

Using Telnet to access the Packet Network

In our area there are two telnet access points that can be used to access the packet network or conference with other packeteers. Both N4JOA and WB4MOZ systems have these features.

1. First you need a Telnet program – Putty or Puttytel are free and easy to use.
Puttytel is the simpler version and will suffice for most users. Search for puttytel, download (<300k) and install (create folder, move puttytel.exe and create shortcut).
2. Starting PuttyTel should produce a screen similar to figure 1. Only the default setting should be available.

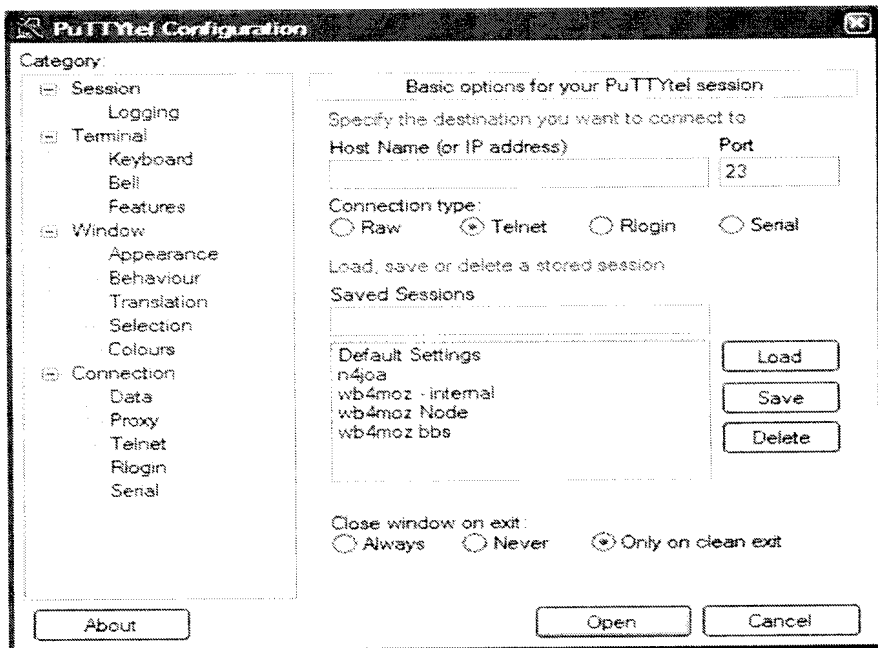


Figure 1 – Puttytel with no session loaded

3. Enter the Saved sessions, host name or ip address and port number for each session using the following info:

Saved session	host name	port
N4JOA bbs	n4joa.no-ip.info	6300
WB4MOZ Node	wb4moz.no-ip.net	8010
WB4MOZ bbs	wb4moz.no-ip.net	6300

Before saving each session click on terminal (in the left panel) and check auto under local echo. Click on telnet and check passive. There are many other options that can be played with, such as font under appearance.

When all entries are complete click on session, be sure that telnet is checked and then click on save to save the session.

To open a session Bring up Puttytel - see figure 2

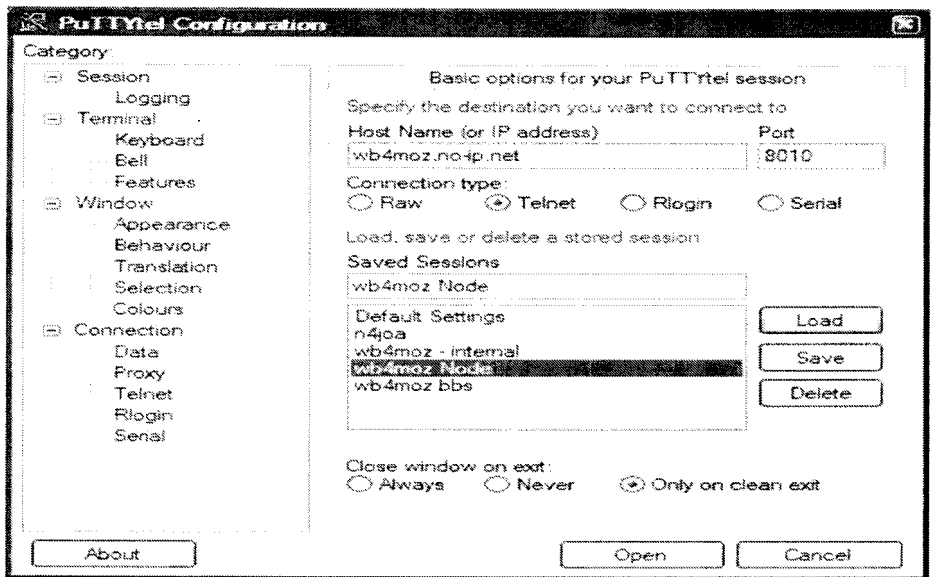


Figure 2 – Puttytel with wb4moz node session loaded

Highlight the desired session – note, if you want to explore the network it is simpler to use the node.

Click on Load

Click on Open

A new window should open with a user: prompt.

4. At this point amateur rules start – you must enter your call and password. In order for the system to accept your call you will have to register with the sysop. Once registered you can enter your call at the user prompt and password at the password prompt. If all goes well you should see the node or bbs prompt. On the wb4moz node you will be logged on with your call-12.

Now that you are logged on what can you do?? Actually, quite a bit depending on where you logged in and what you want to do.

- If you are logged into the node then enter i for info which shows ports available, or ? for available commands. Entering: bbs will connect you to the bbs, wl2k connects to RMS Packet (Winlink) , n for a nodes list, etc. If you see a interesting node in the node list then c nodename or call should get you there, i.e. c joabpq will connect to n4joa-3.

- If you are logged onto a bbs then you can send and receive messages as well as normal bbs stuff. If you want to go out to the network then enter g for gateway, select port 1 for bpq and then enter c sw to connect to the node. Now things should be the same as if you logged onto the node. At the bbs prompt entering c will connect you to the conference mode.

Have Fun John, wb4moz