

U.S. Robotics
V.Everything Modem
Command Reference

U.S. Robotics V.Everything Modem Command Reference

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Chapter 1

Using the AT Command Set

Before You Start

Courier modems are controlled using *AT commands*.

Before you can send any AT commands to your Courier, you need to put your communications software in [Terminal mode](#). In Terminal mode, what you type is sent directly to the Courier.

General Rules for Using AT Commands

- Type **AT** before each command and press **<Enter>**¹ after each command. Exceptions: **A/**, **A>** and **+++**, which require neither **AT** nor **<Enter>**.

1. Angle brackets (< and >) are used in this manual to indicate the name of a key. Do not type the angle brackets when issuing a command.

- You can leave zeroes off commands, because a missing numeric parameter is assumed to be a zero. For example, **ATE <Enter>** is equivalent to **ATE0 <Enter>**.
- You can create compound commands of up to 56 characters between AT and <Enter>. Spaces don't add to the count, but hyphens and parentheses do.

Here's an example:

AT&K3X2DT5551234 <Enter>

AT	Attention; a command follows.
&K3	Disable MNP5 data compression; use only V.42bis compression.
X2	Use the X2 result code subset.
DT	Dial the following number using tone dialing.
<Enter>	Send the commands.

Basic AT Commands

A/ Re-execute the last-issued command. Do not type AT or press Enter.

- A> Repeat the last-issued command until canceled by pressing any key. Do not type AT or press Enter.
- AT Attention prefix: informs the Courier that a command is coming. AT must precede all commands except A/, A> and +++.

S-registers

[S-registers](#) are addresses of places in memory where various timing parameters, redefinitions of selected ASCII characters, and other configuration settings are stored.

Initially, the S-register settings for each of the templates are the same. As with any setting stored in [NVRAM](#), however, you can overwrite an S-register's stored value.

The default values listed in Table 4-1 are those that users typically require.

Displaying S-register Help

To display a list of S-registers and their functions, issue the following command while in [Terminal mode](#):

ATS\$ <Enter>

Also, the command ATI5 displays the values of the S-registers as part of the listing of NVRAM's contents.

More command lists are available. See [Chapter 14, Displaying Help Screens](#).

Displaying S-register Settings

All S-registers

To display the S-register settings in the NVRAM templates, issue the command:

ATI5 <Enter>

To display the S-register settings in [RAM](#) (the current configuration), issue the command:

ATI4 <Enter>

In both cases, S-register settings appear as a table seven columns wide, each entry of the form, “*Smm=nnn*” where *mm* is a register number between 0 and 70 and *nnn* is a decimal value between 0 and 255.

One S-register

To display the contents of a register, use ATSr? as in this example:

```
AT$19? <Enter>
000
OK
```

Setting an S-register

To change a setting for an S-register in the current configuration, use the command

```
AT$r=n <Enter>
```

where *r* is the register's number and *n* is a decimal value from 0-255 (unless otherwise indicated) that specifies the setting.

Important If you do not follow an S-register setting with &W, the setting will be retained only until the next reset or power off.

```
AT$13=8&W <Enter>
```

Sr=n Set S-register value: *r* is any S-register; *n* must be a decimal number between 0 and 255.

Sr.b=n Alternative command for setting bit-mapped registers: *r* is the bit-mapped register; *.b* is the bit; *n* is 0 (off) or 1 (on).

Bit-Mapped S-registers

Understanding Bit-Mapped S-registers

Certain registers are “bit-mapped.” A bit-mapped register uses *one* number to describe a *collection* of settings. Bit-mapping allows us to pack a lot of information in a small space.

When the Courier displays the value of an S-register, *you* see a decimal value between 0 and 255. The *Courier*, however, understands the decimal value as a collection of binary digits (bits). Here’s how bits are mapped to decimal values:

Each bit can be either on (1) or off (0). Eight bits create 256 unique combinations of 1s and 0s. Each of the eight bits can be assigned a number corresponding to its position:

b	b	b	b	b	b	b	b
7	6	5	4	3	2	1	0

And each bit can be assigned a value corresponding to its number:

Table 1-1. Values Assigned to Bit Numbers

Bit Number	Value		
7	27	=	128
6	26	=	64
5	25	=	32
4	24	=	16
3	23	=	8
2	22	=	4
1	21	=	2
0	20	=	1

Converting Bits to Decimal Values

Starting with a string of eight bits, assign each “1” bit a value based on its position. Add the values to come up with the final decimal value.

Here's an example of how bits are converted to decimal values:

01001111

0	1	0	0	1	1	1	1	
0	+ 64	+ 0	+ 0	+ 8	+ 4	+ 2	+ 1	= 79

Converting Decimal Values to Bits

Convert decimal values to bits by finding the largest decimal equivalent that is less than the decimal value. Subtract the decimal equivalent and mark the equivalent bit “1.” Continue until the decimal value is zero.

113

$$113 - 64 = 49$$

01

$$49 - 32 = 17$$

011

$$17 - 16 = 1$$

0111

$$1 - 1 = 0$$

01110001

Setting Bit-Mapped S-registers

You can set bit-mapped S-registers using either bits or decimal values. While it may be simpler for you to set the bits individually, Couriers display the S-register settings in decimal form.

Using Bits

Turning individual bits on and off is the more direct way to set bit-mapped S-registers. To do this, specify the S-register that you want to set and then indicate which bits you want to turn on (1) or off (0). For example,

ATS13 .0=1 .4=1 .5=1 <Enter>

turns bits 0, 4, and 5 on for S-register 13.

Using Decimal Values

An alternative way to set bit-mapped S-registers is by adding the decimal values of the bits and entering the total. This example sets the same value as the one in *Using Bits* above:

ATS13=49 <Enter>

Chapter 2

Modes of Operation

Command and Online Modes

Command mode. When the Courier is in command mode, you can control it using AT commands.

Online mode. When the Courier is in online mode, it is connected over telephone lines with another device.

Online command mode. By entering online command mode, you can send the Courier commands while you are on line with another device.

Entering Online Command Mode

+++ Enter *Online command mode*. Once the Courier is on line with another system, the only command it recognizes is an *escape code*, or pressing the plus key three times.

Depending on how bit 0 of [S-register](#) 14 is set, the Courier will either enter online command mode or hang up when you send the escape code. To be able to change operating modes without losing connections, make sure bit 0 of S-register 14 is OFF:

ATS14.0=0&W <Enter>

Note For all Couriers except the PC Card version, the setting of [DIP switch](#) 9 overrides the S14.0 setting.

Table 2-1. S-register 14, bit 0

Bit	Value	Result
0	0	Revert to Command mode on escape code
0	1	Disconnect on escape code

Once the Courier is set to revert to Command mode, when you type three pluses as described below, the Courier will enter Command mode.

1. Wait one second after sending the last item of data

2. Type +++ (Do not type the AT prefix or press Enter.)
3. Wait one second before typing any data

You can change the characters used to revert to command mode or the wait time by resetting Register S2 or S12. See the [S-register Summary](#) in [Appendix A, Alphabetic Command Summary](#).

Returning to Online Mode

On Changes from Command Mode to Online Mode.

ATO <Enter>

There are two ways to return online.

O0 Return online.

O1 Return online and retrain. You might use ATO1 to resynchronize if you experienced errors during a non-[ARQ](#) data transfer.

Controlling Local Echo

There are two [local echo](#) settings, one for command mode and one for online mode. The command-mode local echo setting determines whether the commands you type appear on your screen. The online-mode local echo setting determines whether the data that the Courier transmits to another device appears on your screen.

Command-Mode Local Echo

En Enable or suppress command-mode local echo.

E0 Command mode echo OFF. Your typed commands do not appear on your screen.

E1 Command mode echo ON. Your typed commands appear on your screen.

Note For all Couriers except the PC Card version, the setting of DIP switch 4 overrides the *En* setting.

Online-Mode Local Echo

Fn Enable or suppress online-mode local echo.

You may see the term *duplex* used in place of online local echoing, although the term is not technically accurate.

- F0 Online local echo ON. Sometimes called [half duplex](#). As the modem transmits data to a remote system, it also sends a copy of the data to the screen.
- F1 Online echo OFF. Sometimes called [full duplex](#). Default.

Data and Fax Modes

Once you have started in Command mode, you can initialize the Courier in [data mode](#) or [fax mode](#).

Data mode. In data mode, the Courier is prepared to make calls to and receive calls from other modems.

Fax mode. In fax mode, the Courier is prepared to make calls to and receive calls from analog [facsimile](#) devices, such as fax modems and fax machines.

Fax operations require facsimile-compatible communications software that can send or receive Group III faxes. Follow the instructions in your fax software manual.

The Courier's default operating mode is Data mode. If your fax software is typical, it automatically switches the device to Fax mode when you run the program, and resets the device to Data mode when you exit the program.

You can always switch the operating mode manually using one of these commands:

AT+FCLASS=0 (Switch to Data mode) <Enter>

AT+FCLASS=1 (Switch to [Class 1](#) Fax mode) <Enter>

AT+FCLASS=2.0 (Switch to [Class 2.0](#) Fax mode) <Enter>

If you are not sure whether your Courier is in Data or Fax mode, type the following command.

AT+FCLASS? <Enter>

The Courier returns a value of 0 to indicate Data mode, 1 to indicate Class 1 Fax mode, or 2.0 to indicate Class 2.0 Fax mode.

Note Whenever the Courier is reset using the ATZ command, by using your communications software to drop the DTR signal, or by turning the power off and then on, it will reset to *Data* mode.

Chapter 3

Dialing, Answering, and Hanging Up

This chapter explains how to get your Courier to perform the fundamental communication operations. Caller ID and distinctive ring support are also explained here.

Dialing

Dn Dial the specified phone number and execute *dial options*.

Example: **ATDT9825092 <Enter>**

Note With the exception of the following Dial options, Couriers ignore any commands issued after the D in the same command string.

Dial Options

T Tone dial.

P Pulse dial.

- ,
- (Comma) Pause for the length of time specified by [S-register 8](#). The default is 2 seconds.
- /
- (Slash) Pause for 125 milliseconds.
- W
- Wait for a second dial tone before continuing dialing.

W works only if the X3 (or higher) command has been issued (see [Chapter 5, Controlling Result Code Displays](#)). If the Courier is set to X2 or lower, it interprets the W as a two-second pause, unless it detects a second dial tone within two seconds.
- @
- Wait for an answer (with X3 or higher).

Some online services answer the phone and return a tape-recorded request for information before processing transactions. Use the @ command to tell the Courier to detect at least one ring, wait for five seconds of silence at the other end of the call, and then continue.

To use the @ command, set the Courier to X3, X4 or X7. If it is set to X2 or lower, the Courier will return an ERROR message when it encounters the

@ character. If it's set to X5 or X6, the Courier hangs up when it detects a voice answer.

;
; (Semicolon) Return to Command mode after dialing.

"
" Dial the letters that follow (in an alphabetical phone number).

Note If you are including another command after the phone number, use closing quotation marks before the additional command.

R Reverse frequencies. This command allows you to call a device that can only originate calls. It forces the Courier to dial out at the answer frequency. You can put the R either before or after the number.

X2-X7 Display different sets of result codes. See [Chapter 5, Controlling Result Code Displays](#).

L Dial the last-dialed number. Start a command with ATDL instead of using A/ if you wish to send the Courier non-Dial commands before dialing again.

L? Display the last-dialed number.

Sn Dial the number stored in nonvolatile random access memory at position n, where n = 0*9. See [Chapter 4, Working with Memory](#), for instructions about saving phone numbers to memory.

In addition to the digits 0 through 9, Couriers also accept * and #.

Canceling Dialing

Any key Stop dialing or stop repeating.

If you press any key while the Courier is dialing, the call is canceled. To retry the call, type A/.

Redialing

A/ Reissue the last command. Don't type AT or press <Enter>.

Repeating a Command

- > Dial a number, wait 60 seconds for a connection, and then hang up. Wait two seconds, then redial. Make a maximum of 10 attempts. For example, if you know that the device you are calling is frequently busy, include the Repeat command:

AT>DT1234567 <Enter> or

ATDT1234567> <Enter>

To stop the repeating, press any key *during the pause between dial attempts*. If you press any key while the Courier is dialing, that dial attempt is canceled but the cycle will continue.

- A> This command combines the features of both the A/ and > commands. The Courier both dials the last-dialed number and repeats it just as the > command does. Also can be used to repeat any command.

Carrier Loss Redial

You can set the Courier to redial the last-dialed number after it loses carrier (carrier is the signal maintained between two modems while they are on line). This feature is useful for dialed-line connections that operate unattended.

S-register 69, bit 1 enables and disables carrier loss redial. The default value is S69.1=0, carrier loss redial disabled. To enable carrier loss redial, send **ATS69.1=1 <Enter>**

S-register 44 sets the number of seconds that the Courier waits between losing the connection and redialing. It also defines the interval between dialing attempts in the event that the first attempt is not successful. When carrier loss redial is enabled, the Courier will make 10 attempts to reconnect.

Example: **ATS44=20 <Enter>** sets a 20-second interval.

Answering Calls

Forcing the Courier to Answer

A Force the Courier to go through the answer sequence when it hasn't received an incoming call.

ATA <Enter>

Auto Answer

You can set the Courier to receive calls unattended. Load your communications software as you normally do, and set the Courier to [Auto Answer](#). Also, set your communications software to save incoming messages and/or files.

Note For all Couriers except the PC Card version, [DIP switch](#) 5 overrides the ATS0= n setting.

To enable Auto Answer, send the following command (this example instructs the Courier to pick up on the first ring):

ATS0=1 <Enter>

Note You can substitute a higher value. See the [S-register summary](#) in [Appendix A, Alphabetic Command Summary](#).

When the Courier senses a call coming in, it sends the [result code](#) RING to your computer, goes off hook, and negotiates for a connection. If there is no response within 60 seconds, the Courier hangs up.

Note You can adjust the 60 second wait-for-connection time using S-register 7.

If a connection is made, the Courier sends a CONNECT result code. When the call is disconnected by you or the remote user, the Courier hangs up and returns the NO CARRIER code.

Note If S0=0, Auto Answer will be disabled. Send ATI4 and be sure that S0=1*255.

Disabling Auto Answer

To disable Auto Answer, set the Courier to answer on zero rings with the following command.

ATS0=0 <Enter>

Hanging Up

To end a connection with a remote device, type the following:

(wait 1 sec) +++ (wait 1 sec) **ATH0 <Enter>**

Making International Calls

Three commands apply to international calls above 1200 bps -- *Bn*, *&Gn*, and *&Pn*.

Bn Handshake options.

B0 ITU-T (formerly [CCITT](#)) answer sequence. Default. This is required to answer all V.34-type calls, as well as calls from overseas.

B1 Bell answer tone. This setting selects HST modulation, but should only be used if the Courier is not required to answer V.34-type calls.

&Gn This setting applies only to overseas calls at 2400 or 1200 bps. British phone switching systems require devices to send an 1800 Hz guard tone after they send an answer tone. Some other European phone networks require a 550 Hz guard tone. Guard tones are not used in the United States or Canada.

&G0 No guard tone. This is used in the U.S. and in Canada. Default.

&G1 This sets a 550 Hz guard tone, which is required in some European countries.

- &G2 This sets an 1800 Hz guard tone, which is required in the U.K. and some Commonwealth countries. &G2 requires the B0 setting.
- &P Sets the ratio of the off-hook/on-hook (make/break) interval, for pulse dialing. The default setting is for North America. Change the setting in the United Kingdom and some commonwealth countries.
 - &P0 North American make/break ratio (39/61).
 - &P1 United Kingdom make/break ratio (33/67).

Call Detection

The Courier supports Call Detection, which allows it recognize whether an incoming call is data or fax when the Courier is controlled by fax-capable communications software. Because Call Detection automates recognition of different calls from multiple users, it is especially useful for Bulletin Board Systems.

Call Detection is an optional [Fax Service Class 2.0](#) feature, and is also implemented by U.S. Robotics for [Fax Class 1](#) applications.

To obtain a copy of the technical specification of U.S. Robotics' implementation of Call Detection for Fax Class 1, call our BBS at the number provided on the Customer Support Services card included with your Courier and download the file CALLSEL.TXT.

For information on implementing Fax Class 2.0 Call Detection, see the standard listed above.

Caller ID Functions

Caller ID is a service provided by local telephone companies. When you subscribe to caller ID, your phone company begins providing you real-time information about incoming calls.

The caller ID signal includes the date and time of the call, the phone number of the calling device, and, optionally, the name of the calling party. The signal is sent between the first and second rings and must be decoded and displayed by a device connected to your phone line. The Courier has the ability to decode and display the caller ID information.

Service Types

You can subscribe to Basic or Extended caller ID service. *Basic* service offers you the date and time of the call and the calling party's telephone number. *Extended* service provides the billing name associated with the calling party's telephone number in addition to the Basic service information.

The information the Courier actually receives depends on the service type to which you've subscribed, the information that the calling party's telephone company provides, and whether the equipment in between supports caller ID. At minimum, you will always receive the date and time that a call arrived.

If a call arrives without a caller ID signal, the Courier will send OUT OF AREA in place of the phone number and name. If the caller ID information has been blocked by the user at the other end, the Courier will send PRIVATE in place of the phone number and name.

Applications of Caller ID Technology

You can use caller ID to screen calls, keep a record of calls, or prevent unauthorized access to your network. Third-party database and telephony applications such as security, call logging, and black-listing applications exploit the caller ID information provided by the Courier.

How the Courier Handles Caller ID

When the Courier receives the caller ID signal, it stores the information in memory. You can access the information at any time by sending **ATI15 <Enter>**.

```
ati15
USRobotics Courier V.Everything CID Status...

80 1E 01 08 31 30 31 35 32 30 33 38 02 0A 37 30
38 35 35 35 30 30 30 31 07 0C 55 2E 53 2E 52 4F
42 4F 54 49 43 53 22

DATE = 1015
TIME = 2038
NMBR = 8475550001
NAME = U.S.ROBOTICS

OK
```

Using the #CID command (described below), you can have the Courier send the information to your computer between the first and second RING messages. The caller ID information is displayed only once.

RING

```
DATE = 1015
TIME = 2038
NMBR = 8475550001
NAME = U.S.ROBOTICS
```

RING

The information remains in memory until either you reset the Courier or until the Courier receives another valid caller ID signal.

Auto-Answer and Caller ID

S0=1 tells the Courier to answer on the first ring. Because caller ID information is transmitted between the first and second rings, if you have set S0=1, the Courier will not receive the caller ID signal.

Note To be sure that the Courier receives the caller ID signal when auto-answer is enabled, set S0=2 or higher or make sure your communications software is set to answer on 2 or more rings.

Presentation Formats

The Courier sends the caller ID information to your computer either *formatted* or *unformatted*. Formatted presentation is a translation of the caller ID signal into ASCII text. Unformatted presentation is a hexadecimal representation of the caller ID signal.

RING

DATE = 1015
TIME = 2038
NMBR = 8475550001
NAME = U.S.ROBOTICS

RING

Figure 3-1. Formatted Caller ID Information

RING

801E01083130313532303338020A373038353535303031070C552E532E524F424F5449435322

RING

RING

Figure 3-2. Unformatted Caller ID Information

Commands

#CID=n

n	Caller ID Action
0	Disable Caller ID detection and reporting
1	Enable Caller ID with formatted output
2	Enable Caller ID with unformatted output
3	Enable Caller ID with formatted output and name suppressed
4	Enable Caller ID but do not transmit the information to your computer – retain it in the Courier's memory
#CID?	Display the current caller ID setting.
#CID=?	Display the Caller ID actions that are available

Example: **AT#CID=1 <Enter>**

The default setting is 0, caller ID detection and reporting disabled.

#\$

Displays a help screen for the octothorpe (#) command.

Example: **AT#\$ <Enter>**

I15

Displays the latest caller ID information, in both unformatted and formatted forms.

Example: **ATI15 <Enter>**

References

For more information about Calling Number Delivery (CND), refer to Bellcore documents TR-TSY-000030 and TR-TSY-000031. To obtain Bellcore documents, contact:

Bellcore Customer Service
8 Corporate Place
Room 3A184
Piscataway, NJ 08854-4196
(800)521-2673

Distinctive Ring Support

Distinctive ring is a service provided by local telephone companies that permits the assignment of multiple phone numbers to one line. Each phone number is associated with a different ring pattern, and devices that recognize distinctive ring, like the Courier, can be set to answer only on certain incoming ring patterns.

For example, a fax machine, answering machine, telephone, and modem could all share the same line. Each device would have its own phone number and respond only to calls intended for that number.

There are four ring patterns in common use:

Ring	Description
A	1.2 to 2.0 seconds on, 4.0 seconds off.
B	0.8 second on, 0.4 second off, 0.8 second on, 4.0 seconds off.
C	0.4 second on, 0.2 second off, 0.4 second on, 0.2 second off, 0.8 second on, 4.0 seconds off.
D	0.3 second on, 0.2 second off, 1.0 second on, 0.2 second off, 0.3 second on, 4.0 seconds off.

Command

S70

bit	value	Distinctive Ring Recognition
0	1	Enable recognition of Ring A
1	2	Enable recognition of Ring B
2	4	Enable recognition of Ring C
3	8	Enable recognition of Ring D

Example: **ATS70.0=1.3=1 <Enter>**

This example enables the recognition of ring types A and D only. When a call comes in with a ring type A or D, the Courier will send the result code RING A or RING D, respectively. The Courier will ignore other ring types. Another way to send the same command is **ATS70=9 <Enter>**. See [Chapter 1, Using the AT Command Set](#), for details about setting [S-registers](#).

If S70 is set to 0 (the default) the Courier detects ring types A and B, sending the result code RING for either ring type. This function is identical to that of other U.S. Robotics modems that do not support distinctive ring.

If only one ring type is enabled, the Courier will recognize only the enabled ring type and ignore all others. It will send the result code RING only when it detects the ring type that's enabled.

If more than one ring type is enabled, the Courier will recognize only the enabled ring types and ignore the others. When a call arrives, the Courier will send its ring type in the result code, for example, RING C.

Result Codes

Verbal	Numeric
RING A	170
RING B	171
RING C	172
RING D	173

Chapter 4

Working with Memory

Courier modems contain three types of memory that you can interact with: [random access memory \(RAM\)](#), [nonvolatile random access memory \(NVRAM\)](#), and [Flash memory](#).

RAM

RAM holds the settings that apply to the current configuration. Any changes that you make are active until you reset the Courier.

NVRAM

NVRAM is *user-configurable*. You can store, retrieve, and change settings in NVRAM. Loss of power will not affect your settings.

Flash

Flash memory holds the Courier's operating software. You can upgrade the software held in flash memory by performing a software download. See [Chapter 17, Upgrading the Courier's Software](#).

What is Stored Where?

Current Settings

Current settings are saved in working memory (RAM). Any settings that you change and do not save to the Courier are active until you reset or power off a Courier. View current settings by sending **ATI4**.

Saved Settings

Settings that you save to the Courier are stored in non-volatile random access memory (NVRAM). View saved settings by sending **ATI5**.

Permanent Settings

Three templates of permanent settings are stored in Flash memory. For a complete listing of each, see tables 4-3 to 4-5. You can retrieve the permanent settings, and save them to NVRAM, but you cannot alter them.

Working with RAM

You can change any setting just for the current session, as in the following example. The NVRAM configuration remains intact.

ATX6 <Enter>

Working with NVRAM

If you want the new setting to be a default, write it to NVRAM at the same time, as in the following example. X6 is substituted for the Xn value stored earlier. Any other setting that was changed and can be saved to NVRAM will also be saved.

ATX6&W <Enter>

Note When writing a different default configuration to NVRAM, insert any additions *after* the $&Fn$ command but *before* $&W$. Otherwise, they will be overwritten by $&Fn$. Also, be aware that $&Fn&W$ copies the entire $&Fn$ template into NVRAM.

Saving a Phone Number to NVRAM

&Zn=s Write the phone number (s) to position (n) in memory. You can store up to ten phone numbers of up to 40 characters each in positions 0-9.

Important Do not include modem commands in $&Zn=s$.

For example, to store the phone number 555-6789 at position 2, type:

AT&Z2=555-6789 <Enter>

To dial the phone number you saved, type:

ATDS2 <Enter>

If the call requires a special setting, insert it in the command before the DS n command. In this example, &M0 (no error control) comes before DS2.

AT&M0DS2 <Enter>

Note The &Z n = s command functions differently when Dial Security is enabled. See [Chapter 9, Dial Security](#), for more information.

To view the phone numbers you've saved, type:

ATI5 <Enter>

&Z n ? Display the phone number stored in NVRAM at position n , where $n = 0-9$.

Saving a Command String to NVRAM

&ZC= s Store command string s in NVRAM. The command string can be up to 30 characters long; spaces do not count.

Note External Couriers Only: After storing a command, you can program the Voice/Data switch to send the stored command string when pressed. See Chapter 3, *Using the Courier*, in the Getting Started manual.

&ZC? Display the stored command string.

Displaying Saved Information

S-register Value (Sr?)

This command allows you to view the contents of a particular [S-register](#), as in the following example that requests the contents of Register S0:

ATS0? <Enter>

Phone Number (&ZN?)

At this command, the Courier returns the phone number stored in NVRAM at position *n*, as in the following example that includes a sample response:

AT&Z3? <Enter>

5551234

Last-Dialed Number (DL?)

