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Anzio Versions

Anzio Versions

Anzio comes in several versions. Some are for Windows, some for DOS. Some are for serial connection, some for network connection. This should help:

Program	Platform	Communication
Anzio for DOS	DOS	serial
AnzioNet	DOS	network (INT 16, INT 6B)
AnzioWin	Windows	serial
AnzioSoc	Windows	network (TCP/IP)
Anzio Lite	Windows	network (TCP/IP)

Anzio Lite is a limited-function version of AnzioSoc, sold at shareware prices.

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Note: Your particular version of Anzio may not have certain listed items.

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Note: Your particular version of Anzio may not have certain listed items.

Open New File To Receive...

Creates a file on the PCs disk to receive data from the host.

See Also

[File Menu](#)

Open File To Transmit...

Opens an existing file on the PCs disk, ready to transmit to the host.

See Also

[File Menu](#)

Background bitmap...

Using this menu item, you can open a bitmap to use as a background in your Anzio window. The bitmap can be muted out by adjusting its brightness and contrast, so that the work area is still usable for terminal emulation.

Bitmaps are not included with your Anzio software, but are available from a wide variety of sources. Start by looking in the Windows directory, as bitmaps are often used for Windows wallpaper.

For acceptable results, select a 256-color bitmap. Also, your video driver must be running in 256 colors.

Select the bitmap of your choice. To adjust brightness and contrast, click or drag the **second** (usually the right) mouse button to different areas of Anzios window. The vertical axis controls the brightness and the horizontal axis controls the contrast.

See Also

[File Menu](#)

Clear Background Bitmap

Removes the background bitmap - the background becomes a solid color.

See Also

[File Menu](#)

Browse Directories...

This item simply lets you look at various directories on your disk, without bringing up the Windows File Manager.

See Also
[File Menu](#)

Change Logged Directory...

Allows you to change the current working directory.

See Also

[File Menu](#)

Save Defaults...

Saves all user settings.

See Also

[File Menu](#)

Read Keys...

Allows you to read a file of key definitions, that is, a key map file. All existing key definitions are deleted.

Anzios system of key definitions (macros) encompasses both the codes sent to the host when you hit a special key, such as a function key, and user macros.

See Also

[File Menu](#)

Save Keys...

Saves the macro keys to a disk file.

See Also

[File Menu](#)

Merge Keys...

Allows you to read a file of key definitions, that is, a key map file, merging them with those already in effect.

Anzios system of key definitions (macros) encompasses both the codes sent to the host when you hit a special key, such as a function key, and user macros.

See Also

[File Menu](#)

Printer Setup...

Brings up the standard Windows Printer Setup box, allowing you to select a printer and set printer-specific options.

See Also

File Menu

Print Screen

Copies the text from the screen to the Anzio printer buffer, but does not eject the page.

See Also

[File Menu](#)

Printer Font...

Lets you select the font and size that Anzio will print in.

The printer font size determines the line spacing. The line spacing, in conjunction with the page size, determines how many lines will fit on a page.

See Also
[File Menu](#)

Eject

Causes Anzio to dump its printer buffer to the printer, and eject a page.

See Also

[File Menu](#)

Quit

Ends Anzio

See Also
File Menu

Copy

Copies to the clipboard, in both text form and bitmap form.

If you have selected a rectangular area of the Anzio window with the mouse, only that area will be copied. Otherwise, the entire window will be copied.

See Also
Edit Menu

Copy Screen to Output File

Copies the text of the Anzio window into the current output file.

See Also
Edit Menu

Paste

Pastes text data (from the clipboard) through Anzio into the host system, just as though you had typed the same information.

See Also
Edit Menu

Beep On

If this item is checked, Anzio will cause the PC to beep when it receives a bell code (hex 7) from the host system.

See Also

[View Menu](#)

Beep Idle

Using this item, you can tell Anzio to beep every few seconds when the host system is waiting for you.

See Also

[View Menu](#)

Show Gauge

Tells Anzio to display a line gauge on the bottom line of the window.

See Also

[View Menu](#)

Show Status Line

Tells Anzio to display status information on the bottom line of the window. Information includes the state of the CAPS LOCK and NUM LOCK keys, as well as communication errors, etc.

