THE LAN/ROVER (tm)

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USER GUIDE

THIS DOCUMENT is to be used in conjunction with the ADEVCO LAN/Rover(tm) Local Area Network System, and is subject to change without notice.

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THE ADEVCO LAN/Rover Local Area Network System

USER GUIDE PREFACE

WELCOME

We hope that you find the ADEVCO LAN/Rover(tm)* system will meet your needs. We have made every effort to develop an integrated networking system that will operate efficiently under demanding conditions.

With the LAN/Rover(tm), you can do remotely almost anything that you can do locally on your computer. Every other computer attached to the network becomes a part of your computer, as yours becomes a part of theirs.

You can share the files stored on the disk drive of another station. You can send and receive electronic mail, and "flash" messages onto the screen of other users. You can also "log on" to the drive of another machine and run a program when that is necessary. You may also use any printer connected to any computer on the network. In many ways, the power of your computer is increased to the cumulative power of all computers attached to the network.

It is important for all users, advanced and novice alike, to have a good understanding of the CP/M operating system and applications programs for trouble-free network use. If you are an experienced computer user, it should take less than an hour to learn how to use the network. If you are not familiar with using a computer, take the time to learn its operation, the CP/M and application software **before** you attempt to use the LAN/Rover(tm).

THE LAN/ROVER GUIDES

The ADEVCO LAN/Rover Manuals are made up of:

USER GUIDE, MANUAL "A" - Contains all the most frequently used functions of The LAN/Rover network. Each user should have ready access to this guide.

MANAGEMENT GUIDE, MANUAL "B" - Details the planning, set-up and testing, and management of the network. Includes instructions for wiring an office for the LAN/Rover and a problem solving section. This section should only be available to those responsible for network management.

TECHNICAL GUIDE, MANUAL "C" - Contains step by step instructions for installing and wiring the ADEVCO network interface circuit board into a computer, configuring the software, applications considerations and problem solving.

CONVENTIONS

This manual uses the following conventions to describe "dialogues" between the computer and user:

- Dialogues are always indented.
- A computer response is shown without notation as it will appear on your computer screen.
- If several options may be entered in response to a computer prompt, the description of what you are to enter is enclosed in "greater" and "less than" symbols.
- (Return) means type the carriage RETURN key on the keyboard.
- (CTRL) <KEY> means to press the indicated key while holding down the control key labelled "CTRL".

EXAMPLE:

PRINTER (Station Number>

(Return)

Note that after entering the command "PRINTER" you are to enter a number to correspond with a station number on the net, such as:

PRINTER 5

(Return)

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USING THE LAN/ROVER

THINGS EVERY NETWORKER SHOULD KNOW

Each user must enter the network by running the LAN program, and answering initial log-on questions. The correct program for each computer must be on each user diskette using information provided in the Software Configuration section of Manual "C".

To fully use the LAN/Rover network system, each LAN/Rover user will need to know the following concepts:

- Station number
- Password
- USER number
- User area
- Privilege levels
- Sign on & Sign off
- Mapping
- Changing diskettes

STATION NUMBERS

As houses on a city block, each station on the network must have a unique address (station number) in order to send and receive data. The network manager will assign this number and may change station numbers as needed. The principle working diskette at each station should be numbered with that station number and used on that station only.

PASSWORDS

A password is the key to the network. Some keys open all doors as does a pass key. Others are limited to opening the doors on one floor.

The manager will give you a password, which will be very specific. It may contain any combination of spaces, upper and lower-case letters, and must be entered accurately to gain access to the network.

USER NUMBER

In addition to a password, the network manager will assign you a USER NUMBER. Users on different stations may have the same USER NUMBER which allows them to enter and use a specific USER AREA (see below).

USER AREAS

CP/M uses a feature called USER AREAS. As a filing cabinet may have many file drawers, a disk may have more than one independent area. Each area may contain a directory, programs and files. There can be as many as 16 different areas on each disk. Each of these is called a "USER AREA".

EXAMPLE: If you are assigned a USER NUMBER of 1, you will be able to access the applications programs and files in USER AREA # 1. You may be able to change your user area depending on the privilege level assigned to you by the manager.

Applications programs and files of the same type are usually kept in the same user areas. Word processing programs and files are kept in user area 1 of the model 10.

PRIVILEGE LEVELS

The privilege levels as set by your network manager, will determine your access to files in the system. You may be able to change user areas to gain access to various files, you may also be able to alter file attributes, or protection levels, if needs demand.