At this command the Courier sends the number stored in the last-dialed number buffer:

ATDL? <Enter>

Table 4-1. Default (NVRAM) S-register Settings

S-registers		Default Setting
S0	Auto Answer	0
S1	Counts & stores rings from incoming call	0
S2	Escape code character	43
S3	Carriage Return character	13
S4	Line Feed character	10
S5	Backspace character	8
S6	Wait time for dial tone, in seconds	
S7	Wait time for carrier , in seconds	60
S8	Dial pause, sec.	2
S9	Carrier Detect time, 100 ms.	6
S10	Carrier loss wait-time, 100 ms.	7

Table 4-1. Default (NVRAM) S-register Settings

S-registers		Default Setting
S11	Tone duration, spacing, ms.	70
S12	Escape code guard time, 500 ms.	50
S13	Bit-mapped functions*	0
S14	Bit-mapped functions*	1
S15	Bit-mapped functions*	0
S16	Test modes	0
S18	&T test timeout	0
S19	Inactivity/hang up timer	0
S21	Break length, 10 ms.	10
S22	<u>XON</u> character	17
S23	<u>XOFF</u> character	19
S24	Pulsed DSR duration, 20 ms.	150
S25	DTR recognition time, 10 ms.	5
S26	RTS/CTS delay time, 10 ms.	1
S27	Bit-mapped functions*	0

Table 4-1. Default (NVRAM) S-register Settings

S-registers		Default Setting
S28	V.32 handshake time, 100 ms.	8
S29	V.21 handshake time, 100 ms.	20
S32	Voice/data switch (external models only)	9
S33	Bit-mapped functions*	0
S34	Bit-mapped functions*	0
S38	Disconnect wait time, sec.	0
S41	Allowable remote login attempts	0
S42	Remote Access ASCII character	126
S43	Remote guard time, 500 ms.	200
S44	Leased line delay timer	15
S51	Bit-mapped functions*	0
S53	Bit-mapped functions*	0
S54	Bit-mapped functions*	64
S55	Bit-mapped functions*	0
S56	Bit-mapped functions*	0

Table 4-1. Default (NVRAM) S-register Settings

S-registers		Default Setting
S69	Bit-mapped functions*	0
S70	Bit-mapped functions*	0

*Bit-mapped registers have up to eight functions.

Working with Flash Memory

The Courier permanently stores three configuration “templates,” or prepared sets of commands, in [Flash memory](#). You can retrieve a template and load it into current memory using the &Fn command.

&Fn Load one of the three configuration templates from Flash memory into current memory.

&F0 No [flow control](#) (low performance).

&F1 [Hardware flow control](#).

&F2 [Software flow control](#).

All of the settings in each template are given in Table 4-2, Table 4-3, and Table 4-4. The settings that change from template to template appear in **bold** type.

If [DIP switch](#) 1 is OFF when the Courier is reset or powered on, or if you load template &F0, the &F0 settings take effect. See Table 4-4.

See [Chapter 10, Flow Control](#), for more information about hardware and software flow control.

Table 4-2. &F1 Hardware Flow Control Template

NVRAM Options	Setting	Description
Handshake option	B0	ITU-T answer sequence
Transmitter	C1	Enabled
Command mode echo	E1	Enabled
On-line local echo	F1	Disabled
Training tone volume	L2	Medium
Speaker control	M1	ON during dial through connect
Result codes	Q0	Enabled
Verbal or numeric result codes	V1	Verbal result codes

Table 4-2. &F1 Hardware Flow Control Template

NVRAM Options	Setting	Description
Result code subset	X7	Extended. Includes all codes except VOICE
Protocol response codes	&A3	Full protocol codes
Serial port rate select	&B1	Serial port rate fixed higher than connect rate
Carrier Detect	&C1	Normal operations
Data Terminal Ready	&D2	Normal operations
Guard tone	&G0	U.S./Canada
Transmit data hardware flow control	&H1	Hardware flow control
Rec'd data software flow control	&I0	Disabled
Analog data compression	&K1	Enabled
Normal or leased lines	&L0	Normal lines
Error control/sync	&M4	Normal/error control
Link rate select	&N0	Variable
Pulse dialing type	&P0	U.S./Canada
Rec'd data hardware flow control	&R2	Enabled

Table 4-2. &F1 Hardware Flow Control Template

NVRAM Options	Setting	Description
Data Set Ready	&S0	Always on
Remote Digital Loopback (RDL)	&T5	Deny RDL
Externals only: synchronous transmit clock source	&X0	Courier
Break handling	&Y1	Clear buffer, send immediately
Stored telephone number	&Z0*9=0	Blank
Externals only: synch clock speed	%N6	9600 bps
Caller ID	#CID=0	Caller ID disabled
Word length*	8	
Parity*	0	None
DTE rate* (Kbps)	19.2	—

* Detected by the Courier from the AT prefix of the &W command that writes your defaults to NVRAM. Set your software to the desired word length, parity, and serial port rate defaults before sending the modem the AT ...&W string.

Table 4-3. &F2 Software Flow Control Template

NVRAM Options	Setting	Description
Handshake option	B0	ITU-T answer sequence
Transmitter	C1	Enabled
Command mode echo	E1	Enabled
On-line local echo	F1	Disabled
Speaker control	M1	ON during dial through connect
Result codes	Q0	Enabled
Verbal or numeric result codes	V1	Verbal result codes
Result code subset	X7	Extended. Includes all codes except VOICE
Protocol response codes	&A3	Full protocol codes
Serial port rate select	&B1	Serial port rate fixed higher than connect rate
Carrier Detect	&C1	Normal operations
Data Terminal Ready	&D2	Normal operations
Guard tone	&G0	U.S./Canada

Table 4-3. &F2 Software Flow Control Template

NVRAM Options	Setting	Description
Transmit data hardware flow control	&H2	Software flow control
Rec'd data software flow control	&I2	Enabled
Analog data compression	&K1	Enabled
Normal or leased lines	&L0	Normal lines
Error control/sync	&M4	Normal/error control
Link rate select	&N0	Variable
Pulse dialing type	&P0	U.S./Canada
Rec'd data hardware flow control	&R2	Enabled
Data Set Ready	&S0	Always on
Remote Digital Loopback (RDL)	&T5	Deny RDL
Externals only: synchronous transmit clock source	&X0	Courier
Break handling	&Y1	Clear buffer, send immediately
Stored telephone number	&Z0*9=0	Blank
Externals only: V.25bis clock speed	%N6	9600 bps

Table 4-3. &F2 Software Flow Control Template

NVRAM Options	Setting	Description
Caller ID	#CID=0	Caller ID disabled
Word length*	8	
Parity*	0	None
DTE rate* (Kbps)	19.2	—

* Detected by the Courier from the AT prefix of the &W command that writes your defaults to NVRAM. Set your software to the desired word length, parity, and serial port rate defaults before sending the modem the AT ...&W string.

Table 4-4. &F0 No Flow Control Template

NVRAM Options	Setting	Description
Handshake option	B0	ITU-T answer sequence
Transmitter	C1	Enabled
Command mode echo	E1	Enabled
On-line local echo	F1	Disabled
Training tone volume	L2	Medium
Speaker control	M1	ON during dial through connect
Result codes	Q0	Enabled
Verbal or numeric result codes	V1	Verbal result codes
Result code subset	X1	Basic
Protocol response codes	&A3	Full protocol codes
Serial port rate select	&B1	Serial port rate fixed higher than connect rate
Carrier Detect	&C1	Normal operations
Data Terminal Ready	&D2	Normal operations
Guard tone	&G0	U.S./Canada
Transmit data hardware flow control	&H0	Disabled

Table 4-4. &F0 No Flow Control Template

NVRAM Options	Setting	Description
Rec'd data software flow control	&I0	Disabled
Analog data compression	&K1	Enabled
Normal or leased lines	&L0	Normal lines
Error control/sync	&M4	Normal/error control
Link rate select	&N0	Variable
Rec'd data hardware flow control	&R1	Disabled
Data Set Ready	&S0	Always on
Remote Digital Loopback (RDL)	&T5	Deny RDL
Break handling	&Y1	Clear buffer, send immediately
Stored telephone number	&Z0*9=0	Blank
Externals only: V.25bis clock speed	%N6	9600 bps
Word length*	7	
Parity*	1	Even
DTE rate* (Kbps)	9600	—

* Detected by the Courier from the AT prefix of the &W command that writes your defaults to NVRAM. Set your software to the desired word length, parity, and serial port rate defaults before sending the modem the AT ...&W string.

Saving ROM Templates to NVRAM

To save one of the three templates in nonvolatile memory and have it serve as the reset default, enter AT&Fn&W. For example: **AT&F1&W <Enter>**.

Note For all Couriers except the PC Card version, [DIP switch](#) settings override AT commands at power on. Make sure DIP Switch 10 is ON, or the **&F0** template will be loaded!

Default Settings

For all Couriers except for the PC Card version, if DIP switch 10 is OFF at power-on, the **&F0** settings are loaded instead.

By default, the first time the Courier is turned on, it loads the settings stored in NVRAM, which are the same as the settings in the **&F1** template.

Until you save any changes to NVRAM, the defaults stored there are the same as the permanent ROM factory settings stored in **&F1**.

To view the **&F1** settings, enter **ATI5**.

Saving Templates in NVRAM

You can save any of the three templates, or save modified versions of them, in NVRAM for use as power-on defaults.

&W To substitute a template other than &F1, write the desired template to NVRAM, using the &W command.

AT&F2&W <Enter>

To modify the &Fn configuration in NVRAM, type your changes afterward and then save them to NVRAM, as in the following example. The original factory template remains intact.

ATS10=40&A2&W <Enter>

Z Resets and loads the NVRAM settings when DIP switch 10 is ON (factory setting). If DIP switch 10 is OFF, the Courier resets and loads the &F0 configuration template (no flow control). Use ATZ to make changes to the DIP switch settings take effect immediately.

Chapter 5

Controlling Result Code Displays

This section explains how to control the display of [result codes](#). “Result code” is just another way of saying “status message.”

Result Code Display Commands

The four commands listed below control whether result codes are displayed, and if they are, in what format they are displayed.

Table 5-1. AT Commands That Control Result Code Display

Command	Effect
Qn	Enables or suppresses the display of result codes.
Vn	Displays result codes in verbal or numeric form.
Xn	Uses a specified set of result codes.
&An	Uses additional specified sets of result codes.

Qn Enable/suppress the display of result codes.

Q0 Display result codes.

Q1 Do not display result codes.

Q2 Do not display result codes while in [Answer Mode](#). (See [Chapter 2, Modes of Operation](#), for a description of modes.)

Note For all Couriers except the PC Card version, DIP switch 3 overrides the **Qn** setting at power-on or reset.

Vn Display result codes in verbal or numeric form.

V0 Display result codes in numeric form.

V1 Display result codes in verbal form.

Note For all Couriers except the PC Card version, DIP switch 2 overrides the **Vn** setting at power-on or reset.

S14.1=n Control when result codes are displayed.

S14.1=0 Display result codes when originating a call, answering a call, and when retraining.

S14.1=1 Display result codes only when originating a call.

Note For all Couriers except the PC Card version, DIP switch 7 overrides the S14.1=*n* setting at power-on or reset.

X*n* Display one of the following sets of result codes. Default = X7.

Table 5-2. Result Codes Sets for Xn Values

Result Codes	Setting							
	X0	X1	X2	X3	X4	X5	X6	X7
0/OK	•	•	•	•	•	•	•	•
1/CONNECT	•	•	•	•	•	•	•	•
2/RING (Incoming)	•	•	•	•	•	•	•	•
3/NO CARRIER	•	•	•	•	•	•	•	•
4/ERROR	•	•	•	•	•	•	•	•
5/CONNECT 1200	•	•	•	•	•	•	•	•
6/NO DIAL TONE		•		•		•	•	•

Table 5-2. Result Codes Sets for Xn Values

Result Codes	Setting							
	X0	X1	X2	X3	X4	X5	X6	X7
7/BUSY				•	•	•	•	•
8/NO ANSWER				•	•	•	•	•
10/CONNECT 2400	•	•	•	•	•	•	•	•
11/RINGING (Outgoing)					•	•	•	•
12/VOICE					•	•	•	•
13/CONNECT 9600	•	•	•	•	•	•	•	•
18/CONNECT 4800	•	•	•	•	•	•	•	•
20/CONNECT 7200	•	•	•	•	•	•	•	•
21/CONNECT 12000	•	•	•	•	•	•	•	•
25/CONNECT 14400	•	•	•	•	•	•	•	•
43/CONNECT 16800	•	•	•	•	•	•	•	•
85/CONNECT 19200	•	•	•	•	•	•	•	•
91/CONNECT 21600	•	•	•	•	•	•	•	•
99/CONNECT 24000	•	•	•	•	•	•	•	•
103/CONNECT 26400	•	•	•	•	•	•	•	•

Table 5-2. Result Codes Sets for Xn Values

Result Codes	Setting							
	X0	X1	X2	X3	X4	X5	X6	X7
107/CONNECT 28800	•	•	•	•	•	•	•	•
151/CONNECT 31200	•	•	•	•	•	•	•	•
155/CONNECT 33600	•	•	•	•	•	•	•	•
170/RING A	•	•	•	•	•	•	•	•
171/RING B	•	•	•	•	•	•	•	•
172/RING C	•	•	•	•	•	•	•	•
173/RING D	•	•	•	•	•	•	•	•
Functions								
Wait for 2nd Dial Tone (W)		•	•	•	•	•	•	•
Wait for Answer (@)		•	•	•	•	•	•	•

Table 5-3. Result Code Meanings

Result Code	Meaning
0/OK	Command has been executed.
1/CONNECT	Connection with another device.
2/RING	Incoming ring detected.
3/NO CARRIER	Carrier detect has failed or carrier has been dropped due to disconnect.
4/ERROR	Command is invalid.
5/CONNECT 1200	Connection at reported rate. Same meaning for results of 2400 (10), 4800 (18), 7200 (20), 9600 (13), 12000 (21), 14400 (25), 16800 (43), 19200 (85), 21600 (91), 24000 (99), 26400 (103), 28800 (107), 31200 (151), or 33600 (155) bps.
6/NO DIAL TONE	Dial tone not detected during the default 2 seconds, set in Register S6.
7/BUSY	Busy signal detect; Courier hangs up.
8/NO ANSWER	After waiting 5 seconds for an answer, Courier hangs up; returned instead of NO CARRIER when the @ option is used.
11/RING	The Courier has dialed; remote phone line is ringing.
12/VOICE	Voice answer at remote site; Courier hangs up.
170/RING A	Incoming distinctive ring detected. See Distinctive Ring Support , in Chapter 3. Same meaning for RING B (171), RING C (172), and RING D (173).

Table 5-3. Result Code Meanings

Result Code	Meaning
Wait for Another	The Courier continues dialing as soon as it detects
Dial Tone (W)	another dial tone. See the dial options earlier in this chapter. Requires X3 or higher.
Wait for an	The Courier continues dialing when it detects
Answer(@)	5 seconds of silence on the line. See the dial options earlier in this chapter. Requires X3 or higher.

Additional Result Code Subsets

Note [ARQ \(Automatic Repeat Request\)](#) is used in this manual to denote calls that use error control.

&An Enable or suppress the display of additional result code subsets.

&A0 Do not display ARQ result codes. This setting pertains only to the *display* of codes and not to ARQ function.

&A1 Display ARQ result codes.

If the Courier is set to X0 and the connection is at any rate from 1200 bps to 33.6 Kbps, Result code 14 is displayed. The other result codes indicate the connection rate and require a setting of X1 (or higher).

ARQ

14/CONNECT/ARQ	47/CONNECT 16800/ARQ
15/CONNECT 1200/ARQ	88/CONNECT 19200/ARQ
16/CONNECT 2400/ARQ	94/CONNECT 21600/ARQ
17/CONNECT 9600/ARQ	100/CONNECT 24000/ARQ
19/CONNECT 4800/ARQ	104/CONNECT 26400/ARQ
22/CONNECT 12000/ARQ	108/CONNECT 28800/ARQ
24/CONNECT 7200/ARQ	152/CONNECT 31200/ARQ
26/CONNECT 14400/ARQ	156/CONNECT 33600/ARQ

&A2 Display modulation indicators (HST, V32, VFC, or V34).

Note If your software cannot handle the added modulation information, select &A1 or &A0.

HST	ARQ/HST
28/CONNECT 4800/HST	29/CONNECT 4800/ARQ/HST
23/CONNECT 9600/HST	27/CONNECT 9600/ARQ/HST
30/CONNECT 7200/HST	34/CONNECT 7200/ARQ/HST
31/CONNECT 12000/HST	32/CONNECT 12000/ARQ/HST
35/CONNECT 14400/HST	36/CONNECT 14400/ARQ/HST
53/CONNECT 16800/HST	57/CONNECT 16800/ARQ/HST
86/CONNECT 19200/HST	89/CONNECT 19200/ARQ/HST
92/CONNECT 21600/HST	95/CONNECT 21600/ARQ/HST
V32	ARQ/V32
38/CONNECT 4800/V32	39/CONNECT 4800/ARQ/V32
33/CONNECT 9600/V32	37/CONNECT 9600/ARQ/V32
40/CONNECT 7200/V32	44/CONNECT 7200/ARQ/V32
41/CONNECT 12000/V32	42/CONNECT 12000/ARQ/V32
45/CONNECT 14400/V32	46/CONNECT 14400/ARQ/V32
83/CONNECT 16800/V32	84/CONNECT 16800/ARQ/V32

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HST	ARQ/HST
87/CONNECT 19200/V32	90/CONNECT 19200/ARQ/V32
93/CONNECT 21600/V32	96/CONNECT 21600/ARQ/V32
VFC	ARQ/VFC
119/CONNECT 2400/VFC	121/CONNECT 2400/ARQ/VFC
123/CONNECT 4800/VFC	125/CONNECT 4800/ARQ/VFC
127/CONNECT 7200/VFC	129/CONNECT 7200/ARQ/VFC
131/CONNECT 9600/VFC	133/CONNECT 9600/ARQ/VFC
135/CONNECT 12000/VFC	137/CONNECT 12000/ARQ/VFC
139/CONNECT 14400/VFC	141/CONNECT 14400/ARQ/VFC
143/CONNECT 16800/VFC	145/CONNECT 16800/ARQ/VFC
147/CONNECT 19200/VFC	149/CONNECT 19200/ARQ/VFC
97/CONNECT 21600/VFC	98/CONNECT 21600/ARQ/VFC
101/CONNECT 24000/VFC	102/CONNECT 24000/ARQ/VFC
105/CONNECT 26400/VFC	106/CONNECT 26400/ARQ/VFC
109/CONNECT 28800/VFC	110/CONNECT 28800/ARQ/VFC
V34	ARQ/V34
120/CONNECT 2400/V34	122/CONNECT 2400/ARQ/V34

HST	ARQ/HST
124/CONNECT 4800/V34	126/CONNECT 4800/ARQ/V34
128/CONNECT 7200/V34	130/CONNECT 7200/ARQ/V34
132/CONNECT 9600/V34	134/CONNECT 9600/ARQ/V34
136/CONNECT 12000/V34	138/CONNECT 12000/ARQ/V34
140/CONNECT 14400/V34	142/CONNECT 14400/ARQ/V34
144/CONNECT 16800/V34	146/CONNECT 16800/ARQ/V34
148/CONNECT 19200/V34	150/CONNECT 19200/ARQ/V34
111/CONNECT 21600/V34	112/CONNECT 21600/ARQ/V34
113/CONNECT 24000/V34	114/CONNECT 24000/ARQ/V34
115/CONNECT 26400/V34	116/CONNECT 26400/ARQ/V34
117/CONNECT 28800/V34	118/CONNECT 28800/ARQ/V34
153/CONNECT 31200/V34	154/CONNECT 31200/ARQ/V34
157/CONNECT 33600/V34	158/CONNECT 33600/ARQ/V34

&A3 Default. Display error control (LAPM, HST, MNP, SYNC, or NONE) and data compression type (V42BIS, MNP5) indicators.

In the following example, the devices negotiated error control for the call (ARQ), used V.34 modulation, are using the LAPM error control protocol, and are using V.42bis compression.

CONNECT 28800/ARQ/V34/LAPM/V42BIS

Note The numeric identifiers for &A3 result codes are the same as those used for &A2. If you request numeric display (V0) and &A3, you won't be able to distinguish &A2 from &A3 codes. Also, &A3 result codes may not be compatible with some software.

Chapter 6

Controlling EIA-232 Signaling

The EIA-232¹ interface deals with the signals and voltages used when data is exchanged between a computer and a serial device, such as a modem or serial mouse.

While external and Macintosh Couriers have *physical* serial ports, internal and PC Card Couriers have *virtual* serial ports. Even though ports are not visible outside the internal and PC Cards, the commands described in this chapter affect their internal serial communications.

Controlling EIA-232 Signaling

Data Terminal Ready

Your computer sends a Data Terminal Ready (DTR) signal to the Courier when it is ready to send and receive data. Use &Dn to tell the Courier how to deal with the DTR signal.

1. The EIA-232 standard was formerly known as RS-232 (RS stands for Recommended Standard).

Note For all Couriers except the PC Card version, DIP switch 1 overrides the &Dn setting at power-on or reset.

&Dn Tell the Courier how to deal with the DTR signal.

&D0 Operate as though the DTR signal is always ON.

&D1 Use a change in the DTR signal to enter command mode. Most communications software packages have a method for toggling DTR – refer to your software's manual for details.

&D1 functions similarly to the escape code (+++). Return online with the *On* command, or hang up with the ATH command.

&D2 Respond normally to the DTR signal. The Courier will not accept commands until your computer sends a DTR signal. The call will end when the DTR signal is dropped.

To change the DTR recognition time, set S-Register 25. See [Appendix A, Alphabetic Command Summary](#).

Carrier Detect

Carrier is another way of saying “ready signal from the device on the other end of the connection.” Under normal conditions, the Courier sends a Carrier Detect (CD) signal in response to receiving the carrier from the device on the other end.

Note For all Couriers except the PC Card version, DIP switch 6 overrides the &Cn setting at power-on or reset.

&Cn Control how the Courier sends the CD signal.

&C0 CD always ON.

&C1 Send CD normally: the Courier sends a CD signal when it connects with another analog device and drops the CD signal when it disconnects.

Data Set Ready

Data Set is another name for a modem. Under normal conditions, a modem sends a Data Set Ready (DSR) signal to your computer when it is ready to send and receive data.

Do not change the default setting of &S0 unless you know that your installation requires a different setting. Few communications programs, if any, will require the Courier to control DSR (&S1).

&Sn Control how the Courier sends the DSR signal.

&S0 Send the DSR signal at all times. Default.

&S1 When originating a call, send the DSR signal after dialing, when the Courier detects the remote analog device's answer tone. When answering a call, send DSR after the Courier sends its answer tone.

&S2 Use this option for specialized equipment such as automatic callback units. After sending Carrier Detect (CD), send a pulsed DSR signal, followed by a Clear to Send (CS) signal.

&S3 Same as &S2, but do not send the CS signal.

&S4 Send a DSR signal to your computer at the same time that the Courier sends the CD signal.

&S5 Send DSR normally (with CS), after sending CD.

To change the DSR pulse time (in 20-second increments), set S-Register 24. See [Appendix A, Alphabetic Command Summary](#).

Chapter 7

Controlling Data Rates

You can set the Courier to use fixed or variable *serial port rates* and fixed or variable *connection rates*. Serial port rates pertain to data transferred between your computer and the Courier. Connection rates pertain to data transferred between the Courier and the device at the other end of a connection.

Serial Port Rates

The Courier can be set to a *fixed* or *variable* serial port rate. Set a fixed rate to get the highest possible throughput and the best performance. Set a variable rate to allow the Courier to match the connection rate.

Your software must support fixed or variable serial port rates, and must be set to one of the two settings.

Notes Your software may use terms such as *locked serial port* (fixed rate) or *autobaud* (variable rate).

&Bn Set the serial port rate as variable or fixed.

&B0 Variable rates. Allows the Courier to change its serial port rate to match that of the connection rate.

&B1 Fixed rate. Default. The Courier always communicates with an attached device at the rate at which you have set the terminal or software, regardless of the connection rate.

For the greatest throughput, set the serial port to 115200, 57600, or 38400 bps for high speed calls and to at least 9600 bps for 2400-bps calls.

Note If you fix a serial port rate, it *must be equal to or higher than* the **&Nn** rate.

&B2 Set the serial port rate as fixed for ARQ calls and variable for non-ARQ calls (see [Chapter 11, Handshaking, Data Compression, and Error Control](#), for more information about ARQ) *when answering only*. When the Courier connects in ARQ mode, it shifts its serial port rate to a rate that you specify using your communications software (for example, 38.4 Kbps). If the connection is not under error control, Couriers behave as if they were set to **&B0** and switch their serial port rates to match the connection rate of each call.

To implement this feature, first set your software to the desired rate. Then send the AT&B2&W command.

Couriers store the rate of the command in [NVRAM](#) along with the settings. Each time it makes an ARQ connection, the Courier checks NVRAM for the specified serial port rate.

When sending subsequent configurations to NVRAM, be sure your software is set to your selected serial port rate, so that the correct rate is maintained.

Connection Rates

The Courier can be set to a *fixed* or *variable* connection rate. Set a variable rate to have the Courier negotiate with the remote device for the highest possible connection rate. Set a fixed rate to connect only at a specified rate. You might use a fixed rate to filter calls, for security or other reasons.

&Nn Connection rate: variable or fixed.

&N0 Variable rates. Default. Negotiate for the highest possible rate.

&N1-&N16 Fixed rate. Connect only if the remote device is operating at the rate you specify.

