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What is Launcher?

Launcher is an application that lets you start, or launch, OnNet applications that you use most frequently. It includes

- The Launcher window.

- A graphical toolbar, called the Launch Pad.

Related Topics

The Launch Pad
The Launcher Window

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Define a Connection to Your Office

You can define a <u>connection</u> to dial up to your office. (See your system manager for the specific information needed to set up your connection.)

1. From the Launcher window, click the Define a Connection icon.

   The main window of the Dialer application appears.
2. In the main Dialer window, choose Define a New Connection, and enter information into the subsequent series of dialog boxes.

   After you define the connection, you can connect to it from the Dialer, or later from either Launcher or the Dialer. (For complete details, refer to the Dialer online Help.)

Related Topics

<u>Introduction</u>
<u>Step-by-Step Instructions</u>
<u>Concepts</u>

Launcher Command Buttons

The Launcher window contains the following command buttons.

Use this	To do this
Log In to a Remote Host (TNVT)	Open a Telnet application that enables you to use resources, programs, and information on UNIX or VMS computers on the network. TNVT makes your PC operate like a terminal that is connected to a UNIX or VMS computer.
Transfer Files	Open the FTP application and transfer files between remote hosts and your PC and between two remote hosts.
Search Using Gopher	Open the Gopher+ application and explore publicly accessible Gopher servers on the Internet, as well as view fully formatted files such as graphics files, word processor files, faxes, and spreadsheets.
Send and Receive Mail	Open the Mail OnNet application and exchange e-mail messages with others who have e-mail addresses.
Read Usenet News	Open the News application and obtain access of Usenet News groups, which allow you to exchange opinions and information by reading and posting messages on electronic bulletin boards around the world.
Log In to a Remote Host (TN3270/5250)	Open a Telnet application that enables you use resources, programs and information on an IBM host. You can choose between TN3270 emulation, which makes your PC operate like a terminal that is connected to an IBM 3270, and emulation for connecting to an IBM AS/400 host.
Read Online Help	Display online Help for Launcher.

For more detailed information, refer to the online Help for each application.

Related Topics

The Launch Pad
The Launcher Window

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The Launcher Window

The Launcher window contains <u>command buttons</u> that you can use to start up various applications.

A status bar, located along the bottom of the window, shows you the Interface connection type (for example, <u>PPP</u> or DIX-Ethernet), the current local time (or the time elapsed since the last connection), and for serial connections, modem read (RD) and send (SD) activity.

The icon bar at the top of the Launcher window contains the Launch Pad icon. Use this icon to switch from the Launcher window to the Launch Pad.
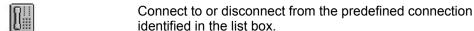

If you have a serial connection

For <u>serial connections</u>, the Launcher window contains a drop-down list box in the upper left corner that displays the names of defined <u>connections</u>. These connections are those that have been previously defined by using the Dialer application.

The icon bar at the top of the window also contains these icons:

Icon	What it does
	Connect to or disconnect from the predefined connection identified in the list box.
	Display a window from which you select Define a New Connection, and then use the Dialer application to create and name a new connection.

Related Topics

<u>The Launch Pad</u>

<u>Introduction</u>
<u>Step-by-Step Instructions</u>
<u>Concepts</u>

Using a Local Area Network (LAN) Connection

Your LAN connection is established during the installation procedure.

If you are connected to a LAN, the status bar at the bottom of the Launcher window or Launch Pad indicates the LAN connection type.

Click on any application button to launch that application.

Related Topics

Introduction
Step-by-Step Instructions
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Connect to a Serial Connection

Note: If you have Call Waiting service, disable it before making a <u>connection</u> (usually with *70). Otherwise, an incoming call could disrupt your Internet connection at any time. (Contact your phone service provider to find out how to disable call waiting.)

To establish a <u>serial connection</u>:

1. From the Launcher window or Launch Pad, select the connection name in the list box.

2. Choose the Connect icon.

The Dialer connection window appears, indicating dialing progress while the Dialer attempts to connect your PC to the specified connection. When the connection completes, the Dialer window closes, the status bar displays the word "Connected," and the Connect icon changes to display the phone "off the hook."

Related Topics

<u>Disconnect from a Serial Connection</u>

<u>Introduction</u>
<u>Step-by-Step Instructions</u>
<u>Concepts</u>

Disconnect from a Serial Connection

1. Exit any application that is using the serial connection.

2. From the Launcher window or Launch Pad, choose the Disconnect icon.

The status bar displays "Not connected " when the connection is dropped, and the Disconnect icon changes to display the phone "on the hook."

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Related Topics

Connect to a Serial Connection

Introduction
Step-by-Step Instructions
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Define a New Serial Connection

Before you can use the Launcher to connect to a remote host via a serial connection, you must define the connection by using the Dialer application.

1. From the Launcher window, click the Define a Connection icon.

2. From the next window, choose Define a Connection to start the Dialer application.
   The main Dialer window appears.
3. From the Dialer window, choose Define a New Connection.
   Dialer then guides you step-by-step to supply information that is necessary to connect your PC to the network.

