

ADAM'S APPLE SOFTWARE PRESENTS:

WAR GAMES SMARTDIALER

BY MARK FULLMER

OWNER'S MANUAL

MISUSE OF THIS PRODUCT.
FOR ILLEGAL USE, SO, WE ARE NOT RESPONSIBLE FOR YOUR
TAMPERED WITH. THIS SOFTWARE PIECE IS NOT INTENDED
SOFTWARE PIECE CAN OCCUR IF THE SOFTWARE PIECE IS
COLECO INDUSTRIES INC. EXCESSIVE DAMAGE TO THIS
COLECO ADAM, ADAMLINK MODEM ARE TRADE-MARKS OF
4835 EDGAL RD., CLEVELAND, OH 44124-2302. COLECO,
TEXT AND AUDIO-VISUAL COPYRIGHT 1982, ADAM'S APPLE.

ADAM'S APPLE SOFTWARE PRESENTS:

WAR GAMES SMARTDIALER

BY MARK FULTNER

OWNER'S MANUAL

TEXT AND AUDIO-VISUAL COPYRIGHT 1985, ADAM'S APPLE,
4835 EDSAL RD., CLEVELAND, OH 44124-2305. COLECO,
COLECO ADAM, ADAM, ADAMLink Modem ARE TRADE-MARKS OF
COLECO INDUSTRIES INC. EXCESSIVE DAMAGE TO THIS
SOFTWARE PIECE CAN OCCUR IF THE SOFTWARE PIECE IS
TAMPERED WITH. THIS SOFTWARE PIECE IS NOT INTENDED
FOR ILLEGAL USE, SO, WE ARE NOT RESPONSIBLE FOR YOUR
MISUSE OF THIS PRODUCT.

TABLE OF CONTENTS

Congratulations!!! You are a proud owner of the WAR
GAMES SMARTDIALER an excellent enhancement for your
ADAM computer and modem. This software piece is
definitely a must for people who are in areas with
little known services for 300 baud modems. NOTE:
THIS SOFTWARE PIECE IS NOT INTENDED FOR ILLEGAL USE
SO, WE ARE NOT RESPONSIBLE FOR YOUR MISUSE OF THIS
PRODUCT. Also, please do send in your registration
card so you can receive future updates on the
program.

Sincerely,

Charles Kolin
President

TABLE OF CONTENTS

FORWARD.....1
A NOTE CONCERNING THE INITIALIZATION PORT.....2
WARRANTY.....3
REGISTRATION CARD/CREDITS.....4

FOR INFORMATION ON COMMANDS CONSULT THE SMARTWRITER FILE,
READ_ME INCLUDED ON THE DISK OR DATAPACK.

Charles Kolin
President

A NOTE CONCERNING THE INITIALIZATION OF THE PORT

When the program asks you which kind of "carrier" you want in Initialization of the port what its really asking is what kind of carrier your computer is to send out. The three choices you have are: SENDING, RECEIVING, NO CARRIER. The reason for this is because we found that not all ADAMLink modems operate with the same type of carriers. So, what I suggest you do is try calling a BULLETIN BOARD SYSTEM using the SENDING carrier. If that doesn't work try the RECEIVING and NO CARRIER choices. If all three of them work I recommend the use of the RECEIVING carrier at all times. If the SENDING and NO CARRIER choices work then I recommend the SENDING carrier. As you can see I least recommend the NO CARRIER choice only because its not as effective as the RECIEVING and SENDING because when dialing numbers, some computers wait for the carrier before sending out one.

WARRANTY

This software product is sold as is; all sales final, unless the software product was damaged in the shipping. Therefore we will send you another copy of the software upon receipt of the package with the registration card filled out and with an enclosed post-paid mailer. This warranty is only valid one week after receipt of the package.

WAR GAMES SMART DIALER

Written By: Mark Fullmer
Distributed By: Adams Apple
: M.W. Ruth Co.

Here is a brief explanation of the commands of the WAR GAMES SMART DIALER and how to reach them...