See Also

[View Menu](#)

Scroll On

If this item is checked, Anzio will scroll the entire screen into the review buffer whenever it receives a clear-screen command from the host.

See Also

[View Menu](#)

Block Cursor

Lets you select a block (vs. an underline) cursor.

See Also

[View Menu](#)

Zoom

Zooms (or unzooms) the Anzio window, just like clicking on the zoom box in the upper right corner of the window. By having this item in the menu, it can have a shortcut key (alt-Z) attached to it.

When Anzios window is zoomed, Anzio takes over the whole screen, by adding space between lines and on the right and left margins.

See Also
[View Menu](#)

Jump Scroll

These settings govern how Anzio deals with a rapid incoming stream of data.

If Jump Scroll is **off**, Anzio shows you every line of text.

If Jump Scroll is **medium**, Anzio will suspend scrolling until it is about one-half screenful behind.

If Jump Scroll is **fast**, Anzio will suspend scrolling until it is an entire screenful behind.

See Also

[View Menu](#)

Color...

This item has three submenu items. **Normal** sets Anzios standard color table. **Reverse** sets up a green-on-black table. **Custom** takes you to the Colors screen, where you can set Anzios color translation table explicitly.

When Anzio is emulating a monochrome terminal, the host may send out video attributes such as reverse, underline, and blink. Anzio translates these attribute combinations into color combinations, according to the color table.

If the host sends out explicit color-setting escape sequences, according to the ANSI standard, Anzio will react properly if it is emulating a VT220 or related terminal (SCO ANSI, AT386, ANZIO). This aspect of color handling requires no setup.

Changing the color table does not affect characters already on the screen - it affects only characters arriving after the change is made.

See Also
[View Menu](#)

Wait...

Lets you tell Anzio to wait a period of time.

See Also

[View Menu](#)

Sleep...

Lets you tell Anzio to sleep until a certain time.

See Also

[View Menu](#)

Font Size

These various menu items allow you to choose the font size Anzio will use.

Anzio uses the Terminal fonts provided by Windows, because they must be fixed-space as well as in the PC (OEM) character set (for line-drawing characters).

The easiest way to choose a font is to cycle through the available choices using alt-L for larger fonts and alt-S for smaller fonts.

When you change the font size, Anzio adjusts the window size accordingly.

See Also

[View Menu](#)

Screen Size

These menu items let you tell Anzio how many lines and columns you want. Note that this may need to be coordinated with the host system.

Anzio adds one more line, which is used for status and gauge information.

See Also

[View Menu](#)

Monitor

When Monitor is turned on, Anzio displays control codes it receives, rather than reacting to them.

See Also
[Diagnose Menu](#)

Interpret

This brings up the Interpret screen, which shows the last 2048 character received from the host.

See Also
Diagnose Menu

Review

Initiates Review (screen scrollback). Anzio maintains a 64 K buffer of lines that have scrolled off the top of the screen. The Review function allows you to scroll through them.

See Also
Diagnose Menu

Send Break

Sends a break signal to the host.

See Also

[Communicate Menu](#)

Unlock

Unlocks communication from Anzio to the host. Affects both XON/XOFF locking and NCR ITX locking.

See Also

[Communicate Menu](#)

Auto Linefeed

If this item is on, each carriage-return (CR) either entered or received will have a linefeed (LF) added.

See Also

Communicate Menu

Full Duplex

If Full Duplex is ON, that means the host system is assuming the responsibility of echoing your keystrokes back to you.

See Also
[Communicate Menu](#)

Lock On

Turns on a special locking protocol used with certain NCR host systems and with certain proprietary file transfer schemes.

See Also

Communicate Menu

Data Bits

Sets the number of data bits used for serial communication.

This item is usually 8 if Parity is Off, or 7 if Parity is Even or Odd.

See Also

[Communicate Menu](#)

Stop Bits

Sets the number of stop bits for serial communication. Usually 1.

See Also

[Communicate Menu](#)

Baud Rate

Sets the baud rate for serial communication.

See Also

[Communicate Menu](#)

Host System

Tells Anzio what kind of host operating system it is communicating with.