You may be able to access files on any other machine while other users may be able to access disks attached to your machine while you are working.

SIGNING ON

Signing on provides the primary security for the network. It must be done with care and accuracy. If you make a mistake during the sign on procedure, the screen will tell you that you have erred. When you sign on correctly, you will easily enter the network.

The LAN/Scape program **SIGN.COM** must be on drive A: of your workstation before you may sign on or off the network. The network manager should be responsible for putting all necessary programs on the working diskette.

Before you sign on you will need to know your USER NUMBER and PASSWORD. Here are the steps to signing on:

1) Your computer station must be turned on and a working copy of the LAN software placed in your drive A: Place another formatted disk in drive B: (usually drive C: on a hard disk computer).

Note: Stations on the network should always have diskettes in all available disk drives.

- 2) Your network manager may have elected to use the autoboot feature of your computer's operating system. In that case, the system will load automatically as soon as the power is turned on and the disk is inserted, or after a reset (cold boot). Otherwise you will get an AO> prompt when starting up, and then you must enter the name of the proper LAN program. Your network manager will let you know the program to use.
- 3) After a few seconds the machine should respond:

Welcome to:

The LAN Local Area Network-Version 1.1 Copyright (c) 1984 Centram Systems, Inc.

To use the LAN, you must sign on -

4) The system will prompt, and you answer:

User Number: (Your User Number, 0-15) (Return)

Using anything but a valid user number will cause the system to reprompt you for a valid number.

5) The system will prompt, and you type:

Password: (your Password) (Return)

As you type your password, "*'s" will appear on your screen instead of the letters you entered. Your screen will look like this:

Password: ********

There should be one "*" for each letter you have typed. If you make a mistake you can cancel your entry by pressing the key labeled "ESC" at the upper left hand corner of your keyboard.

MISTAKES

If you make a mistake and do not catch it in time, the computer will answer:

Invalid Password

Then repeat steps 2, 3 and 4 at each workstation. After you have successfully signed on, you are ready to use the network.

SIGNING OFF THE NET

If you are leaving your station, you may not wish your privileges available to others. By using the SIGN OFF procedure, your user number, password and privileges will not be accessible, but users on remote stations will still be able to send mail to your station and read and write to files on your drives.

The program SIGN.COM must be on your A: drive. When you wish to sign off the network, enter SIGN as follows:

SIGN

(Return)

The computer responds:

DO YOU REALLY WANT TO SIGN OFF THE LAN?

A Y (yes) answer will sign you off and leave you with the opportunity to sign on again. An N (no) answer will return you to a system prompt.

If you wish to sign off without answering Yes or No, you may do so by entering:

SIGN OFF

(Return)

Note: Signing off the network will not prevent others from using the files from the disk drives of the signed-off station. To do so requires a complete system reset (cold boot).

MAP: DISK DRIVE ASSIGNMENTS

An ancient philosopher once said "Without a map the Captain of a ship would not know to which port he was sailing."

When you are sucessfully signed in to the network, type the command:

MAP (Return)

and you will be shown a table which should look like:

Logical names = Physical locations

Your machine must be "told" where all other drives are and thereby permit remote disk drive access by using the MAP command. Your manager will provide you with instructions to reach the correct disk drive and can also have the network automatically MAPped for your access.

For those without managers, read the MANAGEMENT GUIDE, Part B.4, NETWORK ACCESS. You may also be able to change or reMAP your computer once you are using the system. Before using this procedure, you should understand the following:

LOCAL & REMOTE

The disk drives and any other attached devices on the computer are considered "LOCAL" to you.

Other computers on the network, their disk drives and devices are considered "REMOTE" to you.

The drives of both local and remote station can be "addressed" by the drive name and the station number. The A: drive on a station #4 is referred to as "A:04". The B: drive would be "B:04". When you first sign on, your own disk drives are then referred to as: "A:local" and "B:local".

PHYSICAL & LOGICAL

The "address" describes the PHYSICAL name or location of a disk drive. "A:local" is the PHYSICAL name of the A: drive on your local station. "A:04" is the PHYSICAL name of the A: drive of a station number "04".

In CP/M, a computer may address up to 16 disk drives using a single letter name, from A: to P:. For any computer there can only be one A: drive.