1> REACHING THE COMMANDS:

To execute a command, simply move the cursor to the first letter of the option (by using the cursor keys) and then press <CR>.

2> SETTING THE NUMBERS:

After you have executed the command, you will be prompted whether or not to erase previously inputted numbers. When first starting, you should respond yes, so that all variables will be erased and a 1 will automatically be put in front of the area code.

After about 45 seconds, you will see the now familiar block cursor which can be moved in the same way as if you were executing a command, with a few exceptions. 1 It now can be moved left and right. 2 The HOME key is used as a carriage return.

To escape back to the main menu, simply press SMART KEY VI.

To input a number, first you input the area code, then the prefix, then the starting last numbers, then the ending last 4 numbers, and finally either a <Y>es or a <N>o to specify whether or not to dial the area code. NOTE: The starting last 4 numbers must be less than the ending last 4 numbers. Just to be safe, when not dialing the area code, put yours in incase you accidentally specify to dial the area code.

You can enter up to 21 matrixes to dial at a time. The computer will dial from matrix 1 to matrix 21 unless there is no more to dial.

3> SETTING THE PULSE CODE:

When dialing, the computer either sends out a sending carrier, receiving carrier, or no carrier. These can be altered through this command.

4> DIALING:

After you execute the command for dialing, Adam will check to insure there are no errors in the dialing matrix. If there is, it will usually be caused by the starting last 4 numbers being less than the ending last 4 numbers. Or some extra numbers being added to a unknown matrix. To find the problem, Execute the Set Numbers Command, but to not initialize the variables.

Once dialing you can pause dialing by pressing control, shift, and H (in that order). Once you are through holding, press any key and the dialing will continue. Do abort the dialing procedure and return to the main menu, press control, shift, and Q (in that order). After this is done you cannot continue dialing, but you can start to dial over again.

When done dialing, the carriers found will be displayed.

5> DISPLAYING CARRIERS FOUND:

This function is used after you are finished dialing to display the carriers found. After you have viewed all the carriers found, you will be asked if you want a <H>ard copy (printout), or save the carriers found to disk/tape. To save carriers found, you will need to input a filename for this. After saved, this file can be edited or printed in Smart Writer.

Note: Use only alphabetical letters for the filename.

6> SCREEN OPTIONS:

This function is used to change the color of you normal screen, normal letters, inverse screen, and inverse letters. When asked what color you want for each, use the chart that will be displayed on the right.

7> EDIT PARAMETERS:

This function will alter the parameters needed for dialing, checking for carriers, and holding between numbers. After executing the command EDIT PARAMETERS, you will be given a list on what you can change, its current value, and what the new value you are giving it. If you do not wish to change the parameter, simply press return before entering anything else and there will be no change. After done, you will be asked if it is all correct. If you type <N>o then this function will be repeated again if you type <Y>es then you will be returned to the main menu. This function is useful in areas where the phone company will allow faster dialing of each number.

8> SAVE PARAMETERS:

8> SAVE PARAMETERS: SMART DIALER

Written By: Mark Fullmer
Distributed By: Adams Apple
M.W. Ruth Co.

Here is a brief explanation of the commands of the WAR
GAMES SMART DIALER and how to reach them...

This function will save parameters which you have
edited so that each time you run this program, you will not
have to change them.; just load them.

Move the cursor to the
first letter of the option (by using the cursor keys) and
press the key.

9> LOAD PARAMETERS:

This function will load the parameters which you have
saved using the save parameters command.

10> TERMINAL EMULATOR:

This function can be used to test out the carriers
which you have found. It has no carrier check therefore, if
the host computer drops a carrier, you must press control c
and then type goto 100 to prevent the loss of variables.

- Wild card-Return to menu
- Clear key-Hang up and return to menu
- Store/get-Dial next found number

TECHNICAL NOTE: It is not suggested that you use zeros when
dialing.

WAR GAMES SMART DIALER Copyright {C} 1986, Adams Apple

Written By: Mark Fullmer
Distributed By: Adams Apple