   After you define the connection, you can connect to it from the Dialer, or later from either Launcher or the Dialer.

Related Topics

Connect with a Serial Connection
Disconnect from a Serial Connection

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Modify or Delete a Serial Connection

1. From the Launcher window or Launch Pad, click the Define a Connection icon.

2. From the next window, choose Define a Connection to start the Dialer application.
   The main Dialer window appears.
3. From the Dialer window, choose the appropriate button: Modify/View an Existing Connection, or Delete an Existing Connection.
   Then, use the Dialer to modify, view, or delete the connection. (For complete details, refer to the Dialer online Help.)

Related Topics

Connect with a Serial Connection
Disconnect from a Serial Connection

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Switch Between Launcher and the Launch Pad

Use this icon   **To switch to the**

          Launch Pad

          Launcher window

You cannot display the Launcher and Launch Pad at the same time.

Related Topics

Launcher Command Buttons
The Launch Pad
The Launcher Window

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Add an Application Icon to the Launch Pad

To add an application icon to the Launch Pad, you need to edit the LAUNCHER.INI file that resides in your installation directory (for example, \pctcp).

1. Find the `[launchpad]` section of the LAUNCHER.INI file.

2. After the last application entry in the `[launchpad]` section, enter syntax for the application you want to add in the following form:

```
title##= Title for tooltip
exe##=path\application.exe
cwd##=path
```

where **##** is a number in sequential order, *application.exe* is the name of the executable program (.EXE) file, and *path* is the directory path in which the .EXE file resides.

For example, the following entries specify to add the Ping (WPING.EXE) application:

```
title11 = Ping
exe11=c:\pctcp\wping.exe
cwd11=c:\pctcp
```

Note: Adding applications to the Launch Pad does not change the application command buttons in the Launcher window.

Related Topics

The Launch Pad
Remove an Application Icon from the Launch Pad

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Remove an Application Icon from the Launch Pad

To remove an application icon from the Launch Pad, you need to edit the LAUNCHER.INI file that resides in your installation directory (for example, \pctcp).

1. Find the `[launchpad]` section of the LAUNCHER.INI file.

2. Delete the entry for the application icon you no longer want in the Launch Pad. For example, to remove the Mail OnNet icon, delete the following entry:

```
title7 = Send and Receive Mail
exe7=c:\pctcp\mailon.exe
cwd7=c:\pctcp
```

Related Topic

Add an Application to the Launch Pad
The Launch Pad

Introduction
Step-by-Step Instructions
Concepts

The Launch Pad

The Launch Pad is a toolbar that contains the same connections and applications available in the Launcher window, as well as other OnNet applications that you can add to the Launch Pad.

As in the Launcher window, a status bar displays the connection type and the current time (or time elapsed since the last connection).

The icon bar at the top of the Launch Pad contains the Launcher icon. Use this icon to switch from the Launch Pad to the Launcher window.

If you have a serial connection

For serial connections, the status bar displays modem read (RD) and send (SD) activity and the Launch Pad contains a drop-down list box that displays the names of defined connections. These connections are those that have been previously defined by using the Dialer application.

The icon bar also contains these icons:

Icon	What it does
	Connect to or disconnect from the predefined connection identified in the list box.
	Display a window from which you select Define a New Connection, and then use the Dialer application to create and name a new connection.

Related Topics

Add an Application Icon to the Launch Pad
Remove an Application Icon from the Launch Pad

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baud rate: The rate or speed at which data is sent between your PC and modem. Refer to your modem documentation for the baud rate you should use.

remote host: A networked computer that supports a service that is available to other computers on the network. Some typical services include file transfer, printing, and remote login.

serial connection: A modem and telephone line, or an ISDN line, that uses a Serial Line Internet Protocol (SLIP) or Point-to-Point (PPP) protocol so you can communicate with remote hosts.

connection: Information -- such as modem type, modem speed, and telephone number -- that Dialer uses to connect your PC to another computer over a network.

bps: Bits per second, the measure of speed at which a modem or other communications device can transfer data.

ISDN: Integrated Services Digital Network; used for digital telephone and PPP connections to send voice and data (including video, graphics, and sound) in digital signals over communications lines. ISDN connections use only the PPP protocol.

PPP: Point-to-Point Protocol; a TCP/IP protocol that lets you communicate with remote hosts using a serial line (such as a telephone and traditional modem or an ISDN line and a cellular modem).

serial line: A cable that transmits data sequentially, one bit after another.

Displays or hides additional elements of this dialog box.
Returns to the previous dialog box.
Displays the Open dialog box so that you can search for
a specific file.
Cancels your selection(s) and close the dialog box
without taking any action.
Closes the dialog box.
Exits the application.
Displays Help about the contents of this dialog box.
Does not proceed as indicated.
Proceeds to the next dialog box.
Confirms your selection(s) and close the dialog box.
Opens the Options dialog box.
Enter a word or string of characters to log in to another
system, workgroup, or domain on a network.
Protects the contents of the file from modification.