&N1	300 bps	&N9	16.8 Kbps
&N2	1200 bps	&N10	19.2 Kbps
&N3	2400 bps	&N11	21.6 Kbps
&N4	4800 bps	&N12	24 Kbps
&N5	7200 bps	&N13	26.4 Kbps
&N6	9600 bps	&N14	28.8 Kbps
&N7	12 Kbps	&N15	31.2 Kbps
&N8	14.4 Kbps	&N16	33.6 Kbps

Chapter 8

Remote Access

You can set up the Courier so that other devices can view or change its configuration remotely.

This feature might be helpful if you have problems connecting with another device: you could grant the other device's administrator access to your Courier to check or correct its configuration.

As the administrator of a Courier, you might use remote access if you are away from your modem and want to make changes to its configuration.

Please review these terms before you continue:

Local	Refers to the device that is connected directly to the computer you are using.
Remote	Refers to the device at the other end of a telephone connection.
Host	Refers to the modem that will be accessed and controlled by other devices.
Guest	Refers to the device that will access and control the host modem.

Setting Up Remote Access

At the Host Courier

1. Prepare to send AT commands.

See [Chapter 1, Using the AT Command Set](#), for details.

2. Enable remote access.

Set Register S41 for a value of 1 or greater. S41 sets the number of login attempts available to the remote user. A setting of zero allows no login attempts, disabling remote access.

ATS41=1&W <Enter>

Note This method will not work if the Courier is attached to certain [synchronous](#) devices. See [Chapter 12, Dedicated/Leased Line and Synchronous Applications](#).

3. Set one or two remote-access passwords.

You can set two passwords to allow different levels of access to the Courier:

View-Only	Allows guest users only to view the Courier's configuration.
View-and-Change	Allows guest users to view and change the Courier's configuration.

Remote access passwords can be up to **eight** alphanumeric characters long, and are not case-sensitive.

%Pn Assign a remote-access password.

%P0 Assign a **view-only** password.

AT%P0=password <Enter>

%P1 Assign a **view-and-change** password.

AT%P1=password <Enter>

Other Remote Access Commands

Displaying a Remote-Access Password

To display a remote-access password, type:

AT%P0? <Enter>

or

AT%P1? <Enter>

Erasing a Remote-Access Password

To erase a remote-access password, type:

AT%P0= <Enter>

or

AT%P1= <Enter>

Warning Keep in mind that if you erase the %P1 password without disabling remote access (using ATS41=0), anyone could access the Courier and change its configuration.

Disabling Remote Access

To disable remote access entirely, set [S-register](#) 41 to 0:

ATS41=0 <Enter>

Accessing the Host

At the Guest Device

The guest device requires no configuration to access the host. The guest device does not need to be made by U.S. Robotics. Follow these steps:

1. Be sure that the host device has enabled remote access and is set to auto-answer (ATS0=1). Know the password, if you will need one.
2. Call the host device (although it doesn't matter which device originates the call).
3. After a connection is established, do this:
 - a. Pause four (4) seconds.
 - b. Type four tildes: ~~~~

- c. Pause four (4) seconds.

Note The administrator of the host device can change the remote access character using [S-register 42](#), and the pause duration using S-register 43.

4. You should see a display similar to this:

USRobotics Courier V.Everything Remote Access Session

Serial Number 0000000000123456

Password (Ctrl-C to cancel)?

There is a 3-minute time limit for entering the password.

If the number of unsuccessful login attempts exceeds the set limit, the host device returns online and refuses any further login attempts during the remainder of the connection.

When the host accepts the password, the following message and prompt will appear on your screen:

Remote Access granted

Remote->

Note You may not be prompted for a password. If you aren't, password security is not active. The following prompt appears on your screen after you type the four tildes: **Remote Access granted (query only)**, and then **Remote->**.

5. Continue with [Viewing and Changing the Host's Configuration](#), later in this chapter.

Keep in mind that there is a 3 minute inactivity timer. If the host device detects no activity for 3 minutes, it quits the remote access session and resumes a normal online connection.

Also, during a remote-access session, the maximum number of characters between carriage returns is 40.

Quitting a Remote Access Session

If you want to quit the remote access login *before* you have entered the password, return online by pressing **<Ctrl>C** or typing **ATO<Enter>**. *After* you've entered the password, you can quit by sending one of these commands:

- **ATO** ends the remote access session and keeps the connection.
- **ATH** ends the remote access session and ends the connection.
- **ATZ** ends the remote access session, ends the connection, and resets the guest modem.

Note Before you disconnect, send **AT15 <Enter>** to the remote modem and check its S41 setting. Make sure S41 is set for a value of 1 or greater. If S41 is set to 0, once you disconnect, you won't be able to access the remote modem again. To prevent this, send **ATS41=1&W <Enter>** (or greater) before you disconnect.

Viewing and Changing the Host's Configuration

Once you've gained guest access to a host, you can communicate with the host just as if you were entering commands from its attached computer.

Depending on your access privileges, you can use the regular set of AT commands.

Table 8-1. Access Privileges

Access Privileges	What You Can Do
View-Only	Use any of the inquiry (ATI) commands.
View and Configure	Use any of the AT commands, except those commands that cannot be used while online (for example, ATD or ATA). You can also use remote configuration commands.

Note Be careful not to send ATZ or you will lose the connection!

Remote Configuration Commands

There are special commands that can be used only during a remote-access session:

%Bn	Change the host Courier's serial port rate.
%Fn	Change data format (parity and data bits).
%Cn	Control whether or when to apply changes to the configuration

%Bn Change the host Courier's serial port rate.

%B0	110 bps	%B6	9600 bps
%B1	300 bps	%B7	19200 bps
%B2	600 bps	%B8	38400 bps
%B3	1200 bps	%B9	57600 bps
%B4	2400 bps	%B10	115200 bps
%B5	4800 bps		

%Fn Change data format.

- %F0** No parity, 8 data bits.
- %F1** Mark parity, 7 data bits.
- %F2** Odd parity, 7 data bits.
- %F3** Even parity, 7 data bits.

%Cn Control whether or when to apply changes to the configuration.

%C0 Defer changes. Default. Any changes that you make to the configuration are deferred until the call is ended; they take effect for ensuing connections.

Note Even though, by default (%C0), the changes that you make do not take effect until the next connection, the new configuration is reflected immediately in inquiry responses (ATIn).

%C1 Restore the original configuration. Use this command to cancel any changes made during remote access and restore the original configuration.

Note Commands that have been written to [NVRAM](#) (using &W) and forced configuration changes (using %C2) will not be restored to their previous settings when you send the host %C1.

%C2 Force configuration changes. Use this command to make configuration changes take effect immediately. We do not recommend forcing changes unless it is absolutely necessary. An unreliable connection or even a loss of connection may result.

After you make changes to the host's configuration, the remote access prompt changes from **Remote->** to **Remote+>**.

If you restore the original configuration using %C1, the top prompt is restored, assuring you that the original configuration is intact.

Quitting a Remote Access Session

If you want to quit the remote access login *before* you have entered the password, return online by pressing **<Ctrl>C** or typing **ATO<Enter>**. *After* you've entered the password, you can quit by sending one of these commands:

- **ATO** ends the remote access session and keeps the connection.

- **ATH** ends the remote access session and ends the connection.
- **ATZ** ends the remote access session, ends the connection, and resets the guest device.

Note Before you disconnect, send **AT&S15 <Enter>** to the remote modem and check its S41 setting. Make sure S41 is set for a value of 1 or greater. If S41 is set to 0, once you disconnect, you won't be able to access the remote modem again. To prevent this, send **ATS41=1&W <Enter>** (or greater) before you disconnect.

Chapter 9

Dial Security

Dial Security is designed to protect networks and data centers from unauthorized access.

A few terms need to be explained before we go any further:

Local	Refers to the device that is connected directly to the computer you are using.
Remote	Refers to the device at the other end of a telephone connection.
Host	Refers to the Courier that receives calls from other devices and provides Dial Security.
Guest	Refers to the device that accesses the host .

You can configure up to 10 accounts for each Courier: one administrative account for you, and nine accounts for guest users. The account profiles are stored in the host Courier's non-volatile memory ([NVRAM](#)).

There are two forms of Dial Security, each of which will be explained later in this chapter:

- Autopass
- Password Prompting

Setting Up Dial Security

Here is a summary of the steps for setting up dial security. Repeat these steps for each channel that needs dial security.

- Set up an account for yourself.
- Identify your account as the Administrative Account.
- Set up guest users' accounts.
- Enable local (host) security.
- Choose a Dial Security method.
- Enable Dial Security.
- Activate the Dial Security settings.

1. Set up an account for yourself.

Use any of the 10 available accounts (numbered 0*9) for your account.

Use the *%An* command to set up user accounts. Table 9-1 shows the five fields to concern yourself with.

Note The *%An* command is automatically written to [NVRAM](#). It does not require you to send &W.

Table 9-1. Adding Accounts: How to Format the A%n command

	Account Number	Account Password	Enabled?	Dialback Enabled?	Allow New Number?	Dialback Number
Options	0*9	8 characters maximum, case sensitive	YES/NO	YES/NO	YES/NO	Up to 37 ASCII characters, 32-127 (0*9)

Dialback at a Specified Number

To make the host Courier hang up and then dial a guest device back at a specified number, type:

AT%A0=nanook,y,y,n,18475555555 <Enter>

To enable Dialback, you must enable Dial Security with Prompting in step 6.

Note Expect a pause of approximately 1.5 minutes before the Courier dials back. You cannot alter the duration of the pause.

Dialback at a New Number

To make the host Courier prompt you to enter a number at which to dial a device back, and then have the Courier dial a device back at that number, type:

AT%A0=nanook,y,y,y,

To enable Dialback, you must enable Dial Security with Prompting in step 6.

No Dialback

To disable dialback, type, for example:

AT%A0=nanook,y,n,,

Note Count your commas! There should always be four (4) commas in the %A command.

Warning Do not insert spaces between commas or between fields and commas. Spaces will invalidate the command.

2. Identify your account as the Administrative Account.

Identify your account as the Administrative Account using the %L command.

AT%L=PW0 <Enter>

This example sets account 0 as the Administrative Account.

Once you set the administrative password, you cannot view or modify the guest account profiles unless you enter the correct administrative password.

Warning Be sure to remember your administrative password. If you enable Dial Security and then forget your administrative password, you will be locked out of the Courier.

3. Set up guest users' accounts.

Use the %An command to set up guest user accounts in the same way that you did to set up your administrative account. You can set up nine guest accounts.

Table 9-2. Adding Accounts: How to Format the A%n command

	Account Number	Password	Account Enabled?	Dialback Enabled?	Allow New Number?	Dialback Number
Options	0*9	8 characters maximum, case sensitive	YES/NO	YES/NO	YES/NO	Up to 37 ASCII characters, 32-127 (0*9)

After you have enabled the guest accounts, make sure that your guest users know their passwords and the login procedure.

Modifying Accounts

After you have set up an account, you can modify each field independently. If a field is to remain as is, just insert a comma, as shown in the following command:

AT%A1=,,,Y,<Enter>

The command above allows the guest user to supply a dialback number that is different from the one stored in the original account record.

4. Enable Local Security.

If you do not enable Local Security, the Dial Security settings will not be protected, and other users will be able to change or erase them. Once the administrative password is protected, when security commands are issued, the Courier will reply [ACCESS DENIED].

ATS53.2=1&W <Enter>

5. Decide which Dial Security option to use.

You can choose from two types of dial security: **Autopass** and **Password Prompting**.

Autopass

Autopass is the default form of password protection. Autopass automates the process of logging in to the host modem, but it requires close cooperation between the guest and host modems.

Using Autopass requires that:

- Both the host and guest devices are made by U.S. Robotics and have Dial Security enabled.
- The connection between the modems is under V.42 error control (that is, both modems must be set to &M4 or &M5).

When a guest device attempts an Autopass connection, the guest includes its password in its V.42 error control request. The host modem checks all the enabled passwords in its security accounts for a match.

- **If the guest includes an invalid password**, the host sends an INVALID PASSWORD message and hangs up.
- **If the guest did not enable Dial Security**, the host will not accept the call unless *prompting* is enabled on the host modem.
- **If the guest includes a valid password**, the host permits a secure connection.

Password Prompted

While the use of Autopass is restricted to U.S. Robotics devices with Dial Security, Password Prompting allows connections with any guest device, as long as the guest user knows the correct password.

When host has Prompting enabled, it asks guest users for a password. The host modem checks the received password against each of its active Security accounts.

- The host will always respond to a correct Autopass attempt, even if prompting is enabled.
- **If the guest sends an invalid password**, the host prompts twice more before disconnecting.
- **If the guest does not send a password after 60 seconds**, the host disconnects.
- **If the guest sends a valid password within 60 seconds**, the host permits a secure connection.

Note There is no prompting capability in analog synchronous mode.

Prompting is more flexible than Autopass because:

- Prompting doesn't require guest devices to support U.S. Robotics Dial Security.
- Prompting doesn't require a V.42 error control connection.

6. Enable Dial Security.

Warning *Before* you enable Dial Security, you must have set up an administrative account and password. See Steps 1 & 2.

To enable **Autopass** Dial Security, type:

AT S53.0=1&W <Enter>

To enable Dial Security with **Password Prompting** (this also enables Autopass), type:

AT S53.0=1.1=1&W <Enter>

To enable **Dialback Security**, enable **Password Prompting** *and* enable Dialback in each guest account (see step 3).

Note You must use the &W command to save the settings in [NVRAM](#). If you don't, the next time you reset or power down the Courier, Dial Security will be disabled.

```
ati10
USRobotics Courier V.Everything
```

```
DIAL SECURITY STATUS
```

```
DIAL SECURITY ENABLED:[N]S53.0=1 LOCAL SECURITY ENABLED:[N]S53.2=1
```

U.S. Robotics V.Everything Modem Command Reference

```
PROMPTING ENABLED:[N]S53.1=1 FORCED AUTOPASS:[N]S53.0=1  
LOCAL ACCESS PASSWORD:[NO PSW]%L=PWn AUTOPASS PASSWORD:[NO PSW]%V=PWn
```

ACCOUNT	PSW	PHONE #	ACCT/E	DIAL/B	NEW_#
%A	%A	%A	%A	%A	%A
#0			[N]	[N]	[N]
#1			[N]	[N]	[N]
#2			[N]	[N]	[N]
#3			[N]	[N]	[N]
#4			[N]	[N]	[N]
#5			[N]	[N]	[N]
#6			[N]	[N]	[N]
#7			[N]	[N]	[N]
#8			[N]	[N]	[N]
#9			[N]	[N]	[N]
OK					

Figure 9-1. The ATI10 Screen. Bold Characters Indicate the Commands Used To Control the Adjacent Fields.

7. Send ATZ to activate the Dial Security settings!

Note For all Couriers except the PC Card version, make sure that [DIP switch](#) 10 is OFF, which tells the Courier to load the settings stored in [NVRAM](#). If

DIP switch 10 is ON, the settings in ROM (&F0) are loaded, disabling Dial Security. You can retrieve the Dial Security settings by setting DIP switch 10 OFF and then resetting the Courier using ATZ or by powering off the Courier and powering it back on.

Maintaining Security Accounts

Once the administrative password is set and Dial Security is enabled, the administrator is the only one who can access account information.

To modify or change account information, use the %S= and %E= commands described on the next page.

Accessing Account Information (%S)

Once Dial Security is enabled, you can access accounts by entering the local access password using the %S= command, which allows access to the accounts by disabling local security.

AT%S=administrative password <Enter>

Note The device echoes the administrative password, which is case sensitive. Couriers will accept an invalid password entry, but will lock you out from the security commands. For example, if the password is Green, but you enter GREEN, an OK is displayed. However, if you try to type a security command (for example, **ATI10 <Enter>** to view accounts), an [ACCESS DENIED] message is displayed.

Account Status

Once access has been granted, you can view account information by typing:

ATI10 <Enter>

Remote users may only use this command during a remote access session if local access security is disabled.

Erasing Account Information (%E)

Use the %E=n command to make system edits.

%E=1	Erase local access password.
%E=2	Erase autopass password.
%E=3	Erase passwords in accounts 0-9.

%E=4	Erase phone numbers in accounts 0*9.
%E=5	Disable Account, Dialback, and New Number fields in accounts 0*9.

To edit or overwrite an individual account, or an individual account field, use the %An= command described in [Setting Up Dial Security](#) earlier in this chapter.

Remote Configuration

Dial Security accounts may be configured remotely. See [Configuring Dial Security Remotely](#) at the end of this chapter.

What the Guest User Needs to Do

When guest users want to call in to the host (assuming that you have enabled Dial Security by entering ATS53.0=1),

- they must know the password
- if you have enabled Dialback, they must set their device to auto-answer

1. If the host has security enabled, get a password from the host's administrator. Passwords are case-sensitive, so be sure to copy it correctly.

If the host has prompting enabled and the host operator enables dialback for your account, skip to Step 3.

2. For guest users with COURIER modems only:

- a. Create a security account, using the password the host's administrator asked you to use. See [Setting Up Dial Security](#), earlier in this chapter, for instructions.
- b. Using the %V command, assign the password as your autopass password. Enter the following command, where *n* is the number of the account you set up):

AT%V=PWn <Enter>

- c. Check to see that you've set your autopass password correctly by typing the following command:

ATI10 <Enter>

Your autopass password appears beside AUTOPASS PASSWORD.

- d. Once the autopass password is set, enable *your* Courier's Dial Security by sending the following command:

ATS53.0=1&W <Enter>

3. If Dialback is enabled at the host Courier's site, set your modem to answer the host Courier when it dials back.

To set your modem to answer the Dialback call, send the following command:

AT S0=1 <Enter>

4. Call the host.

5. To disable auto answer, type the following command after the call ends:

AT S0=0 <Enter>

Configuring Dial Security Remotely

The host administrator can configure the host's security settings remotely.

Note At the host device, you must have previously enabled remote access and assigned a remote access password that allows view-and-change privileges. See [Chapter 8, Remote Access](#). You may want to use your administrative password as your remote access password.

Dialing In From the Remote Site

1. From the remote site, connect to the host using Dial Security. Once a connection is made, follow the instructions for beginning a remote access session as described in [Chapter 8, Remote Access](#).
2. When remote access has been granted, use the %S= command to access the Dial Security accounts.

You can view the security account information by typing:

ATI10 <Enter>

3. Make any configuration changes and execute them immediately by typing the following command:

AT%C2 <Enter>

4. To end the remote session and reactivate Dial Security on the host, reset the guest device by typing:

ATZ <Enter>

Warning If you do not use the ATZ command to end a remote access session, Dial Security will remain disabled at the host and anyone dialing in to

the host for remote access will have access to the I10 screen and all Security accounts.

Chapter 10

Flow Control

Couriers have two *buffers*, one for data transmitted from your computer, and one for data received from the phone line. Buffers are data storage areas of variable size.

Flow control provides a system for stopping and starting transmission depending on how full the buffers are. Its goal is to prevent overfilling the buffers and losing data.

There are two kinds of flow control: hardware and software. Couriers support either, but your computer and communications software must also support the kind of flow control you choose.

Note We recommend that you use [hardware flow control](#). If you do, depending on your communications software, you may also need to *disable* your communications software's software flow control.

Hardware and Software Flow Control

Hardware Flow Control

Couriers implement hardware flow control by detecting that a buffer is 90% full and then interrupting the Clear to Send (CS) signal to stop the flow of data. When the buffer is 50% full, the Courier sends CS to restart the flow of data.

Software Flow Control

Couriers implement software flow control by detecting that a buffer is 90% full and then sending special characters in the data stream to stop the flow of data. When the buffer is 50% full, the Courier sends special characters in the data stream to restart the flow of data.

The problem with software flow control is that the characters used to stop (**<Ctrl>Q**) and start (**<Ctrl>S**) the flow of data can occur naturally in the data flow. Enabling software flow control instructs the Courier to recognize and act on these characters, even if they are not intended to control the data flow.

Using software flow control *may* prove satisfactory if you're transferring text files only.

If you use software flow control and are transferring non-text (binary) files or using an [XMODEM](#)-type [protocol](#), disable flow control entirely using the &R1 and &I0 commands described in this section. In addition, set the serial port and connection rates equal using the &B0 and &N0 commands described in [Chapter 7, Controlling Data Rates](#).

The start command is also called XON (for transmit on) and the stop command is called XOFF (transmit off). You can change the characters used. See Registers S22 and S23 in [Appendix A, Alphabetic Command Summary](#). Appendix B includes an [ASCII chart](#), which you may find helpful when setting the [S-Registers](#).

Received and Transmit Data Flow Control

Received-Data Flow Control

The default flow control settings are &R2 &I0, which turns [hardware flow control](#) on and [software flow control](#) off for received data.

&Rn Alter hardware flow control for received data.

- &R0 After receiving the Request to Send (RTS) signal, pause before sending CS. The delay is required by some synchronous mainframes and does not apply to asynchronous calls.
- &R1 Ignore the Request to Send (RTS) signal. &R1 is required if your computer, cable, or software does not support RTS.
- &R2 Default. [Hardware flow control](#) enabled. The Courier sends data to your computer only on receipt of the RTS signal.

&In Alter [software flow control](#) for received data.

- &I0 Default. Disable software ([XON/XOFF](#)) flow control. Recommended for non-[ARQ](#) (Normal mode) calls, but see &I5.

While the Courier is online, the only characters it recognizes are +++, the escape sequence.
- &I1 Enable software (XON/XOFF) flow control. Use in ARQ mode only.

Keep in mind that the [XON/XOFF](#) characters sent to the remote computer may interfere with XON/XOFF signaling between the remote computer and remote device. See &I2.

&I2 The Courier acts on your XON/XOFF commands, but removes them from the data stream instead of passing them to the remote computer.

This ensures that the remote computer does not confuse your XON/XOFF characters with those from its attached device. This is the recommended setting for [ARQ](#) mode.

Note If the call is not in ARQ mode, there is no flow control on the link. If you send an XOFF to your modem and it stops passing data, it has no way to tell the remote computer and modem to stop sending for a while, and the Courier's buffer may overflow. For more reliable control in non-ARQ mode, see &I5.

&I3 Hewlett Packard -- Host mode. Applies only to Couriers attached to an HP mainframe that uses the ENQ/ACK proto-col. Use in ARQ mode only.

&I4 Hewlett Packard -- Terminal mode. Applies only to Couriers attached to terminals in an HP system that uses the ENQ/ACK protocol. Use in ARQ mode only.

&I5 Enable flow control when the connection is not under error control. For this to work, the remote device must also have **&I5** capability.

In ARQ mode, a Courier set to **&I5** operates the same as it does when set to **&I2**. It acts on your XON/XOFF commands, but does not pass them to the remote system. The error control protocol enables the devices to control the flow of data on the phone link.

In non-ARQ mode, a Courier set to **&I5** operates as though flow control were disabled (**&I0**); it does not look for your typed XON/XOFF commands. However, it does look for XON/XOFF characters *coming in over the phone link*. When the remote device sends XON/XOFF commands, the Courier either resumes or stops transmitting data over the link and drops the characters from the data stream.

If both devices are set to **&I5**, operators at each end can signal the remote device to stop sending, thereby controlling the data flow on the phone link

and preventing their own device's buffer from overflowing. At the computer/device interfaces, the devices independently control the flow of data through their Transmit Data (&H) settings.

Transmit-Data Flow Control

This type of flow control is for data transmitted to the Courier by its attached computer.

Non-ARQ connections allow the use of error control file transfer protocols such as XMODEM and YMODEM without flow control.

&Hn Alter the transmit data flow control.

&H0 Disable transmit data flow control.

&H1 Hardware flow control. Default. Requires that your computer and software support Clear to Send (CTS) at the serial (EIA-232) interface.

&H2 Software flow control. Requires that your software support XON/XOFF signaling.

&H3 Use both hardware and [software flow control](#). If you are unsure about what your equipment supports, select this option.

Chapter 11

Handshaking, Error Control, Data Compression, and Throughput

Handshaking

With each call, Couriers go through a link negotiation process with the remote device. Another name for the negotiation process is “handshaking.”

Couriers default to V.34 modulation and try for the highest possible speed when they attempt to connect with another modem: 33.6 Kbps. The V.34 range spans 33.6, 31.2, 28.8, 26.4, 24, 21.6, 19.2, 16.8, and 14.4 Kbps, and 9600, 7200, 4800, and 2400 bps. If the remote device is not V.34-capable, a connection is made using the highest compatible modulation scheme (V.FC, V.32*terbo*, V.32*bis*, and so on, down to as low as Bell 103, or 300 bps).

V.34

If the remote device has V.34 capability, Couriers use a line probing technique to determine the highest speed possible under current line conditions, then they complete the con-

nnection. If the remote device does not have V.34 capability, the Courier listens to the device's answer tones to identify the standard rate at which the remote device is operating, and then adjusts to that rate.

When the Courier answers a call, it sends out a series of answer tone signals until both devices negotiate the best connection rate.

Selective Reject

Selective Reject is an optional part of the ITU V.42 (LAPM) specification. This feature improves performance on noisy lines by reducing the amount of overhead incurred when the protocol must resend data due to errors.

When selective reject is active, only the frame that contained the error is resent, instead of the frame plus all of the following unacknowledged frames. You can disable selective reject by sending **ATS51.6=1 <Enter>**.

Attaining Speeds Above 28.8 Kbps

V.34 connections at 21.6, 24, and 26.4 Kbps are common. To get connections of 28.8, 31.2, and 33.6 Kbps, line quality must be *pristine* end-to-end. In addition, 31.2 and 33.6 Kbps connection rates are possible only when the device to which you are connecting also runs software that supports speeds above 28.8 Kbps.