If uncertain, select Unix.

See Also

Communicate Menu

Terminal Type

Tells Anzio what kind of terminal to emulate. Note that changing this item does not change the key mappings for function keys, etc., because you may have some set up specially. So you may want to do a Read Keys operation after changing terminal types.

Following is a brief description of each terminal type:

N7900	An obsolete NCR terminal with no function keys and awkward attributes.
VIEWPOINT	The ADDS Viewpoint, plus enhancements made by Wyse and others. Supports only one attribute on-screen at a time.
WYSE60	The Wyse 60 has good monochrome attribute support.
VT220	The industry standard. Good attribute support. Anzios VT220 support also supports color. Uses ISO character set.
ANZIO	A superset of the VT220, with some features added for speed. Uses ISO character set.
SCOANSI	Emulates the console of SCO Unix. Basically VT220 plus color, plus some quirks.
AT386	Emulates the console of ATT Unix V.4. VT220 plus color, with slight color differences from SCOANSI and ANZIO.

See Also
[Communicate Menu](#)

TERM Name...

In environments where the host system can request a terminal type (i.e., a telnet session), this item allows you to set the exact response.

If this item is blank, Anzio will respond with the terminal name as in the Terminal Type menu item.

See Also
Communicate Menu

Parity

Sets the parity for serial communication: Even, Odd, or None.

See Also

[Communicate Menu](#)

Port

Specifies the communication port for serial communication.

See Also

[Communicate Menu](#)

Backspace

Sets the code Anzio will transmit when you hit the Backspace key: 8, 21 (obsolete), or 127.

See Also

[Communicate Menu](#)

Setup...

Brings up the CrowComm setup dialog box.

See Also

Communicate Menu

Host name...

Specifies which TCP/IP host you want to connect to. Entering a new value causes Anzio to drop the current connection and initiate a new one.

The host entry can be either an IP address, of the form nnn.nnn.nnn.nnn, or a host name, assuming your TCP/IP setup has the means of translating the host name to an address.

You can specify a different TCP/IP port number by attaching it to the end of either the IP address or the host name, following a colon. That is:

hostname:port

See Also
[Communicate Menu](#)

Reconnect

This item governs how Anzio will behave if the host end of a TCP/IP connection terminates.

If Reconnect is ON, Anzio will immediately attempt to reconnect, usually resulting in a new login prompt.

If OFF, Anzio will quit.

See Also
[Communicate Menu](#)

Auto connect on startup

On startup, if this item is ON, ANZIO will immediately issue a connection request to the host name saved from the last session.

If OFF, Anzio will always ask you for the host name.

See Also

[Communicate Menu](#)

Dial...

For a serial modem connection, this item prompts for a phone number to be dialed.

See Also
Communicate Menu

Capture

Initiates a simple ASCII file capture to the current output file.

See Also
[Transfer Menu](#)

Transmit

Initiates a simple ASCII file transmission, from the PC's current open input file.

See Also
[Transfer Menu](#)

Transmit With Trailer...

Initiates a simple ASCII file transmission, from the PC's current open input file.

Anzio first prompts for a sequence of characters to be sent at end-of-file.

See Also

Transfer Menu

Transmit with Trailer Ctrl-D

Initiates a simple ASCII file transmission, from the PC's current open input file. At end-of-file, Anzio sends a control-D.

See Also
[Transfer Menu](#)

Receive Quiet

If ON, causes file transfer (both directions) to NOT display on the screen.

See Also
[Transfer Menu](#)

grand Abort

Breaks Anzio out of every trap, endless loop, macro transmission, and file transfer.

See Also

[Transfer Menu](#)

Retransmit

Resends the last data string or response code. Used with file transfer.

See Also

[Transfer Menu](#)

Kermit

Initiates Kermit file transfer.

See Also
[Transfer Menu](#)

Delays...

Prompts for two numeric values that cause Anzio to slow down its output to the host. Both are measured in units of approximately 10 microseconds.

Line Delay is a line turn-around delay, affecting communication when LOCK is ON, such as with NCR ITX systems and/or file transfer.

Delay is a delay between characters.

See Also
[Transfer Menu](#)

