



Disc-Connect by Dataphone

DATAPHONE DISC-CONNECT

GENERAL INFORMATION

The Dataphone Disc-Connect Autodialler can remember hundreds of telephone numbers and retrieve them easily and quickly. Using any suitable modem, the computer will automatically dial a stored number and connect you to a voice or data line.

If you have a DATAPHONE modem, the correct operating frequencies will also be selected automatically. If a data line is engaged, the number is redialled up to 14 times.

Once connected to a data line, suitable software is necessary to control the communication. If a DATAPHONE Zromm is installed, the correct protocol will be selected and logon strings transmitted to complete the logon procedure.

Additional information such as hours of operation may also be stored. The duration of all calls is calculated and displayed. Comprehensive editing and help facilities are provided.

The program is supplied on a dual format 40/80 track disc. We recommend copying the disc before first use. The program can be "booted" by pressing <SHIFT> <BREAK>.

SELECTING AN ENTRY

When the program completes loading, the stored numbers are displayed with the green cursor line positioned on the first number. To move down the list, press the "down arrow" cursor key or pull the joystick towards you. The cursor line remains in the centre

of the screen so that several numbers before and after the one selected can always be seen. Use "up arrow" or push the joystick away to move up the list.

If an entry has been given a short code you can find it immediately by typing its code (in upper or lower case) followed by <RETURN>. Codes are shown in the right column.

The phone number and other details can be seen at any time by pressing <SHIFT>. Press the space bar to view the menu.

CONNECTING TO A NUMBER

Once the desired entry has been positioned at the cursor bar, just press <RETURN> or the joystick fire button to connect. The cursor window expands to remind you of the phone number, hours etc, and the message "Dialling..." is shown at the foot of the screen, followed by each digit as it is dialled. Press <ESCAPE> to abort dialling.

If you are connecting to a voice line, the computer will beep when dialling is complete. You should then lift the handset of a telephone connected in parallel with the modem and press any key or the joystick fire button. The modem will release the line to the telephone and the duration of the call will be continuously displayed at the foot of the screen.

If you are connecting to a data line, the computer waits for the modem to detect the appropriate carrier tone. If none is detected after about 30 seconds, the number is redialled up to 14 times. The redial count is shown at the foot of the display.

When carrier is detected, the Zromm software is initialized and any logon string transmitted after a short delay. Press <SHIFT> <ESCAPE> to end the call. The connect time will be displayed (provided the dial program has not been corrupted).

If no DATAPHONE Zromm is present a prompt screen containing the protocol information is displayed once carrier is detected. It is then possible to enter an OS (Operating System) command to activate suitable software. The logon string may be transmitted by pressing <SHIFT> <COPY>.

NOTE that for "colour" operation using the Zromm "Chat" command, the function keys transmit teletext colour codes. Pressing <SHIFT> <ESCAPE> in this case will restore normal terminal functions to these keys. Press F0 and enter CHAT <RETURN> to return to colour operation. Also, the logon string is held in <SHIFT> F9 for colour operation.

EDITING ENTRIES

The Edit, Delete, Insert and Move commands provide a simple means of modifying the number store. Position the cursor bar at the entry to be edited, deleted or moved, or above the position to insert a new entry. Then press the space bar to show the menu, followed by "E", "D", "I" or "M".

The Edit (E) and Insert (I) commands wait for the displayed information to be modified as follows:

To leave a string unchanged, press <RETURN>.

Use the arrow keys to position the cursor.

To insert a character to the left of the cursor, simply type the desired character. NOTE that the string length is limited to that indicated by the arrows on the screen.

To delete the character to the left of the cursor, press <DELETE>.

To abort the operation and restore all original information, press <ESCAPE>.

<SHIFT> function key colour codes may be included in the strings to improve the appearance of the display.

The protocol is stored in compressed format. The first character is the terminal software type:

P=Prestel or Viewdata
T=Scrolling terminal (filter on)
C=Colour terminal (filter off)

(any other is assumed to be voice). The second character is the modem setting:

1=1200/75 Orig
2=75/1200 Ans
3=300/300 Ans
4=300/300 Orig

The remaining characters are displayed but have no direct effect on operation. They might typically indicate the number of data bits, parity and stop bits (e.g. 7E1).

The logon string may contain control codes by using a vertical bar as for function key programming. For example, a ;M sequence <RETURN> allows multiple strings to be transmitted and a ;@ sequence <NULL> introduces a short delay.

PRINTING ENTRY LIST

The Print command (P) prints all stored information except logon strings on the printer. It may be necessary to use an OS command (*) to configure the computer for your particular printer. The program assumes a parallel printer requiring line feeds.

Press <ESCAPE> to abort the printout.

OPERATING SYSTEM COMMANDS

The OS command (*) performs an operating system command without leaving the Autodial program. This allows access to all the *FX commands, as well as all the Zromm functions and disc filing system commands.