Instructions for installing LinkUPPP!™ for Mac OS

Before installing the LinkUPPP!™ software, you may want to remove any files from your extensions folder whose names include the words "FCR", "Adev", "Mdev", or "PPP Init". There are a couple of known conflicts with the 'Config PPP' control panel and its 'PPP' extension.   Please remove these from your system folder (or disable them with an extensions manager) before attempting to use LinkUPPP!™.

If you don't remove these other extensions, the installer should recognize most of the conflicting extensions and move them to the "Removed Items" folder found in the LinkUPPP! application folder.   The installer will automatically remove any old version of the FCR PPP extensions (or FCRppp extensions or extensions from derivative products such as PacerPPP or InterPPP or TribePPP or...) previously installed.   It will also try to remove other aDevs and mDevs that may conflict with the FCR PPP AppleTalk or TCP/IP extensions, like the FreePPP and OT/PPP extensions.   Any extensions removed will be saved in a folder called "Removed Items" in the LinkUPPP! application folder.

Configuration of LinkUPPP!™ for Mac OS

This describes the simplest configuration.   For some configurations, like SLIP, CSLIP, or non-standard communications servers, you'll need to know more information from your network service provider.   These are documented in the User's Guide   included with the LinkUPPP! software.   The User's Guide is written in html and may be viewed with any current web browser.   You can also read the latest version of the User's Guide on FCR's web site at:

http://www.fcr.com/LinkUPPP/Users_Guide.html

Before configuring the LinkUPPP! software, you   will need to obtain the following:

1. Server Account Information:

• Server Phone Number

• User Name

• Password

• Login Procedure

• Domain Name Server Info (Name and IP Address)

2. Communications Device

• Port (Modem or Printer)

• Modem or ISDN Terminal Adapter Brand and Model

Configuration of Network Services

To use LinkUPPP!™ for either AppleTalk or TCP/IP connectivity, you will need to configure the built-in network stacks to use the remote network.   There are two possible network stacks: "Classic" networking and Open Transport.   If you have "Classic" networking, you will have Network and MacTCP control panels.   Open Transport comes with AppleTalk and TCP/IP Control panels.   Skip ahead to the relevant section:

Classic Networking Configuration

For AppleTalk connectivity:

• Open the Network control panel and select the 'AppleTalk PPP' icon.

• When the alert asks you to confirm your selection, press "OK".

• Close the control panel.

For TCP/IP connectivity:

• Open the MacTCP control panel.

• Select the TCP/IP PPP icon.

• Press the "More…" button.   A modal dialog will appear.

• Select the 'Obtain Address: Server' radio button.

• Enter the domain name server information provided by your service provider.

• Click the OK button to close the dialog.

• Close the MacTCP control panel.   (You may need to restart)

Open Transport Configuration

For AppleTalk connectivity:

• IMPORTANT! For Open Transport users, no changes to the AppleTalk control panel are necessary. The FCR PPP Bridge extension, which is typically enabled by the installer, automatically provides access to AppleTalk services.

For TCP/IP connectivity:

• Open the TCP/IP control panel

• Set the "Connect via:" popup menu to TCP/IP PPP

• Set the "Configure:" popup menu to "Using PPP Server"

• Enter the domain name server information provided by your service provider.

Making a Connection Document

The following are general instructions to configure LinkUPPP!™. There are other setups that are less common.   Contact your network service provider to see what your connection requires.

First, launch the LinkUPPP!™ application.   This will create an Untitled document.
Save this with a name that you'll remember is for calling this server.

Second, you'll need to fill in the "Configuration" setup information.   Make sure that the
twisty triangle next to the word "Configuration" is open (in the down position) by clicking
on the triangle.   This will expose the configuration information.   Fill in the telephone
number of the server you will be dialing in to.   Fill in the username and password that
the server will require to allow you to login.   Use the pop-up menus for selecting the
port the modem is attached to, and the type of modem.   If your modem doesn't appear
on the list, try either one of the Generic types (particularly the "A Generic V.34"), or the
"US Robotics Sportster" type.

Next, use the Login popup to specify your login procedure.   Autodetect PPP is the
default login script which should work for most servers. Alternatively, try the Generic
Login script. If
neither of these work, you can use the Terminal Window or create your own customized
login script by following the instructions in Appendix B of the Users Manual.

For the simplest configuration, you won't need to use any of the "Dial-Up Options" or
"Expert" configuration settings.   Leave these at their defaults unless you need to
change them.

If you have separate username and password for script (e.g. "Generic Login script") and
PPP authentication (PAP or CHAP), go to the "Expert Settings" section and specify
"Secondary PPP Authentication"   and enter your secondary username and password.
This should be fairly rare.

If you want guest access to a server that allows it, go to the "Expert Settings" section
and unset the "Authenticated User" checkbox.

Now you're ready to connect!   Just click on the "Connect" button in the connection
document and the modem should begin the connection sequence. You can save the
connection document for future reference by selecting "Save As…" from the File menu.

Customizing your own Login Scripts

There is a possibility that your server is configured slightly different.   For example, if
your dial-in server uses the two characters "