Controlling the V.8 Call Indicate Tone

The V.8 protocol speeds call negotiation and specifies a call indicate tone. Providing the call indicate tone is optional. For compatibility, we ship the Courier with the call indicate tone disabled.

To enable the call indicate tone, send **ATS54.6=0 <Enter>**.

If you enable the V.8 call indicate tone, expect to hear a sound like a fast ringing signal while the call is being connected.

Fast Class (V.FC) Handshaking

After trying V.34, the Courier tries for the fastest possible V.Fast Class (28.8 Kbps) connection. The V.FC range spans 28.8, 26.4, 24, 21.6, 19.2, 16.8, and 14.4 Kbps. If the remote device is not V.FC capable, a connection is made using the highest compatible modulation scheme (V.32*terbo*, V.32*bis*, and so on, down to as low as Bell 103, or 300 bps).

If the remote device has V.FC capability, the Courier uses a line probing technique to determine the highest speed possible under current line conditions, then completes the connection. If the remote analog device does not have V.FC capability, the Courier listens

to the device's answer tones to identify what standard rate the remote analog device is operating at, and adjusts to that rate.

When a Courier answers a call, it sends out a series of answer tone signals until both devices negotiate the best connection rate.

HST

We recommend that Couriers retain the default B0 and &N0 settings. This allows them to make analog connections with "V." protocol and HST modems in both Originate and [Answer modes](#) at a variety of speeds.

When originating an analog call, the Courier set to B1 sends out a Bell answer tone, which is the prevalent standard in the U.S. and Canada for connections at 2400 bps and lower. At higher speeds, the Courier also recognizes the ITU answer tones necessary for connecting with V. protocol modems, and adjusts to the answering device.

However, when answering a call, a Courier sending out the Bell answer tone (B1) won't be recognized by V. protocol modems. The calling modem, instead, will wait until it detects a tone it recognizes. The V.22bis tone used at 2400 bps.

If you want to have your Courier connect with V. protocol modems at high speeds, make sure it is set to B0 for the ITU answer tones. It will also connect with HST modems at speeds up to 16.8 Kbps.

USR V.32terbo to USR V.32terbo

On these connections, Couriers have two features that result in outstanding performance: Quick Connect and [Adaptive Speed Leveling \(ASL\)](#).

Quick Connect allows the devices to connect in approximately 7 seconds, a far shorter time than normal with most devices.

ASL (described below in Lower-Speed V.Protocols) is used by U.S. Robotics devices operating in V.32*terbo* and V.32*bis* modes.

Lower-Speed “V.” Protocols

Earlier, lower-speed “V.” protocols do not employ line probing. Instead they use pre-defined answer tones to specify, or identify, speed capabilities. These protocols define the following maximum speeds.

- V.32*terbo*: 19.2Kbps, with an additional USR device-to-USR device speed of 21.6Kbps.

- V.32*bis*: 14.4Kbps.
- V.32: 9600 bps.

ASL (used in V.32*terbo* and V.32*bis* modes) is a technique that allows the Couriers' receivers and transmitters to act independently of each other. One transceiver may slow down and then speed up without affecting the data flow on the other. The result is more efficient line operation.

Note Answering V.32*terbo* devices shift their serial port rate up to 38.4 Kbps (for 21.6 Kbps connections) if the calling V.32*terbo* device dials in at 21.6 Kbps. The answering V.32*terbo* device then sends data to its computer at 38.4 Kbps. V.32*bis* devices shift their serial port rate to 19.2 Kbps in order to make 14.4 Kbps connections. If your computer does not support these higher serial port rates, disable V.32*terbo* and/or V.32*bis*. See Register S34, in [Appendix A, Alphabetic Command Summary](#).

Note While most modems on the market now use higher speeds, there may be a problem in answering older, V.32 modems at 9600 bps. Use Register S28 to modify the duration of the extra tones used in V.32 negotiations, in the rare instance that this may be necessary. See [Appendix A, Alphabetic Command Summary](#).

Error Control

Note High speed calls are highly vulnerable to errors unless the data is protected by error control. The operations described below take place even if the Courier or the remote device is not set for error control. If your Courier connects with a remote device at high speed but without error control, and if you are not using an error control protocol for your call, you may lose data.

Some of the following text includes the term *ARQ*, which stands for [Automatic Repeat Request](#). ARQ is a method used in many error control protocols to ensure that any data that has been corrupted in transit is retransmitted. We use the term to designate a connection under error control.

Error control is available for calls at 1200 bps and above. It can be disabled, although high speed calls (above 2400 bps) should always be under error control. The operations defined in an error control protocol include the following:

- Establishing compatibility
- Formatting data frames

- Detecting errors using Cyclic Redundancy Checking (CRC)
- Retransmitting corrupt data frames

The Courier is set at the factory to &M4, causing it to try for an error control connection and, if that isn't possible, to proceed with the call in Normal mode.

The Courier first tries for a V.42 connection, then an MNP connection. The following information is based on the setting of &M4.

V.42 Error Control

This international standard includes a two-stage hand-shaking process:

- A *Detection* phase that is based on an exchange of predefined characters.
- A LAPM (Link Access Procedures for Modems) nego-ti-ation phase, during which the devices identify their capabilities concerning maximum data block size and the number of outstanding data blocks allowed before an acknowledgment is required.

MNP Error Control

This protocol is supported by the ITU-T V.42 Recommen-dation. It was originally developed by Microcom, Inc. and is now in the public domain.

MNP is based on special protocol frames. If the remote device doesn't recognize an MNP Link Request, error control isn't possible. (In HST asymmetrical mode, U.S. Robotics devices use a proprietary scheme similar to MNP.)

Error Control and Flow Control

Flow control of data from the computer is required under error control for two reasons:

- The transmitting device buffers a copy of each frame it transmits to the remote end until it is acknowledged by the receiving device.
- If errors are encountered, retransmission activity can cause a steady stream of data from the computer to overflow the buffer.

Error Control Commands

&Mn Enable ARQ (error control) or enable synchronous protocols. The Courier and the remote device must use the same protocol.

&M0 Normal mode, no error control. Due to the nature of phone line channels, this is never recommended for calls above 2400 bps.

&M1 Online synchronous mode without V.25bis.

&M4 Normal/ARQ mode. Default. Operate in Normal mode (&M0) if an ARQ connection can't be made.

Note When devices revert to Normal mode (&M0), they transfer data at high speeds without the reliability of error control. To avoid this, both local and remote devices should always be set for error control. USR devices in HST mode drop to 2400 bps if they're unable to establish an error control connection.

&M5 Enter ARQ asynchronous mode. The Courier hangs up if it can't make an [ARQ](#) connection.

&M6 Start V.25*bis* synchronous mode, using a character-oriented link protocol similar to BISYNC.

&M7 Start V.25*bis* synchronous mode, using the HDLC link protocol.

Data Compression

If a Courier successfully establishes a V.42 error control connection with a remote device, it also negotiates for V.42*bis* data compression.

If a Courier successfully establishes an MNP connection with a remote device, it also negotiates for MNP5 data compression.

The type of compression for a call, if any, is reported in the ATI6 display (see [Chapter 13, Querying](#)), and in the CONNECT message if the Courier is set to &A3 (see [Chapter 5, Controlling Result Code Displays](#)).

V.42bis versus MNP5 Data Compression

Couriers using V.42bis compression negotiate the following options and report them in the ATI6 display.

- Dictionary size, that is, the amount of memory available for compression table entries. (Entries are codes devised for redundant data. The data is packed into shorter data units, called code words, and unpacked by the receiving device.)

Possible dictionary sizes:

Bits	Entries
9	512
10	1024
<u>11</u>	<u>2048</u>

Couriers use 11-bit, or 2048-entry dictionary, but they can reduce its size to accommodate a remote modem that uses a 9- or 10-bit dictionary.

- Maximum string length of each entry. As the dictionary fills, the Courier deletes the oldest unused strings.

V.42bis compression is more efficient than MNP5 compression in part because it dynamically deletes entries that are no longer used. In addition, it works better with files that are already compressed. These include .ZIP files down-loaded from many Bulletin Boards and 8-bit binary files, which seem to modems to be compressed.

MNP5 compression should not be used with such files because it adds data to the files, which lessens throughput. (The additional data is stripped when the file is decom-pressed by the remote modem.) When transfer-ring such files, it's best to set the Courier to **&K3**. This allows V.42bis compression to work dynamically with the com-pressed data, but dis-ables MNP5.

Data Compression Commands

&Kn Enable/disable data compression.

&K0 Disable data compression.

- &K1 Auto enable/disable. Default. Enable compression if the serial port rate is fixed (&B1). Disable compression if the serial port rate is variable (&B0), because compression offers no throughput advantage when the serial port and connection rates are equal. Compression may even degrade throughput.
- &K2 Enable data compression. Use this setting to keep the Courier from disabling compression.
- &K3 Enable selective data compression. The Courier negotiates only for V.42bis compression, and disables MNP Level 5 (MNP5) compression. Use this setting to transfer 8-bit binary files, .ZIP files, and other files that are already compressed.

Getting Maximum Throughput

The following guidelines should help you to make the most of the Courier's advanced performance features. In many instances, experimentation and experience will indicate what works best for your applications.

Maximum throughput results when:

- The communications software allows fixing the serial port rate higher than the connection rate, by setting the software to 115200, 57600, or 38400 bps and setting the Courier to &B1.

If the software automatically switches serial port rates to follow the connection rate, the Courier's serial port rate must be also set to follow the connection rate for each call, &B0, and throughput will be limited.

Installations with specialized software may want to enable a fixed serial port rate for [ARQ](#) calls and a variable serial port rate for non-ARQ calls. See the &B2 command in [Chapter 7, Controlling Data Rates](#).

- The call is under data compression.
- The data is made up of text files rather than binary files such as .EXE or .COM files.
- MNP5 compression is disabled for files that are already compressed, and 8-bit binary files that appear to modems to be already compressed. Disable MNP5 compressing by sending the Courier &K3.
- The file transfer is not slowed down by a file-transfer protocol. Many non-text files require a file transfer protocol, but the results vary.

Note For the best throughput, on error-controlled connections only and with hardware flow control, we recommend the most current version of ZMODEM.

For example, certain public domain file transfer protocols have the following effects:

Kermit	Newer versions support packets up to 9K and a sliding window design to eliminate turn-around delay. With earlier versions, however, throughput may be severely reduced due to short block lengths (possibly under 128 bytes) and acknowledgement turnaround time.
XMODEM	Throughput may be reduced if your version uses short block lengths (128 bytes). Some versions use larger blocks (1K blocks). Throughput is also reduced by overhead (error control protocol information).
YMODEM	There is an improvement over XMODEM, due to larger block lengths (1K bytes), but throughput is still reduced by the protocol's error control overhead.

The protocols listed above further reduce throughput when an error control connection is established. The accuracy of the data is checked both by the file transfer protocol and the Courier. To avoid redundancy, use the above protocols only for non-ARQ connections, and only at speeds of 2400 bps and below.

Overhead is minimal with [ZMODEM](#), resulting in [throughput](#) that is almost equal to that obtained with no file-transfer [protocol](#). ZMODEM should also be used for non-[ARQ](#) connections. Leave the Courier at its &M4 and &K1 settings for both error control and data com-pression.

[YMODEM](#)-G is another good choice, but never use it unless both the local and remote devices are using error control: if YMODEM-G detects an error, it aborts the transfer. **Do not use either protocol with [software flow control \(XON/XOFF signaling\)](#).**

Chapter 12

Dedicated/Leased Line and Synchronous Applications

Dedicated and Leased-Line Applications

Couriers do not need to be connected to the public switched telephone network. You can connect a standard phone cable between the Courier and another modem and make connections without even dialing.

Alternatively, you can connect the Courier to a line that you lease from the telephone company. Such lines are often referred to as *dedicated* (to a pair of modems) or *private* lines.

Required Cabling

Use a standard 2-wire telephone cable. If you are leasing a line from the telephone company, request a 2-wire line. If the telephone company makes only 4-wire lines available, you'll need a 4-wire to 2-wire converter at each end of the connection. If the phone company does not install the converters, you have to supply them.

For optimal operations, we recommend that the physical length of the cable not exceed 5 miles.

Setting the Courier

You can use the Courier in either smart or dumb mode (determined by the position of DIP switch 8).

If the Courier is set to &L1 and the remote modem has a comparable setting, the modems automatically connect when they are powered on. They also reconnect, without any operator intervention, if a disturbance on the line is severe enough to break the connection.

1. Set your terminal or communications software to the rate at which you want the modems to communicate.

For example, use a terminal/software setting of 19.2 Kbps and, if both modems have the capability, they will connect at 14.4 Kbps.

2. Send the Courier the following command:

AT&B1&S2&H1&L1&W <Enter>

&B1 fixes the Courier's serial port rate at the same rate you selected when setting up your communications software. &S2 causes the Courier to send a Clear to Send (CTS)

signal *only* after it sends the Carrier Detect (CD) signal, that is, only after it connects with the remote modem. &H1 enables hardware (CTS) flow control. &L1 forces the modems off hook at power on and enables them to re-establish the connection should it be broken. &W writes the settings to [nonvolatile memory \(NVRAM\)](#) as power-on defaults.

Note We recommend using the &S2 setting to delay CTS until after the connection is made, as a precaution.

If the modems are in the process of connecting or reconnecting, the Courier interprets any keyboard data entry, including an accidental key stroke, as a *key-press abort*, and hangs up. Delaying CTS until after [carrier](#) detection prevents this from happening. However, you have to set the Courier for [hardware flow control](#), &H1.

If your software or machine does not support Clear to Send (CTS), don't include &S2 and &H1 in the command string as suggested above. But keep in mind that if the modems fail to connect or reconnect, the reason could be a keypress abort.

3. Set [DIP switch](#) 10 OFF. This tells the Courier to load [NVRAM](#) settings at power-on. It does not matter whether the Courier is in Dumb or Smart mode (DIP switch 8).
4. Decide which modem is to be the calling modem and which the answering modem. Set the answering modem to [Auto Answer](#), DIP switch 5 OFF, and the calling modem to Auto Answer suppressed, DIP switch 5 ON.
5. Power off and power on the modems. This initiates the new DIP switch settings and loads the power-on defaults, including &L1. The modems go off hook and establish the connection.

Note If the modems cannot restore the connection and you could not set the Courier to &S2, the reason could be a keypress abort. If the problem persists, however, you may need to call your telephone company to have them check your line.

Synchronous Applications

Note This section applies to external Couriers ONLY.

Use this section to set up the Courier to connect with devices, such as mainframe computers, that communicate using synchronous [protocols](#).

Synchronous transmission from your computer requires a synchronous serial port. Most computers do not provide synchronous serial ports. To communicate with a synchronous system, you will probably need to purchase and install a synchronous serial adapter card that supports the correct synchronous [protocol](#).

During synchronous operations, transmit and receive clocks at both ends of the phone link control the precise timing of the data flow. The communications equipment at the remote device, the Courier, and the computer must all handle the data at the same speed.

There are two ways to operate the Courier in synchronous mode:

- **Dial Using V.25bis Software.** Configure the Courier to enter synchronous mode when you power it on. Then run communications software that uses the V.25bis protocol to control the dialing process.
- **Auto-Dial.** Using AT commands, configure the Courier. Switch to auto-dial and switch to synchronous mode once a connection is made.

Requirements

You must have these before you start:

A Device with a Synchronous Serial Port

Find out what hardware and software you need before proceeding. You will probably have to purchase and install a synchronous adapter card. These cards provide the following:

- A synchronous serial port
- Support for one or more synchronous [protocols](#).
- Additional software functions. For example, the card may tell the mainframe what type of computer or terminal you are using. The card may also tell the mainframe what resources you want to use.

A Serial Cable

Obtain a shielded serial cable with a male DB-25 connector on one end and with a connector on the other that is appropriate for your synchronous serial port. The Courier provides an EIA-232 interface through its serial port.

Transmit and Receive synchronous timing pins are required at the EIA-232 interface. Pins 15 and 17 are required: the Courier transmits timing signals through pin 15 and receives timing signals through pin 17.

Communications Software

The devices at both ends of the link must use the same synchronous [protocol](#).

Ask your network administrator about the software support (for example, a specific communications package) that you need to log into the network.

Dial Using V.25bis Software

In order to make synchronous connections using V.25bis communications software, you must first configure the Courier using AT commands. Once the Courier is configured, run your communications software, which takes control of the Courier for the duration of the connection.

Configuring the Courier

Before you attempt to connect to a synchronous network, you must first configure the Courier using an asynchronous device, such as a terminal or a computer running standard asynchronous communications software.

1. Find out which V.25bis protocol, HDLC or character-oriented, is being used for dialing and answering at the host computer and then set the Courier to dial using it.

&M6 Dial using a character-oriented [protocol](#) that is similar to BISYNC.

The Courier and the remote device must use the same eight-bit data format. The character length must be 7 bits and either ODD or EVEN parity (ODD is preferred), or 8 bits and NO parity.

&M7 Dial using the High Level Data Link Control (HDLC) protocol. HDLC ignores parity.

Example: **AT&M7&W <Enter>** selects HDLC.

2. Set the offline clock speed, or the clock speed to be used (between the Courier and the computer to which it is directly attached) when the Courier is not engaged in a synchronous connection.

%N0	Reserved	%N6	9600 bps (default)
%N1	Reserved	%N7	12000 bps
%N2	1200 bps	%N8	14400 bps
%N3	2400 bps	%N9	16800 bps
%N4	4800 bps	%N10	19200 bps
%N5	7200 bps		

Example: AT%N10&W <Enter> selects an offline clock speed of 19200 bps.

3. Choose a connection rate to be used (between the Courier and the remote communications device) when the Courier is on line.

If &Nn is set for 2*10, the Courier ignores the %Nn rate and uses the &Nn rate as the online connection rate.

&N0	Variable (default)	&N8	14.4 Kbps
&N1	Reserved	&N9	16.8 Kbps

&N2	1200 bps	&N10	19.2 Kbps
&N3	2400 bps	&N11	21.6 Kbps
&N4	4800 bps	&N12	24 Kbps
&N5	7200 bps	&N13	26.4 Kbps
&N6	9600 bps	&N14	28.8 Kbps
&N7	12 Kbps	&N15	31.2 Kbps
		&N16	33.6 Kbps

Note We recommend that you fix the rate between the computer or terminal and Courier (%Nn) and that you set the connection rate (&Nn) to match. This avoids dramatic changes in rate produced when the connection rate adjusts to the offline clock speed.

Example: AT&N10%N10&W <Enter> selects a connection rate and an offline clock speed of 19200 bps.

4. Select a source of the synchronous timing signals.

&X0 The Courier sends transmit clock timing signals to the DTE over the serial interface. DTE rate follows the connection rate.

- &X1 The DTE sends transmit clock timing signals to the Courier over the serial interface. Typical use: multiplexed leased lines.
- &X2 The Courier sends receiver clock timing signals, which are looped to the transmit clock and sent to the DTE over the serial interface. Typical use: systems that require synchronization of data flowing in both directions.

Example: **AT&X0&W <Enter>** selects the Courier as the source of the synchronous transmit clock timing signals.

5. Choose whether the Courier should display normal or extended synchronous [result codes](#).

Depending on the setting of the **Xn** command, the Courier displays normal or extended synchronous result codes. Extended result codes provide more detailed information.

Don't be concerned if synchronous result codes do not appear on your screen—they are intended for your communications software.

By default, the Courier is set to **X1** for extended result codes. To change to normal result codes, set the Courier to **X0**.

Example: **ATX1&W <Enter>** selects extended result codes.

6. If the Courier is to answer calls, enable automatic answering by setting [DIP switch 5](#) OFF.
7. Set DIP switch 10 OFF and then power the Courier off then on again. Setting DIP switch 10 OFF causes the Courier to read from [NVRAM](#) the settings you just made, enabling synchronous operation.

Dialing Using V.25bis

Your communications software, which must support V.25bis, handles the dialing. Once the synchronous connection is made and the Courier is in synchronous mode, V.25bis commands are no longer necessary and are ignored. For dialing instructions, refer to the manual included with your communications software.

Hanging Up

Since the Courier cannot accept commands once it is connected in synchronous mode, you cannot use the ATH (hang up) command or the +++ escape sequence.

The only way for the Courier to disconnect is to drop its Data Terminal Ready (DTR) signal. Either power off the Courier or use your communications software (check the software user's manual for instructions).

Returning to Asynchronous Mode

Once you've completed a synchronous session, you can switch back to asynchronous mode by flipping [DIP switch](#) 10 ON and then OFF. The Courier cannot switch between synchronous and asynchronous modes while a call is connected.

V.25bis Reference

Note The commands and [result codes](#) described in this section are sent and recognized by your V.25bis communications software. You are not expected to send them to the Courier the way you do with AT commands.

Commands

CIC	Connect incoming call	Instructs the Courier to answer an incoming call.
CRN	Call request using number provided	Instructs the Courier to dial the number following this command. Example: CRN18005551234
CRS	Call Request with memory location	Instructs the Courier to dial a number stored in memory. Example: CRS3
DIC	Disregard incoming call	Instructs the Courier to disregard an incoming call -- overrides auto answer for this call.
PRNn	Program number	Stores a number in NVRAM. Example: PRN3; 18005551234
RFN	Request list of forbidden numbers	Instructs the Courier to list the numbers with which the Courier is unable to connect.
RLN	Request list of stored numbers	Instructs the Courier to list those numbers previously stored in NVRAM.

Dial Options

0*9	Digits
&	Flash
:	Wait for dial tone

>	(Greater Than) separator
<	Pause
=	(Equal Sign) separator
P	Pulse
T	Tone
.	(Period) separator
-	(Minus) separator

Result Codes

These are the normal (X0) result codes.

CFI	Call failed
CFRT	Ringing
CNX	Connect
INC	Incoming call
INV	Invalid action
LS	List of numbers
LSF	List of forbidden numbers

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LSN List of stored numbers

VAL Valid

These are the extended result codes (X1) that replace CFI and INV.

CFAB Call aborted

CFCB Local Courier busy

CFET Remote device busy

CFFC Forbidden call

CFNS Number not stored

CFNT Answer tone not detected

INVCU Command unknown

INVMS Message syntax error

INVPS Parameter syntax error

INVPV Parameter value error

Commands and Result Codes NOT Supported

CRI	Call request with identification number.
PRI	Program identifier.
RLD	List of delayed call numbers.
RLI	Request list of identification numbers.

Auto-Dialing

Because the Courier will not accept commands when it is in synchronous mode, you must configure it in asynchronous mode before trying to connect to a synchronous network.

Then you can set the Courier to dial the remote device at power-on, when it receives the DTR signal from your computer, or when you press the Voice/Data switch.

Once the remote device answers, the Courier switches to synchronous mode and starts sending synchronous timing signals to your computer.

Configuring the Courier

1. If your communications software isn't running, load the program and start [Terminal mode](#) (see your software user's guide for instructions).

2. Send AT&F0B0&W <Enter>.

The device that you are calling should also be set to the equivalent of B0, which tells it to use the V.25 answer sequence.

3. Select a source of the synchronous timing signals. For example, send **AT&X0&W <Enter>** to select the Courier as the source of the synchronous transmit clock timing signals.

&X0 The Courier sends transmit clock timing signals to the DTE over the serial interface. DTE rate follows the connection rate. Default.

&X1 The DTE sends transmit clock timing signals to the Courier over the serial interface. Typical use: multiplexed leased lines.

&X2 The Courier sends receiver clock timing signals, which are looped to the transmit clock and sent to the DTE over the serial interface. Typical use: systems that require synchronization of data flowing in both directions.

4. Set the connection rate to be used (between the Courier and the remote communications device) when the Courier is on line.

Try a variable connection rate first, &N0. If that doesn't work, try a fixed connection rate of &N10 (19.2 Kbps), &N6 (9600 bps), or &N3 (2400 bps).

&N0	Variable (default)	&N8	14.4 Kbps
&N1	Reserved	&N9	16.8 Kbps
&N2	1200 bps	&N10	19.2 Kbps
&N3	2400 bps	&N11	21.6 Kbps
&N4	4800 bps	&N12	24 Kbps
&N5	7200 bps	&N13	26.4 Kbps
&N6	9600 bps	&N14	28.8 Kbps
&N7	12 Kbps	&N15	31.2 Kbps
		&N16	33.6 Kbps

Example: **AT&N0&W <Enter>**

Notes • If the Courier is set to a fixed rate, and the remote device is not set to the same rate, the Courier hangs up.

- Couriers cannot connect at 21.6 Kbps or higher in synchronous mode.
- HST and V.FC modulations do not support synchronous communications.

5. If the Courier is to answer calls, enable automatic answering by setting DIP switch 5 OFF.
6. Send **AT&M1&W <Enter>**, to have the Courier enter synchronous mode.
7. Store a telephone number to memory position 0, using the **AT&Z0=n** command.

For example, to store (847) 555-1111, and tone dial, type: **AT&Z0=T18475551111 <Enter>**

8. Select a method to use to autodial the stored number. You can have the Courier dial the stored number when it receives the Data Terminal Ready (DTR) signal from your computer, at power-on/reset, or when you press the Voice/Data switch.

Follow step **a**, **b**, or **c**, depending on the dialing method you chose.

- a. To have the Courier dial when it receives the DTR signal from your computer, type:

ATS13.3=1&W <Enter>

- b.** To have the Courier dial when you power it on or reset it, type:

ATS13.4=1&W <Enter>

- c.** To have the Courier dial when you press the Voice/Data switch, type:

ATS32=4&W <Enter>

- 9.** Make sure that DIP switch 10 is set to OFF, to load settings from NVRAM.