To use the disk drives of remote computers on the network, it is necessary to give a LOGICAL name which represents the PHYSICAL location of each disk drive. This process we call MAPPING. You may MAP and access up to 16 disk drives from any one station on the network. The MAPPED disk drives will then act as if they're attached to your computer.

RE-MAPPING

In all cases disk drive access will be restricted to no more than 16 machines at a time. It is easy to remap disk drives at any time using this procedures.

Before changing your disk drive MAP, you should check to see that the system is working correctly. Take a directory of each of the drives that are assigned. If there is a D: drive, use the DIR command to read the directory as follows:

DIR D: (Return)

The directory program DD.COM should be put on your working A: diskette, and will accurately report the size of all files on the requested disk, and the size of all valid remote disks that can be accessed. If DD is working correctly, try loading a program that is located on a remote drive by entering the file name just as you would locally. For example:

D:DD (Return)

This command will load DD.COM from remote drive D:, assuming D: is MAPped.

THE AUTOMATIC MAP: SETTING UP THE LANSTART FILE

To avoid mapping the remote disks every time you sign on, you may use an auto-start file. Ask your network manager for help or turn the MANAGEMENT GUIDE, Part B.4, or seek help from the CP/M instruction manual, or your computer dealer.

THE CHANGE COMMAND, CONTROL C, AND HOW TO CHANGE DISKETTES

In CP/M, just after you change diskettes you should type a CONTROL C to get a Warm Boot. (Remember, CONTROL C means that you press the CTRL and the C keys at the same time).

In The LAN/Scape software used by the LAN/Rover system, when the system Warm Boots, you will see the following message:

WARM BOOT - The LAN Station (your station number)

If another user on the system still has a file open (in use) on one of your disks, you will see the following message:

Cannot reset drives, in use by remote station.

Before you change a diskette on your computer, you should enter the command CHANGE. If no one else is using your disk drives, the system should respond with:

OK to change your diskettes now.

But if others are using files on your disk drives, the system will respond:

Other stations using your disks-DO NOT CHANGE

(Force change? CAUTION)

If you are sure that no one is really using your drives and the files are open because other users have not closed them, you can force a change.

WARNING Forcing a change when others are using your disk drives can have catastrophic effects on other users. They may try to write back to a file that you have removed.

If you answer NO to the forced change, you will be returned to a system prompt.

You must have a copy of the file called LANCCPR.OVL on your A: drive at all times. It is also a good idea to keep all other network files and programs on your A: drive whenever possible.

LOGGING DIFFERENT DISK DRIVES & USER AREAS:

The LAN/Rover system provides an easy way for users with the adequate privilege level to log into different disk drives and user areas. If you wish to log into drive B: user area 1, for example, the standard CP/M procedure would be:

A0>B: B0>USER 1 B1>

On the LAN/Rover system, this can be shortened to:

A0>B: 1 B1>

SPECIAL FEATURES and COMMANDS OF THE LAN/Scape SOFTWARE

The LAN/Scape software provides a small number of very powerful commands to take advantage of the basic network functions. These are:

FLASH - Directs message to the screen of a remote station.

MAIL - Sends text files to the mailbox of a remote station.

SETA - Sets the file access attributes.

PRINTER - Enables station to print out files on a printer attached to a remote station.

FLASH: DIRECT NETWORK COMMUNICATIONS

The FLASH command sends messages directly to any or all workstations signed onto the network.

To send a message using FLASH, type:

FLASH (Return)

Destination Station #:

<desired station number> (Return)

Text:

⟨your text...⟩
(Return)

or in a single command:

FLASH (station number) (text...) (Return)

You may FLASH a message to all stations on the net by entering AL as the destination station number. The "ALL" has been abbreviated to "AL" in the single line command. To send a message to the screens of all signed users enter:

FLASH AL (text...) (Return)

The FLASH AL command will NOT tell you if stations are unavailable, or even if no other station is hooked to the net. If you need to be sure that a message got through, FLASH your messages to a specific station. Messages can be no longer than 80 characters.

If a specific station is unavailable (in the middle of extensive disk use, or not signed on for example, your screen will inform you:

Station Busy or not available

RECEIVING MESSAGES

When a message is transmitted to your machine, it will appear on your screen wherever your curser is located. This can erase a small amount of text from your screen, but only the screen is affected. Your accurate text is still in your machine's memory. Recover the original text by erasing the message by simply scrolling, or continuing to enter information as if the message were not there. Techniques for scrolling will vary from program to program. Consult your application software user manuals.

