If you would not say it on voice do not send it on packet

RSGB Data Communications Committee  
Radiocommunications Agency  
July 1995

## INDEX

- 7plus, 3, 4, 35, 42, 48, **53**, 54, 55, 57, 93, 94, 101, 105, 111, 150, 162, 163, 166, 167, 184, 194
- Add-on programs, 99
- AEA TNC, 63
- AGWPE mode, **131**
  - MH List program, **132**
- Alarms, add-on program, **102**
- APRS, Weather Beacons, **97**
- Auto BBS session, 20, **24**, 25, 31, 32, 37, 38, 43, 54, 56, 58, 60, 61, 62, 63, 68, 77, 78, 85, 121, 147, 157, 160, 161
  - scheduling, 24
- auto exit program, 68
- automatic pause feature, **81**
- AX25 Mail protocol, 90
- Baycom driver, NODE2BAY, 152, 192, 193
- Baycom modem, 131, 139, **192**, 193
  - and AGWPE, 153
  - and BPQ, 152
  - and Flexnet, 152
- BPQ mode, **122**
- bulletins, 23, 30
  - auto download content, 36
  - columns, **30**, 165
  - deleting, 165
  - list pruning, 35, 68, 106, 165, 166
  - number gaps, 151
  - reading, 31
  - renumber message list, **39**
  - topics list ("TO"), **179**
- button bar, 9, **172**
  - customising, 172
- capture, 10, 12, 16, 56, 59, **67**, 155, 163, 173
- CHANGES.TXT, 3, 171
- channel spacing, 12.5 kHz, 151
- character mode, **168**
- colours, screen, **167**
- Comms Setup, 13
- communication errors, 15, 135, 136, **145**, 160
  - compressed download, 37, 39, 73, 74, 75, 76, 82, 145, 148, 149, 185, 194
  - compressed forward, 37, 39, 73, 74, 75, 82, 148, 149, 186
  - CON indicator, 10
  - CTS indicator, 11, 152
  - DCD, 10, 11, 16, 17, 149, 195
  - DDE. See Dynamic Data Exchange
  - deviation, TNC, 152
  - downloading WinPack, 3
  - drag and drop, **70**
  - DSR indicator, 11
  - DX Cluster, 60, 71, 88, 144, 164, 169
  - Dynamic Data Exchange (DDE), 71, 94, 102, 188
  - Edit Window, **45**
  - email list (reflector), 8
  - error, 145
    - bulletin doesn't download, 146
    - communications, 135
    - FBB sessions, 148
    - log, **145**
    - PK-232 operation, 149
    - program won't run, 154
    - script hangs, 147
  - exit program automatically, 68
  - external programs, 1, 58, **76**, 83, 172, 182
  - extras. See Add-on programs
  - FBB, 21, 22, 24, 25, 30, 37, 38, 39, 40, 48, 49, 50, 51, 59, 61, 63, 68, 69, 73, 74, 75, 79, 82, 119, 121, 122, 123, 146, 148, 149, 151, 157, 158, 160, 164, 178, 179, 185, 186, 190, 191, 194
  - file transfers, **48**
  - Flexnet, 138
    - and Baycom modem, 152
  - fonts, 153, 164
  - Frequently Asked Questions, **146**
  - guidelines, packet use, 198
  - host modes, **118**
  - installing WinPack, 3
  - Internet Explorer, 94

- Kenwood TH-D7, 38, 194
- Kenwood TM-D700, 197
- keywords, script, **59**
- license to use, 4, 199
- logging, auto, **166**
- mail, 23
  - mailing list, **44**
  - reading, **26, 27**
- Mail Options, 24, **37, 38, 75, 121, 149, 157, 194**
- main screen, components, 9
- Menu Bar, 9
- Menu Layouts, 155
- messages
  - sending, **43**
  - writing, **41**
- MH List Program, 132
- modem support, 68, **82**
- multi-channel terminal, **143**
- multiple users, 69
- Netscape, 94, 112
- network, using WinPack on, **77**
- NNA BBS, 21, 22, 39, 49, 50, 51, 56, 79, 164, 180
- opening screen, suppress, 68
- PACKET.INI, 11, 29, 33, 47, 49, 51, 61, 65, 78, 81, 84, 86, 94, 97, 98, 112, 114, 121, 123, 129, 134, 141, 149, 172, **182, 189, 190**
- paging option, BBS, 25
- password, 61, 63, **79, 82, 119, 120, 164**
- pause window scrolling, **81**
- PC Flexnet, 138
- philosophy, **2**
- PKZIP, 57, 94, 184
- print, 6, 11, 47, 155, 173
- prune, bulletin list, 35
- receive window, 9, 11, 12, 81, 165
- registering WinPack, 5, 7, 153, 171
  - registration number, 5, 6
- remote access, **83, 169**
- right click, 12, 29, 43, 68, 183
- scripts, **58, 59, 63, 64, 71, 170, 183, 195**
  - control characters & tokens, **63**
  - keywords, **59**
- scrolling, pause window, **81**
- Selection List Editor, add-on program, 36, **104**
- send file, **48**
- send messages, **43**
- serial port, use without, 68
- servers, request files, **84**
- short cut keys, **86**
- signature, 46, 65, **87, 159, 162, 174**
- Sound Blaster, 149, 150
- sound card, 18, 72, 88, 102, 118, 131, 139, 140, 164
- speech, **88, 149, 164**
- speech viewer, 149
- spell checker, 45, **89**
- split window, 10, 168
- statistics, **160**
- status line, 10, 11, 30, 165, 195
- synchronisation, FBB unproto list, **73**
- Telnet mode, **119**
- text links, 47, 90, 92
- text links editor, **92**
- Texto'LE, 95, 149
- TF2.7B mode, **134**
- TFEMU mode, **138**
- TheFirmware, 18, 134
- Themes, 33, 34, 109, 110
- TNC
  - BSX2, 136
  - DRSI cards, 131
  - Kantronics, 150
  - PK-12, 17
  - PK-232, 63, 149, 177
  - PK-88, 149
  - PK-96, 177
  - SCS PTC-IIe, 18, 134
  - Tiny-2, 136, 168
  - USCC cards, 131
- TNC settings, **13, 15, 177**
  - saving & restoring, 16
- tokens, 64, **65, 66, 83, 86, 87, 92, 100, 183, 189, 190**
- TPK, 25, 38, 73, 74, 75, 185
- transfers, file, **48**
- transmit buffer, 10
- transmit window, 10, 86, 122, 165, 168, 189

- TZ (time zone) statement, 132
- UART 16550, 129, 134, 135, 140, 145, 150, 192, 194
- unproto list, FBB, 38, 59, 73, 75, 151
- version changes. See CHANGES.TXT
- viewers, 1, 2, 78, **93**, 94, 112, 150, 167, 184
  - SPK, 95
  - UIV, **96**
- Viewers Editor, add-on program, **112**
- virtual TNC, 118, 122, 132, 134, 135, 141, 142, 144, 189
- Visual BASIC, 84, 101, 154
- WA8DED firmware, 18, 118, 134, 136, 141, 143, 187
- WAV files, 60, 88, 161
- weather beacons, APRS, **97**
- website, WinPack, **3**, 8
- WinScape, add-on program, 113
- WISP, 68
- word wrap, screen, **168**
- write, messages, **41**
- YAPP, 1, 12, 15, 26, 48, 49, 50, 51, 52, 61, 70, 83, 113, 114, 115, 116, 164, 167, 169, 170, 175, 177, 178, 183, 188, 194