Hanging Up

The Courier remains online until the remote device disconnects, your software causes the DTE to drop the Data Terminal Ready signal (DTR), or you power off the Courier. Once of these events occurs, the Courier returns to asynchronous Command mode.

Chapter 13

Querying

The Courier can display information such as the current settings, product code, and call duration.

The most commonly used inquiry commands are:

ATI4	Current settings
ATI5	NVRAM settings
ATI6	Link diagnostics summary

In Display the results of a query.

I0 Display a 4-digit product code. If you have a problem and you call U.S. Robotics' Technical Support Department, you may be asked for this product code.

- I1 Perform a checksum of the Courier's read-only memory (ROM) and display the results. This function is used only in factory testing. The Courier should always display the same number, except after you upgrade the Courier's operating software (see Chapter 17).
- I2 Perform a test of the Courier's random access memory (RAM) and display either OK (0) or ERROR (4), followed by OK when the test is completed. You may want to use this command if the Courier appears to be malfunctioning.
- I3 Display the Courier's banner, or product title.
- I4 Display the Courier's current configuration.

```
ati4
```

```
USRobotics Courier V.Everything Settings...
```

```
B0  C1  E1  F1  M1  Q0  V1  X7
BAUD=115200  PARITY=N  WORDLEN=8
DIAL=PULSE  ON HOOK  TIMER

&A3  &B1  &C1  &D0  &G0  &H1  &I0  &K1  &L0  &M4  &N0
```

U.S. Robotics V.Everything Modem Command Reference

```
&P0  &R2  &S0  &T5  &X0  &Y1  %N6  #CID=0

S00=000  S01=000  S02=043  S03=013  S04=010  S05=008  S06=002  S07=060
S08=002  S09=006  S10=007  S11=070  S12=050  S13=000  S14=000  S15=000
S16=000  S17=000  S18=000  S19=000  S20=000  S21=010  S22=017  S23=019
S24=150  S25=005  S26=001  S27=000  S28=008  S29=020  S30=000  S31=000
S32=009  S33=000  S34=000  S35=000  S36=000  S37=000  S38=000  S39=000
S40=000  S41=000  S42=126  S43=200  S44=015  S45=000  S46=000  S47=000
S48=000  S49=000  S50=000  S51=000  S52=000  S53=000  S54=064  S55=000
S56=000  S57=000  S58=000  S59=000  S60=000  S61=000  S62=000  S63=000
S64=000  S65=000  S66=000  S67=000  S68=000  S69=000  S70=000

LAST DIALED #:
OK
```

Figure 13-1. Current Configuration (I4)

I5 Display the configuration saved in non-volatile random access memory ([NVRAM](#)). If the Courier connects to a device that has USR Dial Security and local access enabled, you cannot view the stored phone numbers.

```
atis
```

```
USRobotics Courier V.Everything NVRAM Settings...
```

```
DIAL=PULSE  B0  F1  M1  X7
```

U.S. Robotics V.Everything Modem Command Reference

```
BAUD=57600  PARITY=N  WORDLEN=8

&A3  &B1  &G0  &H1  &I0  &K1  &L0  &M4  &N0
&P0  &R2  &S0  &T5  &X0  &Y1  %N6  #CID=0

S00=001  S02=043  S03=013  S04=010  S05=008  S06=002  S07=060  S08=002
S09=006  S10=007  S11=070  S12=050  S13=000  S15=000  S19=000  S21=010
S22=017  S23=019  S24=150  S25=005  S26=001  S27=000  S28=008  S29=020
S31=000  S32=009  S33=000  S34=000  S35=000  S36=000  S37=000  S38=000
S39=000  S40=000  S41=001  S42=126  S43=200  S44=015  S51=000  S53=000
S54=064  S55=000  S56=000  S57=000  S69=000  S70=000

STORED PHONE NUMBERS
0:                               1:
2:                               3:
4:                               5:
6:                               7:
8:                               9:

STORED COMMAND =
OK
```

Figure 13-2. Saved ([NVRAM](#)) Configuration (I5)

I6 Display a diagnostic summary. During a connection, the Courier monitors and stores information about link operations. When the call is ended, you can request a diagnostic summary.

U.S. Robotics V.Everything Modem Command Reference

The duration of the last call or the real time is displayed depending on the Kn setting.

For calls under data compression, the number of characters sent may be less than the number of octets sent, due to buffering operations.

```
ati6
```

```
USRobotics Courier V.Everything Link Diagnostics...
```

Chars sent	0	Chars Received	0
Chars lost	0		
Octets sent	0	Octets Received	0
Blocks sent	0	Blocks Received	0
Blocks resent	0		
Retrains Requested	0	Retrains Granted	0
Line Reversals	0	Blers	0
Link Timeouts	0	Link Naks	0
Data Compression	NONE		
Equalization	Long		
Fallback	Disabled		
Last Call	00:00:00		

```
Disconnect Reason is Keypress Abort
```

OK

Figure 13-3. Link Diagnostics Screen (I6)

Table 13-1. Terms in I6

Term Used in I6	Meaning
Chars lost	The number of characters lost because the modem's transmit buffer overflowed. Should always be 0 (zero). If not zero, there is a problem with transmit data flow control.
Octets	Compressed data units. If the number of octets is greater than the number of characters sent, the devices probably used MNP5 compression on an already compressed file, and the result was expanded data.
Line Reversals	The number of times HST-mode devices switched the high and low speed channels.
Blers	Errors in received error control protocol and data blocks. Blers are caused by noise or other line impairment. This is a count of 50 ms time units during which one or more errors occurred.
Blocks Resent	Number of transmitted error control protocol blocks that were resent at the request of the remote modem.
Link Timeouts	Number of times the error control protocol did not receive a response from the remote modem within the expected time frame.

Table 13-1. Terms in I6

Term Used in I6	Meaning
Link NAKs	Number of times the remote modem requested that one or more data blocks be resent. NAK means negative acknowledgment.
Data Compression	Indicates the type of data compression negotiated for the call (V42BIS, MNP5, or NONE). A V42BIS response includes the size of the dictionary and the maximum string length used, for example, 2048/32. See Chapter 11 for more detail.
Equalization Long/Short	Status of S15 bit 0; long if bit 0=0, short if bit 0=1.
Fallback	Enabled/Disabled: indicates whether or not the modems performed a speed shift during the connection sequence. Enabled means that there was a speed shift, disabled means that there wasn't.
<u>Protocol</u>	Indicates the error control protocol negotiated (LAPM, HST, MNP, NONE) or SYNC for a synchronous call.
Speed	The rate at which the receiver/transmitter were operating last before disconnecting, in bits per second (bps). For connections that use Adaptive Speed Leveling (ASL) or V.34, two speeds are indicated: receiver and transmitter, respectively.
Disconnect Reason:	Possible reasons the Courier hung up. See Table 12-2, Disconnect Reasons.
Dial Security Disconnect Reason	Possible reasons the answering device may have hung up during a Dial Security session. See Table 12-3, Dial Security Disconnect Reasons.

Disconnect Reasons

This section explains the disconnect reasons that are displayed in the ATI6 response.

Table 13-2. Disconnect Reasons

Disconnect Reason	Explanation
A Rootless Tree	The Courier received an invalid V.42 bis (compression) frame.
Break Timeout	Incompatible processing of a Break signal occurred.
DISC	The remote device sent a V.42 Disconnect frame. “Normal” hangup.
DTR dropped	The computer dropped the Data Terminal Ready signal, terminating the call.
Escape code	The user sent the Courier the +++ escape code.
Extra Stepup	The Courier received an invalid V.42 bis (compression) frame.
GSTN (General Switch Telephone Network)	The connection was non- ARQ and DTR was dropped from one side of the connection, or the DISC frame was corrupted due to noise.
Clear Down	
Illegal command code	The Courier received an invalid V.42 bis (compression) frame.
Inactivity timeout	The Courier detected no activity on the line for the duration specified in Register S19 (default is 0, timer disabled).
Invalid codeword	The Courier received an invalid V.42 bis (compression) frame.

Table 13-2. Disconnect Reasons

Disconnect Reason	Explanation
Invalid speed	The Courier is set to &N1 or higher, for a fixed link rate, and the remote device is not operating at the same rate.
Keypress abort	You pressed a key before the connection was established.
LD received	The remote device sent an MNP error control Link Disconnect request. "Normal hangup."
Loss of carrier	The Courier detected a loss of the remote device's carrier and waited the duration specified in Register S10 (default is 0.7 seconds).
MNP incompatibility	Either the Courier is set to &M5 and the remote device does not have MNP capability, or there was an error in the MNP negotiation procedure.
Retransmit limit	The devices reached the maximum of twelve attempts to transfer a data frame without error.
SABME (Set Asynchronous Balance Mode Extended) Timeout	The devices failed this part of V.42 link negotiation.
Unable to Retrain	After several attempts, disturbances on the phone line prevented the devices from retraining, and they could no longer transmit or receive data.
XID timeout	The devices failed to negotiate the V.42 Detection (XID Exchange) phase.

Disconnect Reasons for Dial Security

Table 13-3. Dial Security Disconnect Reasons

Disconnect Reason	Explanation
Mode Incompatible	The Courier hung up because both devices were not set to the same error control setting.
No Prompting in Non- <u>ARQ</u>	Prompting was enabled, but the Courier hung up because the originating device was set for error control, and the answering device was set for non-error control. The answering device cannot prompt when it is set for non-error control.
No Prompting in Sync (External Couriers only)	The originating device did not send an autopass password, and the answering device cannot prompt for a password in any synchronous mode.
Non-ARQ Mode	The Courier hung up because the originating device was set for error control and the answering device was set for non-error control.
Prompting Not Enabled	The Courier hung up because the originating device did not send an autopass password, and prompting wasn't enabled.
Security Abort	The Courier hung up because it received an invalid password three times.

I7 Display the product configuration. If you have a problem and call U.S. Robotics' Technical Support staff, you may be asked to read this screen.

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I10 Display the Dial Security Account status. For security administrators only, unless local security is disabled (S53=0 or S53.2=0).

```
ati10
USRobotics Courier V.Everything

          DIAL SECURITY STATUS

          DIAL SECURITY ENABLED:[N]          LOCAL SECURITY ENABLED:[N]

          PROMPTING ENABLED:[N]          FORCED AUTOPASS:[N]

          LOCAL ACCESS PASSWORD:[NO PSW]          AUTOPASS PASSWORD:[NO PSW]

          ACCOUNT    PSW      ACCT/E DIAL/B NEW_#  PHONE #
          #0        [NO PSW]    [N]    [N]    [N]
          #1        [NO PSW]    [N]    [N]    [N]
          #2        [NO PSW]    [N]    [N]    [N]
          #3        [NO PSW]    [N]    [N]    [N]
          #4        [NO PSW]    [N]    [N]    [N]
          #5        [NO PSW]    [N]    [N]    [N]
          #6        [NO PSW]    [N]    [N]    [N]
          #7        [NO PSW]    [N]    [N]    [N]
          #8        [NO PSW]    [N]    [N]    [N]
          #9        [NO PSW]    [N]    [N]    [N]
          OK
```

Figure 13-4. Dial Security Account Status Screen (ATI10).

U.S. Robotics V.Everything Modem Command Reference

I11 Displays a connection report that U.S. Robotics Technical Support representatives use to help you solve problems.

I15 Displays the caller ID information from the current call (if in progress) or the last call (if between calls).

The caller ID information remains until either the Courier is reset or until the Courier receives another valid caller ID signal.

The ATI15 screen presents both unformatted and formatted caller ID data.

```
ati15
USRobotics Courier V.Everything CID Status

80 1E 01 08 31 30 31 35 32 30 33 38 02 0A 37 30
38 35 35 35 30 30 30 31 07 0C 55 2E 53 2E 52 4F
42 4F 54 49 43 53 22
```

```
DATE = 1015
TIME = 2038
NMBR = 7085550001
NAME = U.S.ROBOTICS
```

```
OK
```

Figure 13-5. Caller ID Information Screen (ATI15).

Chapter 14

Displaying Help Screens

Couriers provide six help, or command summary, screens: the basic AT command set, the ampersand (&) command set, the percent (%) command set, the Dial command options (D), the S-registers (S), and the Octothorpe (#) command set.

Note EXTERNAL COURIERS ONLY: Help screens are not available when the Courier makes a synchronous connection using &M1, &M6, or &M7.

Stop/Restart Display

Hold down the Control key and type "S" to stop the display. Press any key to restart the display.

Cancel Display

Hold down the Control key and type "C" or "K" to cancel the display.

Basic Command Set (\$)

When you send AT\$, the Courier displays a screen that shows a partial summary of the basic command set.

at\$ HELP, Command Quick Reference (CTRL-S to Stop, CTRL-C to Cancel)					
#\$	HELP, Octothorpe Commands	Kn	n=0	Call Duration Mode	
&\$	HELP, Ampersand Commands		n=1	Real Time Clock Mode	
%%	HELP, Percent Commands	Mn	n=0	Speaker Off	
A/	Repeat Last Command		n=1	Speaker On Until CD	
A>	Continuously Repeat Command		n=2	Speaker Always On	
AT	Command Mode Prefix		n=3	Speaker Off During Dial	
A	Answer Call	On	n=0	Return Online	
Bn	n=0 V.32 originate mode		n=1	Return Online & Retrain	
	n=1 HST originate mode		n=2	Return Online & Speed Shift	
Cn	n=0 Transmitter Off	P	Pulse Dial		
	n=1 Transmitter On	Qn	n=0	Result Codes Sent	
Dn	Dial a Telephone Number		n=1	Quiet (No Result Codes)	
	n=0..9#*TPR,;"W@!()-		n=2	Verbose/Quiet On Answer	
DL	Dial Last Phone Number	Sr=n	Sets Register "r" to "n"		
DSn	Dial Stored Phone Number	Sr?	Query Register "r"		
D\$	HELP, Dial Commands	\$\$	HELP, S Registers		
En	n=0 No Command Echo	T	Tone Dial		
	n=1 Echo Command Chars	Vn	n=0	Numeric Responses	

U.S. Robotics V.Everything Modem Command Reference

Fn	n=0	Online Echo	n=1	Verbal Responses
	n=1	No Online Echo	Xn	n=0 Basic Result Codes
Hn	n=0	On Hook (Hang Up)		n=1 Extended Result Codes
	n=1	Off Hook		n=2-7 Advanced Result Codes
In	n=0	Product Code	Z	Software Reset
	n=1	Checksum	+++	Escape Code
	n=2	RAM Test	\$	HELP, Command Summary
	n=3	Banner/Clock set		
	n=4	Current Settings		
	n=5	NVRAM Settings		
	n=6	Link Diagnostics		
	n=7	Product Configuration		
	n=10	Dial Security Status		
	n=11	Extended Link Screen		
	n=15	CID Status		

OK

Figure 14-1. Basic Commands Help Screen (AT\$)

Ampersand Command Set (&\$)

When you send AT&\$, the Courier displays a screen that shows a partial summary of the ampersand command set. A second screen, which is activated when you press any key, shows the remaining commands.

at&\$

HELP, Ampersand Commands (CTRL-S to Stop, CTRL-C to Cancel)

&An	n=0	Disable /ARQ Result Codes	&Pn	n=0	N.American Pulse Dial
	n=1	Enable /ARQ Result Codes		n=1	UK Pulse Dial
	n=2	Enable /Modulation Codes	&Rn	n=0	CTS Follows RTS
	n=3	Enable /Extra Result Codes		n=1	Ignore RTS
&Bn	n=0	Floating DTE Speed		n=2	RX to DTE/RTS high
	n=1	Fixed DTE Speed	&Sn	n=0	DSR Always On
	n=2	DTE Speed Fixed When ARQ		n=1	Modem Controls DSR
&Cn	n=0	CD Always On		n=2	Pulse DSR, CTS=CD
	n=1	Modem Controls CD		n=3	Pulse DSR
&Dn	n=0	Ignore DTR		n=4	DSR = DCD
	n=1	On-Line Command Mode		n=5	Modem Controls DSR, CTS=CD
	n=2	DTE Controls DTR	&Tn	n=0	End Test
&Fn	n=0	Load Factory Configuration		n=1	Analog Loopback (ALB)
	n=1	Hardware Flow Control Cnfg.		n=3	Digital Loopback (DLB)
	n=2	Software Flow Control Cnfg.		n=4	Grant Remote DLB
&Gn	n=0	No Guard Tone		n=5	Deny Remote DLB
	n=1	550 Hz Guard Tone		n=6	Remote Digital Loopback
	n=2	1800 Hz Guard Tone		n=7	Remote DLB With Self Test
&Hn	n=0	Disable TX Flow Control		n=8	ALB With Self Test
	n=1	CTS	&W		Store Configuration
	n=2	Xon/Xoff	&Xn	n=0	DCE Synchronous Clock
	n=3	CTS and Xon/Xoff		n=1	DTE Synchronous Clock
&In	n=0	Disable RX Flow Control		n=2	RX Clock is Source
	n=1	Xon/Xoff	&Yn	n=0	Destructive
	n=2	Xon/Xoff Chars Filtered		n=1	Destructive/Expedited

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	n=3	HP Enq/Ack Host Mode	n=2	Nondest./Expedited
	n=4	HP Enq/Ack <u>Terminal Mode</u>	n=3	Nondest./Unexpedited
	n=5	<u>Xon/Xoff</u> for non-ARQ Mode	&Zn=s	Store Phone Number
&Kn	n=0	Disable Data Compression	&Zn=L	Store Last Phone Number
	n=1	Auto Data Compression	&Zn?	Query Phone Number
	n=2	Enable Data Compression	&ZC=s	Store Command
	n=3	Selective Data Compression		
&Ln	n=0	Disable Leased Line		
	n=1	Enable Leased Line		
&Mn	n=0	Normal Mode		
	n=1	Synchronous Mode		
	n=4	ARQ/Normal Mode		
	n=5	ARQ Mode		
	n=6	V.25bis		
	n=7	V.25bis HDLC		
&Nn	n=0	Highest Link Speed		
	n=1	300 bps		
	n=2	1200 bps		
	n=3	2400 bps		
	n=4	4800 bps		
	n=5	7200 bps		
	n=6	9600 bps		
	n=7	12000 bps		
	n=8	14400 bps		
	n=9	16800 bps		
	n=10	19200 bps		
	n=11	21600 bps		
	n=12	24000 bps		
	n=13	26400 bps		

```
n=14 28800 bps
n=15 31200 bps
n=16 33600 bps
```

OK

Figure 14-2. Ampersand Commands Help Screen (AT&\$)

S-registers (S\$)

When you send ATS\$, the Courier displays a screen that shows a partial summary of the [S-register](#) functions. More screens, which are activated when you press any key, show the remaining registers.

```
ats$  
HELP, S Register Functions (CTRL-S to Stop, CTRL-C to Cancel)  
  
S0  Ring to Answer On           S36 Reserved  
S1  Counts # of Rings          S37 Reserved  
S2  Escape Code Char          S38 Disconnect Wait Time (sec)  
S3  Carriage Return Char      S39 Reserved  
S4  Line Feed Char            S40 Reserved  
S5  Backspace Char            S41 # of Allowed Login Attempts  
S6  Wait Time/Dial Tone (sec) S42 Remote Escape Code Char
```

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S7	Wait Time/ <u>Carrier</u> (sec)	S43	Remote Escape Code Time (1/50sec)
S8	Comma Time (sec)	S44	Leased Line Delay Timer (sec)
S9	Carrier Detect Time (1/10sec)	S51	Bit Mapped
S10	Carrier Loss Time (1/10sec)		1 = MNP/V.42 Disabled in V.22
S11	Dial Tone Spacing (msec)		2 = MNP/V.42 Disabled in V.22bis
S12	Escape Code Time (1/50sec)		4 = MNP/V.42 Disabled in V.32
S13	Bit Mapped		8 = Reserved
	1 = Reset On DTR Loss		16 = Reserved
	2 = Do Originate in <u>Auto Answer</u>		32 = Reserved
	4 = No Pause Before <u>Result Codes</u>		64 = Disable Selective Reject
	8 = Do DSO On DTR		128 = Enable phone exclusion delay
	16 = Do DSO On Reset	S53	Bit Mapped
	32 = Disable HST		1 = Enable Dial Security
	64 = Disable MNP Level 3		2 = Enable Autopass Fallback
	128 = Hardware Reset		4 = Enable Local Access Psw
S14	Bit Mapped		8 = Reserved
	1 = Escape Code Hang Up		16 = Reserved
S15	Bit Mapped		32 = Reserved
	1 = Disable High-Freq EQ		64 = Reserved
	2 = Disable Online Fallback		128 = Reserved
	4 = Disable 450 bps Back Channel	S54	Bit Mapped
	8 = Reduced Non- <u>ARQ</u> TX Buffer		1 = Disable 2400 symbol rate
	16 = Disable MNP Level 4		2 = Disable 2743 symbol rate
	32 = Set DEL=Backspace		4 = Disable 2800 symbol rate
	64 = Unusual MNP-Incompatibility		8 = Disable 3000 symbol rate
	128 = Custom Applications		16 = Disable 3200 symbol rate
S16	Test Modes		32 = Disable 3429 symbol rate
	1 = Analog Loopback		64 = Disable V.8 Call Indicate
	2 = Dial Test		128 = Disable V.8 Mode

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4 = Test Pattern	S55 Bit Mapped
8 = Remote Digital Loopback	1 = Disable 8S-2D trellis code
16 = Reserved	2 = Disable 16S-4D trellis code
32 = Reserved	4 = Disable 32S-2D trellis code
64 = Reserved	8 = Disable 64S-4D trellis code
128 = Reserved	16 = Reserved
S17 Reserved	32 = Reserved
S18 &Tn Test Timeout (sec)	64 = Reserved
S19 Inactivity Timeout (min)	128 = Enable phase roll detection
S20 Reserved	S56 Bit Mapped
S21 Break Length (1/100sec)	1 = Disable nonlinear coding
S22 Xon Char	2 = Disable TX level deviation
S23 Xoff Char	4 = Disable preemphasis
S24 DSR Pulse Time (1/50sec)	8 = Disable precoding
S25 DTR Recognition Time (1/100sec)	16 = Disable shaping
S26 RTS/CTS Delay Time (1/100sec)	32 = Disable V34+
S27 Bit Mapped	64 = Disable V34
1 = V21 Mode	128 = Disable VFC
2 = Disable TCM	S57 Reserved
4 = Disable V32	S69 Bit Mapped
8 = Disable 2100hz	1 = Disable Extrn. PnP
16 = Disable MNP Handshake	2 = Enable Auto Redial
32 = Disable V.42	4 = Reserved
48 = Disable V.42 Detect Phase	8 = Reserved
64 = Reserved	16 = Reserved
128 = Unusual SW-Incompatibility	32 = Reserved
S28 V32 Handshake Time (1/10sec)	64 = Reserved
S29 Reserved	128 = Reserved
S30 Reserved	S70 Bit Mapped

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S31 Reserved	1 = Enable ring type A
S32 Talk/Data Switch	2 = Enable ring type B
0 = Disabled	4 = Enable ring type C
1 = Originate Mode	8 = Enable ring type D
2 = <u>Answer Mode</u>	16 = Reserved
3 = Redial Last Number	32 = Reserved
4 = Dial Stored Number 0	64 = Reserved
5 = <u>Auto Answer</u> Toggle	128 = Reserved
6 = Reset Modem	
7 = Initiate RDL	
8 = Busy Toggle	
9 = Execute Stored Cmd	
S33 Reserved	
S34 Bit Mapped	
1 = Disable V32bis	
2 = Disable Enhanced V32 mode	
4 = Disable Quick V32 retrain	
8 = Enable V23 Fallback	
16 = Change MR to DSR	
32 = Enable MI/MIC	
64 = Disable RA Busy Msg	
128 = Disable Terbo	
S35 Reserved	

OK

Figure 14-3. S-registers Help Screen (ATS\$)

Percent Command Set (%\$)

When you send AT%\$, the Courier displays a screen that shows a partial summary of the percent command set. A second screen, which is activated when you press any key, shows the remaining commands.

```
at%$  
HELP, Percent Commands (CTRL-S to Stop, CTRL-C to Cancel)  
  
%An= Security Account Information %Fn      Remote DTE Data Format  
          Command Structure                  n=0  8, No parity  
          %An=PW,ACCT E,DIAL B,NEW#,PH#          n=1  7, Mark parity  
          n = (0-9)                          n=2  7, Odd parity  
          PW = Password                      n=3  7, Even parity  
          ACCT E = Account Enable            %L=PWn Security Local Access Psw  
          DIAL B = Dial Back Enable          PWn = (0-9)  
          NEW# = New Dial Back #          %Nn  V.25bis Synchronous Clock Rate  
          PH# = Dial Back Phone #          n=0  RESERVED  
          %Bn  Remote DTE Data Rate          n=1  RESERVED  
          n=0    110  bps                  n=2  1200 bps  
          n=1    300  bps                  n=3  2400 bps  
          n=2    600  bps                  n=4  4800 bps  
          n=3   1200  bps                  n=5  7200 bps  
          n=4   2400  bps                  n=6  9600 bps  
          n=5   4800  bps                  n=7  12000 bps
```

U.S. Robotics V.Everything Modem Command Reference

n=6	9600 bps	n=8	14400 bps
n=7	19200 bps	n=9	16800 bps
n=8	38400 bps	n=10	19200 bps
n=9	57600 bps	%Pn=s Store Remote Access Pswd	
n=10	115200 bps	n=0 Query Access Only	
%Cn	n=0 Defer Configuration	n=1	Full Configuration
	n=1 Revert Configuration	%Pn?	Query Remote Access Pswd
	n=2 Execute Configuration	n=0	Query Access Only
%E=n	Erase Account Information	n=1	Full Configuration
	n=1 Erase Local Access Psw	%S=	Psw To Grant Local Access
	n=2 Erase Autopass Psw	%T	Touch Tone recognition
	n=3 Erase Accounts Psw	%V=PWn	Security Autopass Psw
	n=4 Erase Accounts Phone #	PWn	= (0-9)
	n=5 Erase Accounts Status		

OK

Figure 14-4. Percent Commands Help Screen (AT%\$)

Octothorpe Command Set (#\$)

When you send AT#\$, the Courier displays a screen that shows a summary of the octothorpe command set.

```
at#$  
HELP, Octothorpe Commands (CTRL-S to Stop, CTRL-C to Cancel)  
  
#CID=n  Caller ID control  
  n=0  Disable detection  
  n=1  Formatted results  
  n=2  Unformatted results  
  n=3  Formatted without name  
  n=4  Disable results to DTE  
#CID? Show current setting  
#CID=? Show supported settings  
  
OK
```

Figure 14-5. Octothorpe Commands Help Screen (AT#\$)

Chapter 15 Testing

The Courier can perform Analog, Digital, and Remote Digital Loopback tests. You can use these tests to check the operations of the transmitter and receiver, or to locate a problem with a remote device or a telephone line.