NO FLASH

If you are working on a critical project and simply do not wish to be interrupted, OR if the **FLASH** message creates a conflict with the normal operation of the office or the network, simply enter:

NOFL (Return)

This will block messages (no flash) to your machine while you are running an application program. If you want to turn on the message feature again, simply enter a CONTROL C (warm boot).

From a procedural standpoint, this silencing feature should be used as little as possible. It is better to minimize the use of the message function so that only important messages are sent.

MAIL ON THE NET

The MAIL function is useful for sending longer messages and text files. Files must be written first using a word processing program. A MAIL file can be of any length and any name. Mail is always sent to the A: drive of the designated station and is stored in a file called MAILBOX.

To see the help list for the MAIL command, type:

MAIL

(Return)

your machine will respond by displaying complete instructions on using the mail function.

To send mail, type:

MAIL <FILENAME> <destination station> (Return)

If more than one piece of mail is sent to a given station, the new mail will be appended to the end of the previous mail. Before each new piece of mail will appear:

Electronic Mail from station # <sending station> to <your station>

To read your mail, type:

MAIL /R

(Return)

Just as in the CP/M TYPE command, the entire contents of the file will be sent to your screen, and scroll quickly down.

The standard screen control function can be used when reading mail:

<CTRL>S will stop the file from scrolling. Pressing
any key will then restart the file scroll.

⟨CTRL⟩C will abort the mailbox scroll.

A:MAIL /R (CTRL) P will print the mailbox file on a locally attached printer.

If there is no MAILBOX file on your drive A:, the system will respond with:

mailbox empty

The MAIL /R command may be added to the end of your LANSTART.SUB file (see automatic MAP section A.2 or B.4), to see if any mail is awaiting you as soon as you sign onto the network.

The mail command always stores messages in the destination mailbox. To receive mail at a particular workstation, no user need be signed in, but the station must be on the network. The MAILBOX is always in user area 0 of a workstation's A: drive, but the MAIL command may be used from any user area.

The MAILBOX file is set by default to Exclusive. No one, no matter what privilege level can read your mail from a remote station over the network unless you allow them by resetting the file to GLOBAL. See **SETA** instructions, below.

READ MAIL

An excellect method for reading long MAILBOX files is to use the READ.COM program. To do so type:

READ MAILBOX

(Return)

This command allows scrolling back within the MAILBOX or any text file. The commands for READ are:

<CTRL> R to scroll back one screen, and CCTRL> T to scroll back to the top of a file.

<CTRL> L will scroll forward one line, will scroll forward one screen, and cCTRL> B will scroll forward to the end of file.

<CTRL> N will terminate the READ function.

The use of the READ.COM program is more fully explained in the file READ.DOC on the ADEVCO, Inc. distribution diskette.

MAILBOX AS A BULLETIN BOARD

You can use a specific machine or several machines as "BULLETIN BOARDS". To do this, the LAN/Scape program **SETA.COM** must be used to set the file attributes (described below) of the MAILBOX file on a designated machine to Global. Once this is done, anyone may read the contents of the MAILBOX over the network, and use it to store messages and files which are of general interest to the whole office.

SETA: SETTING FILE ATTRIBUTES:

If the network manager has granted you the privilege of setting file attributes, you may use the **SETA.COM** program, which controls four pairs of file attributes that provide file security. If you enter:

SETA

(Return)

With no parameters, the system will respond with the following:

* X - Exclusive, local access only

G - Global, normal

* L - Lockable

U - Unlocked

C - Clear In-use indicator

* R - Read only

W - Read/Write

* If a file is set with any of these attributes, it will be shown by the DIR command, to the left of the file name.

A file may be set with any of these attributes by typing the letter symbol listed. Example:

SETA <Filename> <Attribute>

(Return)

as in:

SETA DATAFILE.DBF L

Sets the file DATAFILE.DBF to be a lockable file.

EXCLUSIVE FILES

Setting a file to Exclusive will restrict the use of a file to only a local user and deny access to all remote users on the LAN/Rover, by using the command:

SETA <Filename> X

(Return)

A user may always tell if a file has been set to an Exclusive attribute by the indicator X before the filename when reviewing a directory using the DIR command.

Any attempt to read an exclusive file over the net will return the prompt message:

File restricted to local access only.

GLOBAL FILES

The normal default for all files with the exception of the MAILBOX file is GLOBAL; open to access by any privileged user of the network.