Starts the operation.
Stops the operation.
Starts or stops the operation.
Enter the hostname or IP address of the
remote host that you are trying to reach.
Enter the name that you use to log in to a computer on
a network.
Proceeds as indicated.
Proceeds as indicated and avoids further prompts for
confirmation.
Click this to set up options,

Saves all the changes you have
made without closing the dialog box.
Context-sensitive help for this
item is not yet implemented.
Help for this dialog box is not yet implemented.

account name: The name or word that identifes who is billed for this session on a computer system.

case sensitivity: The ability of a program to evalutate the difference between the capitalized and non-capitalized versions of a character. Case sensitive programs treat for example, *cat* and *Cat*, as distinct items.

It matters how you enter file and variable names on a case sensitive operating system (such as the UNIX operating system). If you want to view a file named *Cat*, and you enter the characters *cat*,   the system displays the file named *cat* if one exists, or gives you an error message. It does not display a file named *Cat*. Case sensitivity also effects the way that files are listed when sorted in alphabetical order.
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filename conventions: A TCP/IP network usually contains computers that run different operating systems. Each operating system has different conventions for naming files. For example, both the number and kinds of characters that can be used in a name are often subject to limits.

When you use some TCP/IP supported services such as telnet and ftp, use the filenaming conventions in effect on the host system to work with files that are on the host.

hostname: The name of a networked computer.

The hostname is one form of the computers TCP/IP network address; the other is its complete numeric network address.You can access a computer by its hostname or its numeric network address.

toolbar: A group of buttons that appears below the menu bar. These buttons let you gain access quickly to the application's features.

IP address: A number (in the form *n.n.n.n*   where each *n* is a value in the range 0 to 255) that uniquely identifies a networked computer that uses the TCP/IP communication protocol. (The Internet Protocol is defined in RFC 791.)

MIB-II: The Management Information Base (MIB) database used by an SNMP MIB agent to store information about the network operations of your PC. MIB-II (or MIB version 2) is the second version of the Internet-standard MIB. RFC 1213 defines the format of MIB-II.

packet: A single network message with its associated header, addressing information, data, and optional trailer. Also known as a "frame" or "datagram".

password: A word or string of characters that you supply in order to login to another system on a network. Systems that accept the username "anonymous" often require you to provide your e-mail address as the password.

permissions: On UNIX systems, settings that control who has access to a file and what rights (read, write, or execute) are given. NFS uses UNIX-style permissions to control access to network files.

protocol window: Some OnNet applications support a window dedicated to displaying the interactions between your PC and the remote host (the protocol). You can display the window usually from a View, Settings, or Options menu.

remote host: A networked computer that makes a service available to other computers on the network. Typical host services include transferring files, printing files, and managing logins from remote users.

SNMP community: A relationship between an SNMP agent and one or more SNMP management stations.

SNMP community name: A unique name shared by the members of an SNMP community.

SNMP message: A packet of data, consisting of an SNMP community name and SNMP commands and operands.

status bar: A message area, typically at the bottom of the application

window, that provides information about the component that is currently selected, or the state of the application.

session: A session comprises the interactions between your PC and a remote host   beginning with the initial connection and ending when you or the host explicitly disconnect.

Some OnNet applications allow you to configure sessions, that is, automatically send parameters such as your username and password to the remote host..

session definition: The configuration settings for a particular session or host connection. A session definition might include such settings as the hostname of a computer on the network and your login name for that computer, as well as other values that you specify. The set of session parameters you can specify differs with each program.

TCP (Transmission Control Protocol): A Transport layer, connection-oriented, end-to-end protocol that provides reliable, sequenced, and nonduplicated delivery of bytes to a remote or a local user. TCP provides reliable byte stream communication between pairs of processes in hosts attached to interconnected networks.

time out: A period of time when a connection between a PC and a host computer is allowed to be idle or unused, or when a PC can attempt to make a connection to a networked host..

When the time period elapses, the host closes the idle connection, or the PC reports that it failed to connect to a host.

UDP (User Datagram Protocol): A Transport layer, connection-less mode protocol providing a (potentially unreliable, unsequenced, and/or duplicated) datagram communication for delivery of packets to a remote or a local user. UDP provides a procedure for a process to send messages to other processes with a minimum of protocol mechanism.

username: A name required for login to a remote system.

wildcard: A character such as * or ? that represents one or more characters in a filename. In a network, each operating system supports its own wildcard characters and syntax. When you use wildcards on a remote host, follow the conventions that apply to that host.

Technical assistance

Users in the U.S. and Canada, and worldwide resellers, contact FTP Software®:

Telephone:	**(800) 382-4387**
	(508) 685-3600
E-mail:	**support@ftp.com**
Fax:	**(508) 794-4484**

 or

Users outside of the U.S. and Canada, contact your local reseller.

Tip

For FREE online technical services, see:

World Wide Web:	**http://www.ftp.com**
Anonymous Ftp Server:	**ftp.ftp.com**
Bulletin Board System:	**(508) 684-6240** (settings 8,N,1)
CompuServe:	**GO FTPSOFT** (PCVENJ Section 8)