Test by sending an &T command or by setting Register S16. Only one test can be performed at a given time. If you send a test command while the Courier is in test mode, the Courier will return an ERROR message.

All loopback testing conforms to ITU-T Recommendation V.54.

Note When the Courier is in synchronous mode (&M1, &M6, &M7), testing is *not* available.

Testing the Courier (Using &T)

You can perform analog, digital, and remote digital loopback testing by using the &T command. You can type in your own data during testing or use the Courier's internal test pattern and error detector.

Note Disable error control (using the &M0 command) before testing. If the Courier is detecting errors and retransmitting the affected data, your results will be invalid.

Analog Loopback Testing (&T1, &T8)

This test checks the operation of the Courier's transmitter and receiver. There are two analog loop-back options. The first, &T1, involves your typing data that you can verify at your screen.

The second option, &T8, is an internal self-test that does not involve the keyboard or screen. It isolates the modem from the computer interface to give you a more specific result.

Analog Loopback Testing Using &T1

1. Send the command **AT&M0&N3S14.0=0** to prepare the Courier for testing.

This command disables error control, fixes the connection rate at 2400 bps, and makes the Courier return to command mode when you type **+++**.

2. Send **AT&T1 <Enter>** to begin the test.

The Courier enters analog loopback (AL) mode, and sends a CONNECT message. If you are testing an external Courier, the MR status light flashes.

3. Type recognizable data so that you can verify it when it is looped back to your screen.
4. Send the escape code, **+++**, and then **AT&T0** to end the test.

Alternatively, you can end the test by sending ATH or ATZ. Be careful, because ATZ resets the Courier in addition to ending the test.

In any case, the Courier responds OK. If the Courier sends an ERROR message, you have issued an invalid command.

5. Send **AT&M4**, unless you used ATZ.

Note If the Courier is in online mode, that is, still connected to a remote modem, and you send it an &T1 or &T8 command, it drops the call, enters AL mode, sends a CONNECT result and waits for loopback characters.

Stopping a Test (&T0, S18)

To stop a test, send **AT&T0 <Enter>**, or set Register S18 to a specified number of seconds, for example, S18=10. When the 10 seconds are up, the Courier will stop the test automatically and return to Command mode. Send **ATH <Enter>** to hang up the Courier, or **ATZ <Enter>** to hang up the Courier and reset it to its defaults.

Note If you use the S18 test timer, but in the process of testing you issue an ATZ command, S18 resets to zero and the timer is disabled. You cannot store a value for S18 in nonvolatile memory; its power-on and reset default is always zero.

Analog Loopback Testing Using &T8

This AL option causes the Courier to send an internal test pattern to its transmitter and loop it back to the receiver. An internal error detector counts any errors and, when the test is ended, sends the number of errors or 000 (no errors) to the screen.

Since you don't type anything during this test, and the Courier does not send anything to the screen, this option verifies only the Courier. If there are no errors but your problem continues, it may be at the computer interface.

1. Send the command **AT&M0&N3S14.0=0** to prepare the Courier for testing.

This command disables error control, fixes the connection rate at 2400 bps, and makes the Courier return to command mode when you type **+++**.

2. Send AT&T8 to begin the test.

The Courier enters analog loopback (AL) mode, and sends a CONNECT message. If you are testing an external Courier, the MR status light flashes. The Courier then sends its internal test pattern to the trans-mitter, and loops the pattern back to the receiver. You will not see any data on your screen.

3. Send the escape code, **+++, and then AT&T0 to end the test.**

Alternatively, you can end the test by sending ATH or ATZ. Be careful, because ATZ resets the Courier in addition to ending the test.

In any case, the Courier hangs up and returns a three-digit code, followed by OK. A code of 000 indicates no errors were found. A code of 255 indicates 255 or more errors. An ERROR message indicates that you issued an invalid command.

4. Send **AT&M4**, unless you used a reset command (ATZ or ATZ!).

Digital Loopback Testing (&T3)

This test can help you locate a problem with a remote device or with the tele-phone line. Figure 15-2 shows the data flow during Digital Loopback (DL) testing.

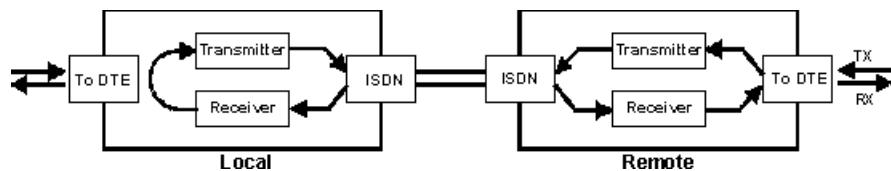


Figure 15-2. Data Flow During Digital Loopback

1. Send the command **AT&M0&N3S14.0=0** to prepare the Courier for testing.

This command disables error control, fixes the connection rate at 2400 bps, and makes the Courier return to command mode when you type **+++**.

2. Establish a connection with the remote device.
3. Send the Courier the **+++** escape code to bring it back to Command mode.
4. Send the Courier the AT&T3 command. The Courier enters Digital Loopback mode.
5. Have the remote user type a short message. It will be looped back by your Courier's transmitter for verification on the remote user's screen. You will not see the message or any other data.
6. When the remote user has completed the test, send the escape code, **+++**, and then **AT&T0** to end the test.

Alternatively, you can end the test by sending ATH or ATZ. Be careful, because ATZ resets the Courier in addition to ending the test.

In any case, the Courier responds OK. If the Courier sends an ERROR message, you have issued an invalid command.

7. Send **AT&M4**, unless you used ATZ.

Stopping a Test (&T0, S18)

To stop a test, send an &T0 command, or set Register S18 to a specified number of seconds, for example, S18=10. When the 10 seconds are up, the Courier will stop the test

automati-cally and return to Command mode. Send an ATH command to hang up the Courier, or an ATZ command to hang up the Courier and reset it to its defaults.

Note If you use the S18 test timer, but in the pro-cess of testing you issue an ATZ command, S18 resets to zero and the timer is disabled. You cannot store a value for S18 in nonvolatile memory; its power-on and reset default is always zero.

Remote Digital Loopback Testing (&T6, &T7)

This test, like the local digital loopback test, verifies the condition of both devices and of the phone line. Data flow is shown in Figure 15-3.

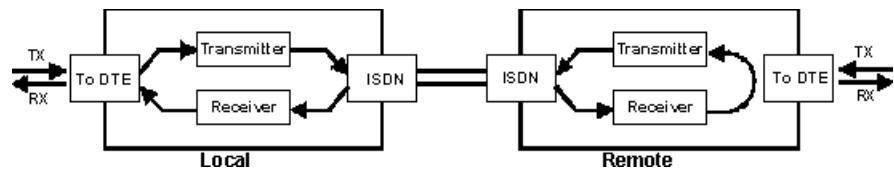


Figure 15-3. Data Flow During Remote Digital Loopback

The request for and granting of Remote Digi-tal Loopback testing requires that both devices use ITU-T V.22 stan-dard signaling. If the remote device does not have the capability or is not set to respond (with &T4), you will get an ERROR [result code](#).

There are two Remote Digi-tal Loopback options. If you select &T6, you send keyboard data to the Courier and verify it when it is returned over the phone lines and to your screen. If you select &T7, the Courier sends its internal test pattern and returns an error count to your screen.

Granting a Digital Loopback Test Request (&T4)

The &T4 option causes the Courier to grant a remote device's request for a Remote Digital Loop-back test.

Canceling All Digital Loopback Test Requests (&T5)

The &T5 option cancels &T4, and the Courier fails to recognize Remote Digital Loopback test requests. This is the default so that your Courier isn't subject to another user calling and tying up your Courier without your permission.

RDL Testing Using Keyboard Data (&T6)

1. Send the command **AT&M0&N3S14.0=0** to prepare the Courier for testing.

This command disables error control, fixes the connection rate at 2400 bps, and makes the Courier return to command mode when you type **+++**.

2. Establish a connection with the remote device.
3. If you haven't already done so, arrange with the remote user to cooperate with the test.
If necessary, set the remote device to acknowledge the Remote Digital Loopback request. For example, older U.S. Robotics high speed modems need to be set to S16=8.
4. Send the Courier the **AT&T6** command. The Courier enters Remote Digital Loopback mode, and, if the Courier is an external model, the MR status light flashes.
5. Type a short message. It will be looped back to your
Courier by the remote device and to your screen for verification. (The remote user will not see your data.)
6. Send the escape code, **+++**, and then **AT&T0** to end the test.

Alternatively, you can end the test by sending ATH or ATZ. Be careful, because ATZ resets the Courier in addition to ending the test.

If you issue an invalid command, the Courier sends an ERROR message. If you set Register S18, the Courier automatically ends the test when the test timeout is reached.

Data errors indicate a problem with the remote device or with the phone link.

7. Send **AT&M4**, unless you used ATZ.

RDL Testing Using a Built-in Test Pattern (&T7)

This test option causes the Courier to perform a Remote Digital Loopback test by sending a built-in test pattern. An internal error detector counts any errors and, when the test is ended, sends the number of errors or 000 (no errors) to the screen.

You don't need to type anything during this test. The Courier sends only its final error count to your screen.

1. Send the command **AT&M0&N3S14.0=0** to prepare the Courier for testing.

This command disables error control, fixes the connection rate at 2400 bps, and makes the Courier return to command mode when you type **+++**.

2. Establish a connection with the remote device.

3. If you haven't already done so, arrange with the remote user to cooperate with the test.

If necessary, set the remote device to acknowledge the Remote Digital Loopback request. For example, older U.S. Robotics high speed modems need to be set to S16=8.

4. Send the Courier the **AT&T7** command. The Courier enters Remote Digital Loopback mode, and, if the Courier is an external model, the MR status light flashes.

The Courier sends its built-in test pattern to the remote device, which loops it back to your Courier. You will not see the data on your screen.

5. Send the escape code, **+++**, and then **AT&T0** to end the test.

Alternatively, you can end the test by sending **ATH** or **ATZ**. Be careful, because **ATZ** resets the Courier in addition to ending the test.

If you issue an invalid command, the Courier sends an **ERROR** message. If you set Register **S18**, the Courier automatically ends the test when the test timeout is reached.

When the test ends, the Courier returns a three-digit code, followed by **OK**. A code of **000** indicates no errors were found. A code of **255** indicates 255 or more errors.

Data errors indicate a problem with the remote device or with the phone link.

6. Send **AT&M4**, unless you used **ATZ**.

Testing the Courier Using S16

Register S16 is a bit-mapped register. See [Chapter 1, Using the AT Command Set](#), for instructions for setting bit-mapped registers.

Table 15-1. S-Register 16

Bit	Value	Function
0	1	Analog Loopback (AL)
2	4	RDL with built-in test pattern
3	8	RDL using keyboard data

Note Earlier U.S. Robotics modems require bit 3 to be enabled in order to grant RDL to a remote device. The Courier requires its default &T4 setting instead. To perform RDL with a U.S. Robotics modem that does not use the &T test repertoire, that modem should be set to S16=8 before it can grant RDL testing.

Analog Loopback (AL)*S16=1D

To use the modem's Test Pattern (S16, bit 2) instead of typing your own data, see [RDL Testing Using a Built-in Test Pattern \(S16=4\)](#).

1. Send the command **AT&M0&N3S14.0=0** to prepare the Courier for testing.

This command disables error control, fixes the connection rate at 2400 bps, and makes the Courier return to command mode when you type **+++**.

2. Send **ATS16=1D**. The Courier enters AL mode and sends a CONNECT [result code](#). If you are using an external Courier, the MR status light flashes.
3. Type data to the Courier for it to transmit, loop to its receiver, and output to the screen. An alternative is to use the [Test Pattern](#), described later.
4. Send the escape code, **+++**, and then **ATH** to end the test.
5. Send **AT&M4**, unless you used a reset command (ATZ or ATZ!).

Remote Digital Loopback Testing

RDL Testing Using Keyboard Data (S16=8)

1. Send the command **AT&M0&N3S14.0=0** to prepare the Courier for testing.

This command disables error control, fixes the connection rate at 2400 bps, and makes the Courier return to command mode when you type **+++**.

2. Establish a connection with the remote device.
3. If you haven't already done so, arrange with the remote user to cooperate with the test.

If necessary, set the remote device to acknowledge the Remote Digital Loopback request. U. S. Robotics high-speed modems should be set to &T4. Older U.S. modems should be set to S16=8.

4. Send the Courier **ATS16=8O**.

The Courier enters RDL mode and then goes back online

(O command). Then it transmits the RDL signals, causing the remote device to enter RDL mode. If you are using an external Courier, the MR status light flashes during this operation.

5. Type a short message. It will be looped back to your Courier by the remote device and to your screen for verification. (The remote user will not see your data.)
6. Send the escape code, **+++**, and then **ATS16=0** to end the test.

If you issue an invalid command, the Courier sends an ERROR message. If you set Register S18, the Courier automatically ends the test when the test timeout is reached.

If you wish to resume data transmission with the remote device, add the O command after the ATS16=0 string to return online. If you do this, bear in mind that error control

is disabled. Because error control is negotiated during the connection sequence, its status cannot be changed until the Courier is back on hook and in Command mode.

7. Send **AT&M4**, unless you used ATZ.

RDL Testing Using a Built-in Test Pattern (S16=4)

Starting Testing That Uses the Test Pattern

The test pattern can be used instead of your typed data Remote Digital Loop-back (RDL) testing, using either &T commands or S16.

The test pattern is available at all speeds. At 300 bps, the Courier's serial port rate must be fixed (&B1) and the link rate fixed at 300 bps (&N1). At rates over 9600 bps, just set the Courier for a fixed serial port rate (&B1).

To use the test pattern during RDL testing with S16, type the following command:

AT&M0S16=12

To use the test pattern with the &T RDL test, insert the test pattern command, S16=4, before issuing the test command:

ATS16=4&T6

The test pattern (ATS16=4) is used for testing equipment and the phone line. When S16 is set to 4, the Courier transmits the test pattern when it connects with a remote device.

Ending Testing That Uses the Test Pattern

Pressing any character key cancels all tests and hangs up the Courier. If you used Register S16, be sure to reset Register S16 and return to the error control default. Send **ATZ** or **AT&M4S16=0**.

Chapter 16

Troubleshooting

This chapter has three sections:

1. Problems that occur before connecting
2. Problems that occur after connecting
3. What to do if you still have problems

Problems That Occur Before Connecting

No response to AT

- For Windows users, make sure that you set the correct [COM port](#) and IRQ in your communications software and, if applicable, in Windows' Control Panel – Ports.
- For Macintosh users, make sure that you set the correct serial port (modem port or printer port) and that AppleTalk is disabled.

- Make sure that your communications software is in [Terminal mode](#). See [Chapter 1, Using the AT Command Set](#).
- Be sure that your communications software is set to the correct bit rate and word length (7 bits with or without a parity bit, or 8 bits and no parity).
- Check that [DIP switch 8](#) is ON, for “act on AT commands.” If the switch is OFF, power off the Courier, set the switch ON, and power on the Courier again. Then try typing **AT <Enter>** again.
- Make sure that verbal [result codes](#) (status messages) are enabled. Send these commands to the Courier:

ATQ0 <Enter>(to enable message display)

ATV1 <Enter>(to display verbal messages)

- Review your communications software manual to see what Carrier Detect (CD) operations your software requires. Then see [Chapter 6, Controlling EIA-232 Signaling](#).
- Although it is a rare condition, check whether your computer is reversing the send/receive functions at the EIA-232 interface. Refer to your computer’s documentation.

The Courier won't dial

- Check your communications software's manual to find out which Data Terminal Ready (DTR) setting it requires. You may need to change the DTR setting at the Courier. If so, see [Chapter 6, Controlling EIA-232 Signaling](#).
- Make sure that the phone line from your wall jack connects to PHONE port of the Courier.
- Make sure the Courier is connected to a standard analog phone line and not to a digital system (typically found in offices and hotels).
- If the Courier responds NO DIAL TONE when you attempt to dial, try adding X5 to the dial string, for example: ATDTX5 5551212. The Courier will ignore dial tone detection.

Double characters are appearing on your monitor

This is a signal that both the Courier's [local echo](#) and your software's local echo are on.

Type the command to turn off your online echo (**ATF1 <Enter>**) or turn your communications software's local echo off (refer to your software's documentation).

After you dial, the Courier reports NO [CARRIER](#) and then hangs up

- Try increasing S7 and decreasing S9 to allow more time for the connection.

- Try calling a different device. If you are trying to connect to an older modem at 2400 bps or less, it may not support error control. Try sending AT&M0, and then try the call again. Reset the Courier (send ATZ) after you finish the call.

Hear ringing but the Courier won't answer

- Check your communications software's manual to find out what Data Terminal Ready (DTR) operations your software requires. Also, for external Couriers, look at the TR LED to make sure that your terminal or computer is sending a DTR signal via the EIA-232 interface.
- Send ATI4 to the Courier and check that S0 is set to a value higher than 0. Also, check that [DIP switch](#) 5 is OFF.
- Set &F and S0=1, then try again.

The Courier acts as though a data link has been established, but no call was received,

Carrier Detect (CD) may be overridden (with &C0), but your system may require that the override be turned OFF (with &C1). Review your communications software manual to see what CD operations are required.

The Courier behaves as if <Enter> were pressed when you don't press any keys

Your software may be misreading signals from the Courier when the Courier sends a Carriage Return and a Line Feed before and after the RING and CONNECT messages. Sending the Quiet mode command, ATQ1 <Enter>, should solve the problem.

Problems that Occur After Connecting

Your screen displays random or “garbage” characters

Make sure that the Courier is set to the same bit rate, word length, parity, and number of Stop bits as the device to which you are connecting.

If the settings are correct, the problem may be with the phone line. Try the following measures:

- Place the call again. The phone company routes even local calls differently each time you call.
- Call a different device to see if the problem persists. The problem may be with the device you first tried to call.

If the modem is set to a fixed serial port rate (&B1) and your software is fixed at 19.2K, 38.4K, 57.6K, or 115.2K bps, the reason may be one of the following:

- Your computer may not support the higher serial port rate. If this is the case, fix your software rate at 9600 bps and disable high-speed V.32*terbo* modulation: ATS34=3 or ATS34 .0=1 .1=1.
- If you use memory-resident programs (TSRs – Terminate and Stay Resident programs) or disk-caching programs, they may be interfering. Try disabling them before you run your com-muni-cations software.
- Check that your software and the Courier are set for the same kind of flow control, either hardware or software. Some communications programs also require that you disable the kind you are not using. Send AT&F1.

Many CRC errors

- Send AT&F1 to enable [hardware flow control](#) and other optimized settings.
- Try a different file transfer [protocol](#) (use [ZMODEM](#) if it's available to you)
- If you use memory-resident programs (TSRs – Terminate and Stay Resident programs) or disk-caching programs, they may be interfering. Try disabling them before you run your com-muni-cations software.

Mainframe computer keeps dropping your connection

You must turn off the Courier's [result codes](#) and character echo (ATQ1E0). The modem at the mainframe also needs to be set to ATQ1E0.

Bad faxes or can't fax

- Make sure the fax software is set to use Class 1 fax. Refer to your fax software's manual.
- If you use memory-resident programs (TSRs – Terminate and Stay Resident programs) or disk-caching programs, they may be interfering. Try disabling them before you run your com-muni-cations software.

Both devices exchange [carrier](#) signals, but fail to establish a communications link

- Make sure the Courier is in the correct mode, fax or data, depending on whether the connection is to be made with a [facsimile](#) device or a data device.

See [Chapter 2, Modes of Operation](#), for information on switching between Fax and Data modes.

- Make sure the proper bit rate, word length, parity and number of [Stop bits](#) have been selected.

- Synchronous operations: review the instructions in [Chapter 12, Dedicated/Leased Line and Synchronous Applications](#). If you've configured the Courier correctly, the problem may be with the synchronous adapter or with the system you're trying to call.
- Send ATI4 and check to see that your modem is at the correct Bn setting to connect with either an HST modem (B1 setting) or V.32*terbo* modem (B0 setting).
- Make sure that your Courier's connection rate setting, &Nn, is correct for the call. If the connection rate is locked at a speed (&N1*&N14) different from the calling modem's, the Courier hangs up. The default setting of &N0, variable link operations, allows the two modems to negotiate the highest possible connection rate.
- If your modem is attempting to answer a V.32 call, you may need to lengthen the extra V.32 answer tones. See [Appendix A, Alphabetic Command Summary](#), under S28.
- If you are attempting to make a connection using HST modulation, make sure that the modem at the other end of the line is HST compatible, V.32*terbo* compatible at 14.4 Kbps, V.32 compatible at 9600 bps, V.22bis-compatible at 2400 bps, Bell 212A-compatible at 1200 bps, or Bell 103-compatible at 300 bps.
- If none of the above corrects the problem, it's likely that the quality of the phone connection is poor. The variable quality of phone line connections may be due to any number of conditions in the phone service's equipment or the current environment. Try several

calls, and if you still can't get through, try calling another device. If the second device accepts your call, the problem may lie with the device you first tried to call.

Errors during software download

Try running the SDL program, or performing the [XMODEM](#) file transfer, at a slower serial port rate. External Couriers Only: if your computer doesn't have a 16550 UART, set your communications software to use a slower serial port.

You can also try running the program on a different PC. An idiosyncracy of an off-brand PC or an uncommon version of DOS may lock up the SDL program.

If You Still Have Problems

The problems described above are by far the most common ones that users encounter. If the suggestions we've given don't clear up your difficulties, try the following:

1. Review the manual carefully to see if you've missed something.

2. Call or visit your dealer. Chances are that your dealer will be able to give you the assistance you need. This is much more efficient (and time-saving) than returning the product to U.S. Robotics.
3. If your dealer can't help you, refer to the Customer Service Access Card provided in this package. This card lists several important U. S. Robotics numbers. See also Appendix D, Warranty and Notices. Your Courier is warranted for 5 years from the date of purchase.
4. If you must return your Courier to us, the Service Representative you talk with will give you a Service Repair Order (SRO) number. **Products without an SRO number will not be accepted.**
5. If you do return the Courier to us, please follow these procedures:
 - a. Ship the unit, postage pre-paid, in its original container. If the original container is not available, pack the unit carefully in a strong box of corrugated cardboard with plenty of packing material.
 - b. Be sure to include your SRO number inside the package, along with your name and address. Put your return address and your SRO number on the shipping label as well.

- c. Ship the package to the following address:

Cor/Sys Technical Support
U.S. Robotics
8100 North McCormick Boulevard
Skokie, Illinois 60076-2999

Note U.S. Robotics will not accept packages sent COD, so be sure to send the modem postage paid.

U.S. Robotics will repair your Courier and return it to you via United Parcel Service.

Chapter 17

Upgrading the Courier's Software

We periodically release updates and enhancements to the Courier's operating software. We make the software publicly available from our BBS and ftp site.

To send the new code to the Courier, all you need is a standard terminal program that can send files using the [XMODEM protocol](#).

Checking Your Courier's Software Version

Send ATI7 <Enter>. The following screen appears:

```
ati7

USRobotics Courier V.Everything Configuration Profile...

Product type    US/Canada Internal
Options        HST,V32bis,Terbo,VFC,V34+
Fax Options    Class 1/Class 2.0
```

Clock Freq 20.16Mhz

Eeprom 256k

Ram 32k

Supervisor date 01/23/96

DSP date 01/17/96

Supervisor rev 6.4.5

DSP rev 1.3.0

OK

Check the Supervisor and Digital Signal Processor (DSP) dates. The best way to find out the current version of the Courier's software is to call U.S. Robotics Technical Support at the number listed on the Customer Support Services card that's included with the Courier.

Getting New Operating Software

There are two ways to get the newest version of the Courier's operating software:

- Call the U.S. Robotics Bulletin Board Service (BBS) at **(847) 982-5092**. From the main menu, select **Files** and then select area 5, **USR Courier**. Download the newest file with the extension XMD.

- Over the Internet, ftp to **ftp.usr.com**. Login as *anonymous* and then enter your Internet email address as your password. From the **sys/pcb/dl05** directory, get the newest file with the extension XMD.

Sending New Software to the Courier

1. Start a communications software package, such as Quick Link II or MacComCenter. Adjust the settings, if necessary, so that you can send **AT** to the Courier and get an **OK** response.