A file which has been set for Exclusive can be reset for Global though the use of the command:

SETA 〈Filename〉 G (for global)

LOCKABLE FILES

The principle of a lockable file is to prevent two people from working on one file at the same time. If two workers with the same file open save that file back to disk, the version of the file saved last will overwrite the version of the file saved first. This could have disastrous effects, causing you or your co-worker to lose work.

Programs which "open" a file when you first read it, and close a file after you have written to it, may successfully be designated as LOCKABLE. After such a file has been opened, no one else on the net can directly open it again. They will receive an error message if they try. This error message reads:

File locked

After you have written the file back to disk, the file will be once again closed and will be opened and available to others.

Some application programs, such as WordStar, do not close a file after it has been opened. This means that no one, including the original author may again enter this file until it is Cleared using the SETA (filename) C command, described below.

Other programs, such as Perfect Calc, open and close a file every time they're read. In this case the Lockable feature WILL NOT protect a file from being overwritten by another user, possibly loosing valuable data.

To be sure that the **LOCKABLE** feature works as you want it to with your programs, experiment before relying on the feature. Ask your manager or read the comments under program applications in part B.5 of this manual.

To set a file to LOCKABLE type:

SETA <file name> L

(Return)

After a file has been set to lockable, when the "DIR" command is used, an "L" will appear next to the file name. When a lockable file is opened, no other station may read, write to or erase that file. The directory of a lockable file that is in use shows an LI just before the entry. After the file has been closed, the I will disappear and the file will be available again.

CLEARING LOCKED FILE

A file which has been set to LOCKABLE and been inadvertently left open or abandoned by a program (in-use "I" indicator shows in the directory next to the filename) can be closed by using the SETA command with C to clear the in-use indicator, as follows:

SETA (filename) C

(Return)

READ ONLY FILES

Any file may be set as READ ONLY. If a file is protected this way, no one may write, erase, or change the name of the file. An "R" appears before the file name in the directory entry. The command is used as follows:

SETA <filename> R

(Return)

READ/WRITE FILES

The default for all files normally used on the network is R/W, READ/WRITE enabled. This means that anyone may access, read, write to, change, erase or alter the name of a READ/WRITE file. If a file has been set to READ ONLY (see above,) it may be reset to READ/WRITE by typing:

SETA (filename) W

(Return)

REMOTE PRINTING ON THE LAN/Rover

There are at least three ways to print out files while connected to the LAN/Rover:

- 1. PRINTING LOCAL FILES
- 2. PRINTING REMOTE FILES
- USING A REMOTE PRINTER

PRINTING LOCAL FILES

A LAN/Rover user can print out any files locally as if using a stand-alone computer. If the network has assigned you as a printer supervisor, you may print out files which have been transferred to your disk drives from a remote station.

For example, network users can save their files directly on your drive B:, or use the PIP command to transfer files to your disk drive. These files can then be printed at your discretion using standard printing commands.

PRINTING REMOTE FILES

You may also print out files from any remote disk drive over the network. EXAMPLE: You have a printer, and can print a file from the B: drive of Station #3. You will first MAP the drive B:03 to D: by using the LAN/Scape command, MAP D:=B:3. To print the file, you will print the file D:FILENAME.EXT from your applications program. You may choose to transfer the file to be printed to your LOCAL disk drive using the PIP command, and then printing locally. This will minimize network use.

USING A REMOTE PRINTER

You may also print a file directly from your applications program to any parallel printer attached to any other station on the network. You need only be running the correct LAN program, and know how to use the LAN/Scape program PRINTER.COM which supports remote printing. Your manager will take care of this, or you should refer to the software configuration section, manual "C".

PRINTER: REMOTE ASSIGNMENT

Prior to using the remote printing option, you must set your computer to use the station with the printer attached by using the command:

PRINTER (Station #>

(Return)

Example:

PRINTER 3

(Return)

This will set a station to print files out at the printer attached to station #3.

To reassign the printing function to the printer attached to your station, you need only type:

PRINTER L

(Return)

Your LOCAL applications software must be configured for that REMOTE printer. Your manager will take care of this, or you will have to refer to your applications program manual for the proper configuration.

When you are finished printing your print job, you must send an "end of printing" command to release the printer after use, as described below under "PRINTER R".

HOW TO USE REMOTE PRINTING

After setting your computer to print on the remote printer, you will attempt to print normally. However if the selected printer is NOT available, you will be given a message:

Printer busy; (T)ry again, (D)ump or (A)bort.