Note If you are sending the file from a Macintosh computer, make sure that you do not transfer the file in MacBinary format. In MacComCenter, for example, select **Setup | File Transfer...** Under MacBinary options, select **Never MacBinary**.

2. Type **AT~X! <Enter>**. The Courier should respond as follows:

```
at~x!  
  
SDL Xmodem file transfer - (Y)es (N)o (T)est >
```

3. Type **t** <Enter> to start an integrity test of the XMD file.

```
SDL Xmodem file transfer - (Y)es (N)o (T)est >t
* Test Mode - Flash ROM will not be modified*
Begin Xmodem file transfer now.
CC
```

Send the file to the Courier using the [XMODEM](#)-Checksum or XMODEM-CRC [protocol](#). Since this is a test, the Courier's existing software is not erased.

4. After you've completed the test transfer successfully, use your communications software to send the XMD file using the XMODEM-Checksum or XMODEM-CRC protocol.

```
at~x!

SDL Xmodem file transfer - (Y)es (N)o (T)est >y
Begin Xmodem file transfer now.
CC

SDL Xmodem file transfer completed.
Calculating CRC... OK
Resetting modem...OK
```

Once you see the OK response to the Calculating CRC and Resetting modem messages, your software upgrade is complete!

If Your Courier Doesn't Respond

These steps apply to all Couriers except the PC card version.

If your Courier doesn't respond, its memory may be corrupted. Follow these steps to force the new software to the Courier.

1. Power the Courier off.
2. Set [DIP switches](#) 1, 5, and 10 on and 8 off. The settings of the other DIP switches are ignored.
3. Power the Courier on.
4. Start your communications software package and send the operating software using the [XMODEM protocol](#).
5. Power the Courier off.
6. Set the DIP switches to their previous settings.
7. Power the Courier on.

Appendix A

Alphabetic Command Summary

This appendix contains an alphabetic listing of the AT commands to which the Courier will respond. Default settings are bold.

Basic Command Set

- \$ Display help screens for the Basic command set.
- +++ Escape code. Do not type AT or press Enter. When you type +++, the Courier will either hang up or stay on line depending on how you set S14 or [DIP switch](#) 9.
- > Repeat command. If you include the repeat command in the Dial string, the Courier will dial the number and wait 60 seconds for a [carrier](#).

AT>DT1234567 <Enter> or
ATDT1234567> <Enter>

If the line is busy, the Courier will pause for two seconds and then redial. The Courier makes a maximum of 10 attempts.

- A Force the Courier to answer when it is not receiving an incoming call.
- A/ Re-execute the last-issued command. Do not type AT or press Enter.
- A> Repeat the last-issued command until canceled by pressing any key. Do not type AT or press Enter.
- AT Attention prefix: informs the Courier that a command is coming. AT must precede all commands except A/, A> and +++.
- B_n Set handshaking options.
 - B0** ITU-T V.25 answer sequence; required to answer all V.34-type and overseas calls.
 - B1 Bell answer tone. This setting selects HST modulation, but use it only if the Courier is not required to answer V.34-type calls.
- C_n Enable or disable the transmitter.

C0 Transmitter disabled; for receiving only.

C1 Transmitter enabled.

Dn Dial a phone number and issue other optional commands.

The maximum number of characters allowed is 36, including the AT prefix, punctuation, and spaces.

Note With the exception of the Dial options, Couriers ignore any commands issued after D in the same command string.

Optional parameters:

P Dial using pulses.

T Dial using tones.

, (Comma) Pause for 2 seconds.

; (Semicolon) Return to Command mode after dialing.

- " Dial the letters that follow.
- W Wait for a second dial tone before continuing dialing (with X3 or higher).
- @ Wait for an answer (with X3, X4, or X7).
- / Pause for 125 milliseconds.
- R Reverse frequencies. Use this command when calling an originate-only modem. It forces the Courier to dial out at the answer frequency.
- ! Flash the switchhook (off hook 0.5 sec, on hook 0.5 sec, then off hook). Use ! when other modems share the line.
- L? Display the last-dialed number.
- L Dial the last-dialed number.
- Sn Dial the number stored in memory at position *n*, where *n* = 0–9. Store the number in memory using the &Z command.
- \$ Display help for the dial commands.

U.S. Robotics V.Everything Modem Command Reference

En Command mode echo. Enables or disables the display of your typed commands.

E0 Command mode echo OFF. Your typing will not appear on the screen.

E1 Command mode echo ON. Your typing will appear on the screen.

Note If double characters appear on the screen, both the Courier's [local echo](#) and your software's local echo are on.

Fn Online [local echo](#). If ON, the Courier displays on your screen the data that it is transmitting to another modem.

F0 Online echo ON. Sometimes called [half duplex](#).

F1 Online echo OFF. Default. Sometimes called [full duplex](#).

Hn Go on or off hook.

H0 Go on hook (hang up).

H1 Go off hook (pick up).

In Query the Courier.

I0 Display the 4-digit product code.

I1 Display results of [ROM](#) checksum test (factory test).

I2 Display results of [RAM](#) test.

I3 Displays the banner (product name).

Note Prior versions of the Courier displayed either call duration or the current time when ATI3 <Enter> was sent. Check ATI6 for the time information. See also ATK.

I4 Display current modem settings.

I5 Display settings stored in [NVRAM](#).

I6 Display statistics for the last call.

I7 Display product configuration.

- I10 Display dial security account status information.
- I11 Display a high speed connection report (contains symbol rates).
- I15 Display Caller ID information.
- Kn** Control the modem clock. I6 displays the time.
- K0 If on line, display current call duration. If off line, display last call's duration. Default.
- K1 Display the actual time. Set the clock using ATI3=HH:MM:SS K1.
- Ln** (Internal Courier only) Control the speaker's volume.
- L0 Quietest.
- L1 Low.
- L2** Medium.
- L3 Loudest.

Mn Control when the speaker sounds.

M0 The speaker is always off.

M1 The speaker is on until the call is negotiated.

M2 The speaker is always on.

M3 The speaker turns on after the last digit is dialed and stays on until the call is negotiated.

On Return on line. Use with the escape code (++) to toggle between command and online modes.

O0 Return online (normal).

O1 Return online and retrain. Use O1 if there were errors in a non-ARQ data transfer.

Qn Enable or disable the display of result codes.

Q0 Display result codes.

Q1 Suppress result codes (quiet).

Q2 Suppress result codes when answering.

Sr=n Set [S-register](#) value: *r* is any S-Register; *n* must be a decimal number between 0 and 255.

Sr.b=n Set a bit-mapped register: *r* is the S-register, *b* is the bit, and *n* is 0 (off) or 1 (on).

Sr? Query contents of S-register *r*.

Note See the [S-registers](#) listing later in this appendix.

Vn Display [result codes](#) in words or numbers.

V0 Display result codes in numeric form.

V1 Display result codes in verbal form.

Xn Control the amount of information displayed in the [result codes](#). The default is X7 (all codes except 12/VOICE). For result codes in [synchronous](#) operations, see [Chapter 12, Dedicated/Leased Line and Synchronous Applications](#).

Table A-1. Result Code Sets for ATXn Values

Result Codes	Setting							
	X0	X1	X2	X3	X4	X5	X6	X7
0/OK	•	•	•	•	•	•	•	•
1/CONNECT	•	•	•	•	•	•	•	•
2/RING	•	•	•	•	•	•	•	•
3/NO CARRIER	•	•	•	•	•	•	•	•
4/ERROR	•	•	•	•	•	•	•	•
5/CONNECT 1200	•	•	•	•	•	•	•	•
6/NO DIAL TONE		•		•		•		•
7/BUSY				•	•	•	•	•
8/NO ANSWER				•	•	•	•	•
10/CONNECT 2400	•	•	•	•	•	•	•	•
11/RINGING					•	•	•	•
12/VOICE					•	•	•	•

Table A-1. Result Code Sets for ATXn Values

<u>Result Codes</u>	Setting							
	X0	X1	X2	X3	X4	X5	X6	X7
13/CONNECT 9600
18/CONNECT 4800
20/CONNECT 7200
21/CONNECT 12000
25/CONNECT 14400
43/CONNECT 16800
85/CONNECT 19200
91/CONNECT 21600
99/CONNECT 24000
103/CONNECT 26400
107/CONNECT 28800
151/CONNECT 31200
155/CONNECT 33600
162/CONNECT 56000
165/CONNECT 64000

Table A-1. Result Code Sets for ATXn Values

Result Codes	Setting						
	X0	X1	X2	X3	X4	X5	X6
Functions							
Wait for 2nd Dial Tone (W)							
	•	•	•	•	•	•	•
Wait for Answer (@)							
	•	•	•	•	•	•	•

Z Reset the Courier.

For all Couriers except the PC Card version, if [DIP switch](#) 10 is OFF (factory setting), revert to the settings in [NVRAM](#). If DIP switch 10 is ON, reset to the &F0 configuration template (no [flow control](#)).

Ampersand (&) Command Set

&\$ Display help for the ampersand (&) command set.

&An Enable or disable the display of additional [result code](#) subsets. Also, see the Xn command.

- &A0 Do not display ARQ result codes.
- &A1 Display ARQ result codes.
- &A2 In addition to ARQ result codes, display HST, V.32, V.FC, or V.34 modulation indicator.
- &A3** In addition to ARQ and modulation indicators, display an error control indicator (LAPM, HST, MNP, SYNC, or NONE) and a data compression type (V42bis or MNP5).
- &Bn Set the serial port rate variable or fixed.
 - Note** The serial port rate *must be equal to or higher than* the &Nn rate.
 - &B0 Variable: the serial port rate adapts to match the speed of the connection.
 - &B1** Fixed rate. The Courier always communicates with your computer at the rate at which you have set, regard-less of the connection rate.
 - &B2 When answering calls, use the fixed rate for ARQ calls and variable rates for non-ARQ calls.

&Cn Control how the Courier sends a carrier detect (CD) signal to your computer.

&C0 CD always ON, even if the Courier is not on line.

&C1 Normal operations. The Courier sends a CD signal when it connects with another modem and drops the CD when it disconnects.

&Dn Control how the Courier responds to Data Terminal Ready (DTR) signals from the attached computer.

&D0 Ignore DTR.

&D1 If issued *before connecting with another device*, the Courier can enter online command mode during a call by dropping DTR. &D1 functions similarly to the escape code (+++). Return online with the **On** command, or hang up with the **Hn** command.

&D2 Normal DTR operations. The modem will not accept commands unless your computer sends a DTR signal. Dropping DTR ends a call.

&Fn Load one of the three configuration templates that are stored permanently in read-only memory. [Chapter 4, Working with Memory](#), lists the settings for each template.

To load a template into current memory, enter AT&Fn. To write a template to non-volatile memory, enter AT&Fn&W.

If [DIP switch](#) 1 is OFF, &F0 is always loaded into memory at power-on or reset.

&F0 Load No [Flow Control](#) template settings

&F1 Load [Hardware Flow Control](#) template settings

&F2 Load [Software Flow Control](#) template settings

&Gn Set guard tones for international calls.

&G0 No guard tone. Use this in the U.S. and in Canada.

&G1 This sets a 550 Hz guard tone, and is used in some European countries.

- &G2 This sets an 1800 Hz guard tone, and is used in the U.K. and some Commonwealth countries. &G2 requires the B0 setting.
- &Hn Transmit data [flow control](#). Prevents the Courier's buffer for data transmitted to the Courier by its attached computer from overflowing.
 - &H0 Disable transmit data flow control.
 - &H1** Use hardware flow control. Requires that your computer and software support Clear to Send (CTS) at the EIA-232 interface.
 - &H2** Use software flow control. Requires that your software support [XON/XOFF](#) signaling.
 - &H3** Use both hardware and software flow control. If you are unsure about what your equipment supports, select this option.
- &In Received data software [flow control](#).
- &I0** Disables [XON/XOFF](#) flow control of received data.

- &I1 The Courier acts on your typed [XON/XOFF](#) commands, Ctrl-S or Ctrl-Q, and passes them to the remote device.
- &I2 The Courier acts on your XON/XOFF commands, but removes them from the data stream instead of passing them to the remote device. This is the recommended setting for [ARQ](#) mode.
- &I3 (External Couriers only) Hewlett Packard – Host mode. Applies only to Couriers attached to an HP mainframe that uses the ENQ/ACK proto-col. Use in ARQ mode only.
- &I4 (External Couriers only) Hewlett Packard – [Terminal mode](#). Applies only to Couriers attached to terminals in an HP system that uses the ENQ/ACK [protocol](#). Use in ARQ mode only.
- &I5 This setting is designed to enable [flow control](#) on the phone link when the connection is not under error control. For this to work for you, the remote device must have &I5 capability.
- &Kn Enable or disable data compression.
- &K0 Disable data compression.

&K1 Use auto-enable/disable. The Courier enables compression if the serial port rate is fixed, &B1, and disables compression if the serial port rate follows the connection rate, &B0, because compression offers no throughput advantage when the serial port and connection rates are equal. Compression may even degrade throughput.

&K2 Always enable data compression. Use this setting to keep the Courier from disabling compression.

&K3 Selective data compression. The Courier negotiates only for V.42bis compression, and disables MNP Level 5 (MNP5) compression. Use this setting to transfer 8-bit binary files, .ZIP files, and other files that are already compressed.

&Ln Line type.

&L0 Normal.

&L1 Dedicated or leased line.

&Mn Enable ARQ (error control) or synchronous protocols. Both your Courier and the remote device must use the same protocol.

- &M0 Normal mode, no error control. Due to the nature of phone line channels, this is never recommended for calls above 2400 bps.
- &M1 (External Couriers only) Use for online synchronous mode without V.25bis. This setting is exclusive of the Courier's error control.
- &M4 Normal/ARQ mode. If an ARQ connection isn't made, the modem operates in Normal mode, as though it were set to &M0.
- &M5 ARQ asynchronous mode. The Courier hangs up if an ARQ connection cannot be made.
- &M6 (External Couriers only) V.25bis synchronous mode, using a character-oriented link protocol similar to BISYNC.
- &M7 (External Couriers only) V.25bis synchronous mode, using the HDLC link protocol.
- &Nn Connection rate variable or fixed (analog connections only).

&N0 Variable connection rate. The Courier negotiates with the remote device for the highest possible connection rate, depending on the capabilities of the remote device.

&N1- &N16 Fixed rate. The Courier connects only if the remote device is operating at the same rate. You can use this feature to filter out calls at other than a specific rate, for security or other reasons.

The connection rate must always be lower than or equal to, and never higher than, the serial port rate.

&N1	300 bps	&N9	16800 bps
&N2	1200 bps	&N10	19200 bps
&N3	2400 bps	&N11	21600 bps
&N4	4800 bps	&N12	24000 bps
&N5	7200 bps	&N13	26400 bps
&N6	9600 bps	&N14	28800 bps
&N7	12000 bps	&N15	31200 bps
&N8	14400 bps	&N16	33600 bps

&Pn Pulse dialing type.

&P0 North American pulse dialing.

&P1 United Kingdom pulse dialing.

&Rn Received data (RTS) [hardware flow control](#)

&R0 Delay Clear to Send Response after Request to Send signal (RTS/CTS delay).

&R1 Ignore RTS. This setting is required if your computer or terminal or software does not support RTS.

&R2 Enable hardware flow control of received data. The Courier sends data to the computer only on receipt of the RTS signal.

&Sn Send the computer a Data Set Ready (DSR) signal via the EIA-232 interface. (Data Set is industry jargon for modem.)

&S0 DSR is always ON (override).

- &S1 In Originate mode: send DSR after dialing, on detection of the remote device's answer tone. In [Answer mode](#): send DSR after sending an answer tone.
- &S2 When [carrier](#) is lost, send a pulsed DSR signal with Clear to Send (CTS) following Carrier Detect (CD). This option is for specialized equipment such as automatic callback units.
- &S3 Same as &S2, but without the CTS signal.
- &S4 Send the computer a DSR signal at the same time as the Carrier Detect (CD).
- &S5 Send DSR normally, and follow CTS with CD.

&Tn Test the Courier

- &T0 End testing
- &T3 Start Local Digital Loopback (LDL) testing
- &T4 Grant a Remote Digital Loopback (RDL) test of your Courier

- &T5 Deny an RDL test of your Courier
- &T6 Start RDL testing
- &T7 Start RDL with self test and error detection
- &W Write the current settings to [NVRAM](#).
- &Xn External Couriers only: Designate the source of [synchronous](#) transmit clock timing signals.
 - &X0 The Courier sends transmit clock timing signals to the DTE over the serial interface. DTE rate follows the connection rate.
 - &X1 The DTE sends transmit clock timing signals to the Courier over the serial interface. Typical use: multiplexed leased lines.
 - &X2 The Courier sends receiver clock timing signals, which are looped to the transmit clock and sent to the DTE over the serial interface. Typical use: systems that require synchronization of data flowing in both directions.

&Yn Break handling. This command lets you send a break to stop data transfer without disconnecting.

&Y0 Destructive, don't send Break.

&Y1 Destructive, expedited.

&Y2 Nondestructive, expedited.

&Y3 Nondestructive, unexpedited; the Courier sends Break in sequence with data received from computer or terminal.

Note If the call is under MNP5 data compression, destructive Breaks cause both modems to reset their data compression tables. When transmission resumes, the modems build new tables, and the result is lower than normal throughput.

&Zn=s Store up to ten numbers in [NVRAM](#), where *n* is the position 0–9 in NVRAM, and *s* is the phone number string. The number-string may be up to 36 characters long, including any Dial command options.

AT &Z2=555-6789 <Enter>

Note Do not include modem settings in the *&Zn* string. If the call requires a special setting, insert it in the command string before the *DSn* command.

In the following example, *&M0* (no error control) is inserted before the Dial command:

AT&M0 DS2 <Enter>

Note The *&Zn=s* command functions differently when Dial Security is enabled.

&Zn? Display the phone number stored in [NVRAM](#) at position *n*, where *n* = 0–9.

&ZC=s Store command string *s* in NVRAM. The command string can be up to 30 characters long; spaces do not count.

&ZC? Display the stored command string.

Percent (%) Command Set

%\$ Display the help panels for the percent (%) command set.

%An Create and configure security accounts.

%Bn Remotely configure a Courier's serial port rate.

%B0	110 bps	%B6	9600 bps
%B1	300 bps	%B7	19,200 bps
%B2	600 bps	%B8	38,400 bps
%B3	1200 bps	%B9	57,600 bps
%B4	2400 bps	%B10	115,200 bps
%B5	4800 bps		

%Cn Remote configuration control.

%C0 Defer configuration changes until the call is ended. Default. Changes take effect for ensuing connections.

%C1 Cancel configuration changes and restore the original configuration.

Note **%C1** will not reverse any changes that you wrote to [NVRAM](#) (with &W) or forced (with **%C2**).

%C2 Force configuration changes to take effect immediately.

Note We recommend against forcing configuration changes unless it is absolutely necessary. An unreliable connection, or loss of connection, may result.

%E=n Erase security settings.

%E=1 Erase local access password.

%E=2 Erase autopass password.

%E=3 Erase passwords in accounts 0–9.

%E=4 Erase phone numbers in accounts 0–9.

%E=5 Disable Account, Dialback, and New Number fields in accounts 0–9.

%Fn Configure another device's data format remotely.

%F0 No parity, 8 data bits.

%F1 Mark parity, 7 data bits.

%F2 Odd parity, 7 data bits.

%F3 Even parity, 7 data bits.

%L= Set a local access password.

%Nn (External Couriers only) [Synchronous](#) offline clock rate for V.25bis dialing.

%N1	300 bps	%N6	9600 bps
%N2	1200 bps	%N7	12 Kbps
%N3	2400 bps	%N8	14.4 Kbps
%N4	4800 bps	%N9	16.8 Kbps
%N5	7200 bps	%N10	19.2 Kbps

%Pn= Disable password security ($n = 0$ or $n = 1$) when no character follows the equal sign.

%Pn=s Set the following password (s) for viewing privileges only ($n = 0$) or view and configuration privileges ($n = 1$).

%Pn? Display password n .

%S=n Access the security accounts. Does not disable security.

%T Enable the recognition of tone frequencies of analog dialing devices. **%T** is meant primarily for use with network applications, but may also be integrated into certain software programs. For example, **%T** could be used in a security program to identify incoming tone security codes.

To return the modem to Command mode, press any key or drop the computer's or terminal's DTR signal. The Courier responds OK.

%V=PWn Assign the password in account *n* in your Courier's security account as your autopass password.

Octothorpe (#) Command Set

#\$ Display the help panels for the octothorpe (#) command set.

#CID=n Control the Caller ID settings.

#CID=0 Disable Caller ID detection and reporting

- #CID=1 Enable Caller ID with formatted output
- #CID=2 Enable Caller ID with unformatted output
- #CID=3 Enable Caller ID with formatted output and name suppressed
- #CID=4 Enable Caller ID but do not transmit the information to your computer—retain it in the Courier's memory
- #CID? Display the current caller ID setting.
- #CID=? Display the Caller ID actions that are available

S-registers

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function
S0	0	Sets the number of rings on which to answer in Auto Answer mode. S0=0 disables Auto Answer. S0=1 enables Auto Answer and the I-modem answers on the first ring.
S1	0	Counts and stores the number of rings from an incoming call.

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function
S2	43	Stores the ASCII decimal code for the escape code character. Default character is "+". A value of 128-255 disables the escape code. ^a
S3	13	Stores the ASCII decimal code for the Carriage Return character. Valid range is 0*127. ^a
S4	10	Stores the ASCII decimal code for the Line Feed character. Valid range is 0*127. ^a
S5	8	Stores the ASCII decimal code for the Backspace character. A value of 128-255 disables the Backspace key's delete function. ^a
S7	60	Sets the number of seconds the I-modem waits for a <u>carrier</u> . May be set for much longer duration if, for example, the I-modem is originating an international connection.
S8	2	Sets the duration, in seconds, for the pause (,) option in the Dial command and the pause between command reexecutions (> and A> commands).
S9	6	Sets the required duration, in tenths of a second, of the remote device's <u>carrier</u> signal before recognition by the I-modem.
S10	7	Sets the duration, in tenths of a second, that the I-modem waits after loss of <u>carrier</u> before hanging up. This guard time allows the I-modem to distinguish between a line hit, or other disturbance that momentarily breaks the connection, from a true disconnect (hanging up) by the remote device

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function
S11	70	Sets the duration and spacing, in milliseconds, of dialed tones.
S12	50	Sets the duration, in fiftieths of a second, of the guard time for the escape code (+++) sequence.
S13	0	Bit-mapped register. See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.
		Bit Value Result
		0 1 Reset when DTR drops.
		1 2 Reverse normal Auto Answer operation: On incoming RING, enter Originate Mode and look for an answer tone.
		2 4 Disable 250 ms pause before result code display.
		3 8 On DTR signal, autodial the number stored in NVRAM at position 0 (external I-modem only).
		4 16 At power-on/reset, autodial number stored in NVRAM at position 0.
		5 32 Disable HST (used for testing V.32terbo in Dual Standard I-modems).
		6 64 Disable MNP Level 3 (used for testing Level 2).

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function		
S14	1	7	128	Hardware reset (works like powering off and then on).
		Bit-mapped register. (See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.)		
S15	0	Bit	Value	Result
		0	1	Disconnect on escape code.
		1	2	Send result codes only when originating a call.
		Bit-mapped register. (See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.)		
		Bit	Value	Result
		0	1	Disable the I-modem's extra high-frequency equalization if it causes problems on shorter-link calls – for HST modulation only.
		1	2	Disable online fallback.
		2	4	Disable 450 bps back channel – HST only.

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function
	3	8
	4	16
	5	32
	6	64
	7	128

*The default 1.5K byte non-ARQ buffer allows data transfer with X- and YI-modem-type File Transfer Protocols without using flow control.

The 128-byte option allows remote users with slower modems to stop your transmitted data from scrolling off their screens. When remote users send your computer an XOFF (<Ctrl-S>) and you stop transmitting, the data in transit doesn't exceed the size of their screen.

Table A-1. [S-registers](#): Their Functions and Default Settings

Register	Default	Function			
S16	0	Bit-mapped register. (See Chapter 1, Using the AT Command Set , for instructions on setting bit-mapped registers.) For testing, see Chapter 14, Testing .			
		<th>Bit</th> <th>Value</th> <th>Result</th>	Bit	Value	Result
		2 4 Test pattern.			
		3 8 Remote digital loopback.			
S18	0	Test timer for software-initiated loopback testing (&Tn); disabled when S18 is set to 0. Used to set the duration of testing, in seconds, before the I-modem automatically times out and terminates the test.			
S19	0	Sets the duration, in minutes, for the Inactivity Timer. The timer activates when there is no data activity on the phone line, and at the timeout the I-modem hangs up. S19=0 disables the timer.			
S21	10	Sets, in 10-millisecond units, the length of breaks sent from the I-modem to the computer or terminal. Applies to ARQ mode only.			
S22	17	Stores the ASCII code for the XON character. ^a			
S23	19	Stores the ASCII code for the XOFF character. ^a			
S24	150	Sets the duration, in 20-millisecond units, between pulsed DSR signals when the I-modem is set to &S2 or &S3. The default is 3 seconds.			