"T" will try again to print.

"D" allows time to terminate the print job from your applications program.

"A" will cause a Warm Boot of the system and your applications program will be aborted back to the network prompt.

If the printer is available, you will have a short period to begin printing, and your computer will transfer the information over the network to be printed until it is told that the print job is complete.

NOTE: If a user receives a **FLASH** message while in the process of remote printing, the message can interrupt printing, and the prompt:

Printer busy; (T)ry again, (D)ump or (A)bort.

may be displayed. To avoid this interruption, use the NOFL command described under NO FLASH, page 3 of this section.

When the transmission is complete, then you OR your applications program must RELEASE the printer.

NOTE: Local printing may be done at any time without releasing the printer.

PRINTER R: RELEASING PRINT JOB

Releasing the printer may be accomplished as follows:

- A. Execute a Warm Boot.
- B. Use the special printer release command:

PRINTER R

(Return)

This may be done inside some applications programs, such as using the WordStar R option from the NO-FILE MENU.

C. Printing a special release character as part of a print file. This will be assigned by the network manager, or you may read about this command in the management section.

WARNING: If the printer is not released as described above, the printing station will reset the printer after the reservation period expires, allowing other stations to access the printer. Should this happen, you may still be holding some characters in your computer's buffer.

When you later issue a (CTRL)C Warm Boot, or when your computer is cleared with a form feed or a Printer R command, these characters could be sent to the printer and possibly spoil another print job.

PRINTER T: RESERVATION TIME

This is the length of time of the printer reservation period, and may be altered. If the time period is too short, a user on the printer station who is saving a long WordStar file may cause your print operation to stop. The T(ry), (D)ump or (A)bort message will then appear on your station. The T(ry) option must be selected promptly if another user is not to interrupt your print job. If this happens, reset the printer time to a longer period.

If a large printer buffer or spooler is used, a timeout could occur while waiting for the buffer to empty. Theseproblems may be averted by sending a PRINTER R command to release the printer immediately after the print job is ended, and by setting the reservation period based on user experience. The reservation period may be set (from the printing station only) by typing:

PRINTER T (Interval in seconds) (Return)

FORM FEEDS & REMOTE PRINTING

When the printer station receives a request to print from a different station than the previous request, it normally will issue a form-feed automatically.

If a print file begins or is terminated with a form feed, the printer station will suppress this form feed.

If the printer station receives a request to print from a station with the SAME number as the previous request, it will NOT issue a form feed. It will operate as any local print station and print out as the operator commands.

It is generally recommended that a sending station always send a form feed before initiating a print job, in case another user has not properly cleared the printer after use. Similarly sending a form feed at the end of a print job will assure that all data is printed. In some cases an extra form-feed could be generated at the end of a job causing some paper waste.

COMMAND SUMMARY:

FLASH: Sending messages to the screen of other stations.

Menu -

FLASH (Return)

Sending messages -

FLASH (Return)

Destination Station #:

<desired station #> (Return)

Text:

<your text...> (Return)

or in a single command:

FLASH <Station #> <text...> (Return)

NOFL: No Flash...Blocking incoming FLASHed messages.

NOFL (Return)

MAIL: Electronic mail between station.

Menu-

MAIL (Return)

Send Mail -

MAIL (file name) (to station #> (Return)

Read Mail -

(Return) MAIL /R

Or:

(Return) READ MAILBOX

SETA: Setting file attributes.

Menu -

SETA (Return)

General format -

SETA <Filename> <Attribute> (Return)

Setting files to Exclusive -SETA (Filename) X (Return) Setting files to Global -**SETA 〈Filename〉** G (for global) (Return) Setting files to Lockable -SETA <file name> L (Return) Setting files to Clear (Unlocked) -SETA <filename> C (Return) Setting files to Read Only -SETA <filename> R (Return) Setting files to Read & Write -SETA <filename> W (Return) PRINTER: Printing out to a remote printer. Menu -

PRINTER (Return) Set printing to a remote station -

PRINTER (Station #> (Return)

Re-set printing to local station -

PRINTER L (Return)

Release printer -

PRINTER R (Return)

Print reservation timer menu -

PRINTER T (Return)

Set print reservation timer -

PRINTER T (Interval in seconds) (Return)

FOR MORE INFORMATION, ASK YOUR NETWORK MANAGER.

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