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function	
S25	5	Sets DTR recognition time in 10-millisecond units.	
S26	1	Sets duration, in 10-millisecond units, of the delay between RTS and the CTS in <u>synchronous</u> mode.	
S27	0	Bit-mapped register. (See Chapter 1, Using the AT Command Set , for instructions about setting bit-mapped registers.)	
	Bit	Value	Result
	0	1	Enable ITU-T V.21 modulation at 300 bps for overseas calls. In V.21 mode, the I-modem answers both Bell 103 and V.21 calls, but only originates V.21 calls.
	1	2	Enable unencoded (non-trellis-coded) modulation in V.32 mode; this option is part of the ITU-T V.32 recommendation, but is rarely used.
	2	4	Disable V.32 modulation; used for testing HST modulation.
	3	8	Disable 2100 Hz answer tone to allow two V.42 devices to connect more quickly.
	4	16	See next page.
	5	32	See next page.

Table A-1. **S-registers:** Their Functions and Default Settings

Register	Default	Function
	7	128
		Unusual software incompatibility. Some software may not accept some result codes . This setting disables the codes and displays the 9600 code instead. The call's actual rate can be viewed on the ATI6 screen.
		Error control handshaking options: Select the total value of bits 4 and 5.
		Bit 4 Bit 5 Result
		0 0 Complete handshaking sequence: V.42 Detection, LAPM error control, MNP.
		16 0 Disable MNP.
		0 32 Disable V.42 Detection and LAPM.
		16 32 Disable Detection phase, if you know that the remote I-modem does LAPM, but not the Detection phase.
S28	8	Sets the duration in tenths of a second of the extra 3000/600 Hz answer tones sent during V.32 handshaking. This gives V.32 modems additional time to connect in V.32 mode before timing out. If there is difficulty answering older, manually operated V.32 modems (for example, modems that require a button to be pushed in order to dial, try lengthening the duration of the extra tones).

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function
		Setting S28 to zero eliminates the extra tones resulting in a faster connect time if, for example, the I-modem is set to use V.21 modulation (300 bps) or V.23 modulation (1200 bps).
S29	20	Sets the duration, in tenths of a second, of the V.21 answer tone.
S32	9	(External Couriers only) Assign Voice/Data switch function.
	Value	Voice/Data Switch Function
	0	Disabled
	1	Voice/Data – Originate Mode
	2	Voice/Data – <u>Answer mode</u>
	3	Redial last number
	4	Dial Number Stored at position 0
	5	<u>Auto Answer</u> On/Off Toggle
	6	Reset Modem
	7	Initiate Remote Digital Loopback
	8	Busy Out the Phone Line Toggle
	9	Execute Stored Command

U.S. Robotics V.Everything Modem Command Reference

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function		
		Bit	Value	Result
S34	0			Bit-mapped register. See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.
		0	1	Disable V.32bis. Used for troubleshooting; U.S. Robotics Technical Support may ask you to disable V.32bis for testing purposes.
		1	2	Disable the I-modem's enhanced, proprietary V.32bis modulation. Used for troubleshooting.
		2	4	Disable the faster retrans that occur during proprietary V.32terbo modulation. Used for troubleshooting.
		3	8	Enable V.23. Required for some British connections.
		4	16	(External Couriers only) Force the MR LED to show DSR.
		5	32	Enable MI/MIC. See Chapter 4, Using the Courier, in the Getting Started manual.
		6	64	Disable the remote-access busy message.
		7	128	Disable V.32terbo.

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function
S38	0	<p>Sets the duration, in seconds, before a forced hang-up and clearing of the Transmit buffer when DTR drops during an ARQ call. This is provided to allow time for a remote device to acknowledge receipt of all transmitted data.</p> <p>Default = 0: The I-modem immediately hangs up when DTR drops. If the I-modem receives the ATH command, it ignores S38 and immediately hangs up.</p>
S41	0	Sets the number of allowable remote-access login attempts, thus enabling or disabling remote access. The default setting of zero allows no remote login attempts, thus disabling remote access. A value of 1 or greater enables remote access. If the number of unsuccessful login attempts exceeds the limit set by this register, the I-modem returns online and any further login attempts during the remainder of that connection are refused.
S42	126	Stores the ASCII decimal code for the remote-access escape character. The default character is a tilde (~).
S43	200	Sets the duration, in fiftieths of a second, of the guard time for the remote-access (~~~~) sequence.
S44	15	Sets the duration, in seconds, of the interval between losing carrier and reestablishing a connection. See Carrier Loss Redial in Chapter 3, Dialing, Answering, and Hanging Up .

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function			
S51	0	Bit-mapped register. See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.			
		<th>Bit</th> <th>Value</th> <th>Result</th>	Bit	Value	Result
		0 1 Disable MNP/V.42 for V.22 (1200 bps)			
		1 2 Disable MNP/V.42 for V.22bis (2400 bps)			
		2 4 Disable MNP/V.42 for V.32/V.32bis/V.32terbo (9600/14400/19200/21600 bps).			
		6 64 Disable selective reject.			
		7 128 Enable handset exclusion delay. For installations where a modem and telephone share a line. When the Courier receives the DTR signal from your computer, it disconnects any voice call in progress and waits for the time indicated in S6. The phone is reenabled when the Courier hangs up.			
S53	0	Bit-mapped register. (See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.)			
		<th>Bit</th> <th>Value</th> <th>Result</th>	Bit	Value	Result
		0 1 Dial security enabled.			
		1 2 Prompting enabled.			

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function																											
		2 4 Local-access password protection enabled. NOTE: Enabling local-access password protection disables the &Zn=s command (which stores up to 10 phone numbers) because stored phone numbers occupy the same space in NVRAM as the dialback numbers for Dial Security accounts.																											
S54	64	Symbol rate bit-mapped register used primarily by U.S. Robotics Technical Support for debugging purposes. <table><thead><tr><th>Bit</th><th>Value</th><th>Result</th></tr></thead><tbody><tr><td>0</td><td>1</td><td>Disable 2400 symbol rate.</td></tr><tr><td>1</td><td>2</td><td>Disable 2743 symbol rate.</td></tr><tr><td>2</td><td>4</td><td>Disable 2800 symbol rate.</td></tr><tr><td>3</td><td>8</td><td>Disable 3000 symbol rate.</td></tr><tr><td>4</td><td>16</td><td>Disable 3200 symbol rate.</td></tr><tr><td>5</td><td>32</td><td>Disable 3429 symbol rate.</td></tr><tr><td>6</td><td>64</td><td>Disable Call Indicate (CI).</td></tr><tr><td>7</td><td>128</td><td>Disable V.8.</td></tr></tbody></table>	Bit	Value	Result	0	1	Disable 2400 symbol rate.	1	2	Disable 2743 symbol rate.	2	4	Disable 2800 symbol rate.	3	8	Disable 3000 symbol rate.	4	16	Disable 3200 symbol rate.	5	32	Disable 3429 symbol rate.	6	64	Disable Call Indicate (CI).	7	128	Disable V.8.
Bit	Value	Result																											
0	1	Disable 2400 symbol rate.																											
1	2	Disable 2743 symbol rate.																											
2	4	Disable 2800 symbol rate.																											
3	8	Disable 3000 symbol rate.																											
4	16	Disable 3200 symbol rate.																											
5	32	Disable 3429 symbol rate.																											
6	64	Disable Call Indicate (CI).																											
7	128	Disable V.8.																											

Table A-1. S-registers: Their Functions and Default Settings

Register	Default	Function		
S55	0	Trellis code bit-mapped register used primarily by U.S. Robotics Technical Support for debugging purposes. See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.		
		Bit	Value	Result
		0	1	Disable 8S-2D mapping.
		1	2	Disable 16S-4D mapping.
		2	4	Disable 32S-2D mapping.
		3	8	Disable 64S-4D mapping.
		7	128	Enable phase roll detection.
S56	0	Bit-mapped register primarily used by U.S. Robotics Technical Support for debugging purposes. See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.		
		Bit	Value	Result
		0	1	Disable non-linear coding.
		1	2	Disable TX level deviation.
		2	4	Disable preemphasis.
		3	8	Disable precoding.

Table A-1. **S-registers:** Their Functions and Default Settings

Register	Default	Function		
S69	0	4	16	Disable shaping.
		5	32	Disable 31.2 and 33.6 speeds in V.34.
		6	64	Disable V.34.
		7	128	Disable V.FC.
		Bit-mapped register. (See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.)		
S70	0	Bit	Value	Result
		0	1	Disable Plug and Play signaling. (For external Couriers only.)
		Bit-mapped register. See Chapter 1, Using the AT Command Set , for instructions about how to set bit-mapped registers.		
		Bit	Value	Result
		0	1	Enable recognition of Ring A.
		1	2	Enable recognition of Ring B.
		2	4	Enable recognition of Ring C.
		3	8	Enable recognition of Ring D.

a. See [Appendix B, ASCII Chart](#).

Appendix B

ASCII Chart

Dec	Hex	Char									
00	00	NUL	32	20	SP	64	40	@	96	60	`
01	01	SOH	33	21	!	65	41	A	97	61	a
02	02	STX	34	22	“	66	42	B	98	62	b
03	03	ETX	35	23	#	67	43	C	99	63	c
04	04	EOT	36	24	\$	68	44	D	100	64	d
05	05	ENQ	37	25	%	69	45	E	101	65	e
06	06	ACK	38	26	&	70	46	F	102	66	f
07	07	BEL	39	27	‘	71	47	G	103	67	g
08	08	BS	40	28	(72	48	H	104	68	h
09	09	HT	41	29)	73	49	I	105	69	i
10	0A	LF	42	2A	*	74	4A	J	106	6A	j
11	0B	VT	43	2B	+	75	4B	K	107	6B	k
12	0C	FF	44	2C	,	76	4C	L	108	6C	l
13	0D	CR	45	2D	-	77	4D	M	109	6D	m
14	0E	SO	46	2E	.	78	4E	N	110	6E	n

U.S. Robotics V.Everything Modem Command Reference

Dec	Hex	Char									
15	0F	SI	47	2F	/	79	4F	O	111	6F	o
16	10	DLE	48	30	0	80	50	P	112	70	p
17	11	XON	49	31	1	81	51	Q	113	71	q
18	12	DC2	50	32	2	82	52	R	114	72	r
19	13	XOFF	51	33	3	83	53	S	115	73	s
20	14	DC4	52	34	4	84	54	T	116	74	t
21	15	NAK	53	35	5	85	55	U	117	75	u
22	16	SYN	54	36	6	86	56	V	118	76	v
23	17	ETB	55	37	7	87	57	W	119	77	w
24	18	CAN	56	38	8	88	58	X	120	78	x
25	19	EM	57	39	9	89	59	Y	121	79	y
26	1A	SUB	58	3A	:	90	5A	Z	122	7A	z
27	1B	ESC	59	3B	;	91	5B	[123	7B	{
28	1C	FS	60	3C	<	92	5C	\	124	7C	
29	1D	GS	61	3D	=	93	5D]	125	7D	}
30	1E	RS	62	3E	>	94	5E	^	126	7E	~
31	1F	US	63	3F	?	95	5F	_	127	7F	DEL

Appendix C

Fax Information for Programmers

Fax Service Class 1 Commands

+FCLASS?	What mode is in use—Data or Fax?
+FCLASS=n (0,1,2,0)	Class identification and control
+FCLASS=?	What Fax class is in use?
+FTS=n (0,255)	Stop transmission and pause, 10ms.
+FRS=n (0,255)	Wait for silence, 10 ms.
+FTM=n (3,24,48,72,73,74,96,121,122,145,146)	Transmit data with carrier
+FRM=n (3,24,48,72,73,74,96,121,122,145,146)	Receive data with carrier
+FTH=n (3,24,48,72,73,74,96,121,122,145,146)	Transmit HDLC data with carrier
+FRH=n (3,24,48,72,73,74,96,121,122,145,146)	Receive HDLC data with carrier

FAX Service Class 2.0 Commands

In addition to the standard [Class 2.0](#) fax commands, U.S. Robotics implements the following optional Class 2.0 fax commands :

+FNS=0,1	Pass-through, non-Standard negotiation byte string
+FCR=0,1	Capability to receive
+FAA=0,1	Adaptive Answer mode
+FCT=0-255 sec.	Phase C Timeout
+FHS=0-255	Hangup Status Code, read only
+FMS=0-3	Minimum Phase C Speed
+FBS?=500,100	Buffer size, read only

Fax Mode Flow Control Setting

Many facsimile software products use [software flow control](#) when the modem is in Fax mode. Throughout our documentation, we recommend that you use [hardware flow control](#) for Data mode (factory setting). However, to allow compatibility with software products

that use [software flow control](#) by default, U.S. Robotics fax modems automatically change to software flow control when entering Fax mode.

If the Courier is already set for [hardware flow control](#), when the software puts the Courier in fax mode, the Courier will use software *and* hardware flow control.

FCC Notice

FCC part 68, rules regarding fax operation, has been amended as follows:

Telephone facsimile machines—identification of the sender of the message: It shall be unlawful for any person within the United States to use a computer or other electronic device to send any message via a telephone facsimile machine unless such a message clearly contains, in a margin at the top or bottom of each transmitted page or on the first page of the transmission, the date and time it is sent and an identification of the business, other entity, or individual sending the message and the telephone number of the sending machine or of such business, other entity, or individual. Telephone facsimile machines manufactured on and after December 20, 1, 1992 must clearly mark such identifying information on each transmitted page.

Notes

If you want to know more about the supported [Class 1](#) fax commands, refer to the standard for the Service Class 1 fax protocol:

ANSI/EIA/TIA-578-1990 (EIA-578)
Asynchronous Facsimile DCE Control Standard
November, 1990 Approved: October 22, 1990

For more information on [Class 2.0](#), refer to the standard for the Service Class 2.0 fax protocol:

ANSI/EIA/TIA-592-1993 (EIA-592)
Asynchronous Facsimile DCE Control Standard
May, 1993

You can obtain copies of these standards by contacting Global Engineering Documents, at 1-800-854-7179.

Note Cross-references in the following definitions are blue underlined hyperlinks.

Symbols and Numerics

16550 UART

The fastest type of UART that is currently available.

A

Adaptive Speed Leveling (ASL)

Courier V.32*bis* and V.32*terbo* modems detect improved line conditions and shift upward again to the next higher speed. The modems at both ends of the connection adapt independently, each detecting and adjusting to line conditions. ASL keeps the modems online, always operating at the highest possible speed and constantly ensuring data integrity.

analog signals

Continuous, varying waveforms, such as the voice tones carried over phone lines. Contrast with [digital signals](#).

Answer mode

A state in which the modem transmits at the predefined high frequency of the communications channel and receives at the low frequency. The transmit/receive frequencies are the reverse of the calling modem, which is in originate mode.

application (application program)

A computer program designed to perform a specific function, such as a word processor or a spreadsheet.

ARQ

See [Automatic Repeat Request](#).

ASCII

American Standard Code for Information Interchange. A 7-bit binary code (0's, 1's) used to represent letters, numbers, and special characters such as \$, !, and /. Supported by almost every computer and terminal manufacturer.

ASL

See [Adaptive Speed Leveling](#).

asymmetrical modulation

A transmission technique that splits the communications channel into one high-speed channel and one slower channel. During a call under asymmetrical modulation, the modem with the greatest amount of data to transmit is allocated the high speed channel. The modem with less data is allocated the slow, or back channel (450 bps). The modems dynamically reverse the channels during a call if the volume of data transfer changes.

asynchronous transmission

Data transmission in which the length of time between transmitted characters may vary.

Because the time lapses between transmitted characters are not uniform, the receiving modem must be signaled as to when the data bits of a character begin and when they end. The addition of start and stop bits to each character serves this purpose.

Auto Answer

A feature in modems enabling them to answer incoming calls over the phone lines without the use of a telephone receiver.

auto dial

A feature in modems enabling them to dial phone numbers over the phone system without the use of a telephone transmitter.

Automatic Repeat Request (ARQ)

A general term for error-control protocols that feature error detection and automatic retransmission of defective blocks of data. See [HST](#), [MNP](#), and [V.42](#).

B

baud rate

The number of discrete signal events per second occurring on a communications channel. Although not technically accurate, baud rate is commonly used to mean bit rate.

binary digit (bit)

A 0 or 1, reflecting the use of a binary numbering system (only two digits). Used because the computer recognizes either of two states, OFF or ON. Shortened form of binary digit is bit.

BISYNC

Binary Synchronous Control. A [protocol](#) developed by IBM for software applications and communicating devices operating in [synchronous](#) environments. The protocol defines operations at the link level of communications (for example, the format of data frames exchanged between modems over a phone line). Also see [protocol](#), [HDLC](#), [SDLC](#).

bit

See [binary digit](#).

bit-mapping

A technique that lets one decimal number (in this case, a number between 0 and 255) stand for up to eight separate binary settings.

bit rate

The number of binary digits, or bits, transmitted per second (bps). Communications channels using telephone channel modems are established at set bit rates, commonly 300, 1200, 2400, 4800, 9600, 14400, and 28800.

bps

The bits (binary digits) per second rate.

buffer

A memory area used as temporary storage during input and output operations. An example is the modem's command buffer. Another is the Transmit Data flow control buffer used for flow control and to store copies of transmitted frames until they are positively acknowledged by the receiving modem.

byte

A group of binary digits stored and operated upon as a unit. A byte may have a coded value equal to a character in the ASCII code (letters, numbers) or have some other value meaningful to the computer. In user documentation, the term usually refers to

8-bit units or characters. 1 kilobyte (K) is equal to 1,024 bytes or characters; 64K indicates 65,536 bytes or characters.

C

call indicate

A call originating tone defined by ITU-T recommendation V.8.

carrier

A continuous frequency capable of being either modulated or impressed with another information-carrying signal. Carriers are generated and maintained by modems via the transmission lines of the telephone companies.

CCITT

Formerly an international organization that defined standards for telegraphic and telephone equipment. It has been incorporated into its parent organization, International Telecommunication Union (ITU). Telecommunication standards are now covered under Telecommunications Standards Sector (TSS). ITU-T replaces CCITT. For example, the Bell 212A standard for 1200 bps communication in North America was referred to as CCITT V.22. It is now referred to as ITU-T V.22.

central office (CO)

The facility to which devices, such as telephones, fax machines, modems, and [terminal adapters](#), within a specific geographic area of a public telephone network are connected.

central office switch

A device, located at the telephone company's [central office](#), to which devices, such as telephones, fax machines, and modems are connected.

character

A representation, coded in binary digits, of a letter, number, or other symbol.

characters per second (cps)

A data-transfer rate generally estimated from the bit rate and the character length.

For example, at 2400 bps, 8-bit characters with start and stop bits (for a total of 10 bits per character) will be transmitted at a rate of approximately 240 characters per second (cps). Some protocols, such as USR HST and MNP, employ advanced techniques such as longer transmission frames and data compression to increase cps.

Class 1/EIA-578

An American standard used between facsimile application programs and facsimile modems for sending and receiving Class 1 faxes.

Class 2.0/EIA-592

An American standard used between facsimile application programs and facsimile modems for sending and receiving Class 2.0 faxes.

CO

See [central office](#).

COM port

See [serial port, EIA-232](#).

cps

See [characters per second](#).

CPU

Central processing unit.

CRC

See [cyclic redundancy check](#).

cyclic redundancy check (CRC)

An error-detection technique consisting of a cyclic algorithm performed on each block or frame of data by both sending and receiving modems. The sending modem inserts the results of its computation in each data block in the form of a CRC code. The receiving

modem compares its results with the received CRC code and responds with either a positive or negative acknowledgment. In the ARQ [protocol](#) implemented in U.S. Robotics high-speed modems, the receiving modem accepts no more data until a defective block is received correctly.

D

data communications

A type of communications in which computers and terminals are able to exchange data over an electronic medium.

data compression

When the transmitting modem detects redundant units of data, it recodes them into shorter units of fewer bits. The receiving modem then decompresses the redundant data units before passing them to the receiving computer.

data compression table

A table of values assigned for each character during a call under data compression. Default values in the table are continually altered and built during each call: the longer the table, the more efficient throughput gained.

If a destructive Break is sent during a call (see the &Y command), causing the modems to reset the compression tables, you can expect diminished throughput.

data communication equipment (DCE)

In this manual, the term applies to modems that establish and control the data link via the telephone network.

Data mode

The mode in which the fax modem is capable of sending and receiving data files. A standard modem without fax capabilities is always in Data mode.

data set

Another way of saying “modem.”

data terminal equipment (DTE)

The device that generates or is the final destination of data.

DCE

See [data communication equipment](#).

default

Any setting assumed, at startup or reset, by the computer's software and attached devices, and operational until changed by the user.

digital loopback

A test that checks the modem's [EIA-232](#) interface and the cable that connects the terminal or computer and the modem. The modem receives data (in the form of digital signals) from the computer or terminal, and immediately returns the data to the screen for verification.

digital signals

Discrete, uniform signals. In this manual, the term refers to the binary digits 0 and 1.

DIP switch

DIP stands for dual in-line package.

DTE

See [data terminal equipment](#).

duplex

Indicates a communications channel capable of carrying signals in both directions. See [half duplex](#), [full duplex](#).

E

echo

See [local echo](#).

EIA

Electronic Industries Association, which defines electronic standards in the United States.

EIA-232

A technical specification published by the Electronic Industries Association that establishes mechanical and electrical interface requirements among computers, terminals, modems, and communication lines.

equalization

A compensation circuit designed into modems to counteract certain distortions introduced by the telephone channel. Two types are used: fixed (compromise) equalizers and those that adapt to channel conditions. U.S. Robotics high-speed modems use adaptive equalization.

error control

Various techniques which check the reliability of characters (parity) or blocks of data. V.42, MNP, and HST error-control protocols use error detection (CRC) and retransmission of errored frames (ARQ).

expansion bus

A series of slots inside a computer that allow for adding feature cards.

F

facsimile (fax)

A method for transmitting the image on a printed page from one point to another.

fax

See [facsimile](#).

Fax mode

The mode in which the fax modem is capable of sending and receiving files in a facsimile format.

File Transfer Protocol (FTP)

A TCP/IP application that allows users of an Internet to send (put) and receive (get) files.

Flash memory

A form of memory that can be electrically erased and reprogrammed without the need to remove it from the circuit board.

flow control

A mechanism that compensates for differences in the flow of data input to and output from a modem or other device.

frame

A data communications term for a block of data with header and trailer information attached. The added information usually includes a frame number, block size data, error-check codes, and Start/End indicators.

FTP

See [File Transfer Protocol](#).

full duplex

Signal flow in both directions at the same time. In microcomputer communications, may refer to the suppression of the online Local Echo.

H

half duplex

Signal flow in both directions, but only one way at a time. In microcomputer communications, may refer to activation of the online Local Echo, which causes the modem to send a copy of the transmitted data to the screen of the sending computer.

handshaking

A sequence that two modems undertake while connecting to agree on the parameters of the conversation that will ensue. During handshaking, the modems negotiate the speed of the connection, whether error control and data compression will be used and in what form, and so forth.

hardware flow control

A form of flow control that uses electronic signals to start and stop the flow of data.

HDLC

See [High-Level Data Link Control](#).

High-Level Data Link Control (HDLC)

A standard [protocol](#) developed by the International Standards Organization for soft-ware applications and communicating devices operating in [synchronous](#) environments. The protocol defines operations at the link level of communications (for example, the format of data frames exchanged between modems over a phone line). See [BISYNC](#), [protocol](#), [SDLC](#).

High-Speed Technology (HST)

U.S. Robotics' proprietary signaling scheme, design, and error- control [protocol](#) for high-speed modems. HST incorporates trellis-coded modulation, for greater immunity from variable phone line conditions, and asymmetrical modulation for more efficient use of the phone channel at speeds of 4800 bps and above. HST also incorporates MNP-compatible error-control procedures adapted to asymmetrical modulation.

HST

See [High-Speed Technology](#).

Hz (Hertz)

A frequency measurement unit used internationally to indicate one cycle per second.

I

Industry Standard Architecture (ISA)

The most common type of computer expansion bus. Other types include Extended Industry Standard Architecture (EISA) and Microchannel Architecture (MCA).

interrupt request (IRQ)

A number that must be assigned to devices that plug into your computer's expansion bus.

IP

Internet Protocol

IPX

Novell's Internet Packet Exchange protocol.

IRQ

See [interrupt request](#).

ISA

See [Industry Standard Architecture](#).

ITU-T

International Telecommunication Union-Telecommunication sector (formerly referred to as CCITT). An international organization that defines standards for telegraphic and telephone equipment. For example, the Bell 212A standard for 1200 bps communication in North America is observed internationally as ITU-T V.22. For 2400 bps communication, most U.S. manufacturers observe V.22*bis*.

J

jumper

A switch composed of pins and a [shunt](#). The shunt's position on the pins determines the jumper setting.

K

Kbps

Kilobits per second, or one thousand bits per second.

L

LAPM

See [Link Access Procedure for Modems](#).

Link Access Procedure for Modems (LAPM)

Link Access Procedure for Modems, an error control [protocol](#) incorporated in ITU-T Recommendation V.42. Like the MNP and HST protocols, LAPM uses cyclic redundancy checking (CRC) and retransmission of corrupted data (ARQ) to ensure data reliability.

local echo

A modem feature that enables the modem to send copies of keyboard commands and transmitted data to the screen. When the modem is in [Command mode](#) (not online to

another system) the local echo is invoked through the ATE1 command. The command causes the modem to display typed commands. When the modem is online to another system, the local echo is invoked through the ATF0 command. This command causes the modem to display the data it transmits to the remote system.

M

MB

Megabyte, or one thousand bytes.

Microcom Networking Protocol (MNP)

An [asynchronous](#) error-control [protocol](#) developed by Microcom, Inc. and now in the public domain. The protocol ensures error-free transmission through error detection (CRC) and retransmission of errored frames. U.S. Robotics modems use MNP Levels 1*4 and Level 5 data compression. MNP Levels 1–4 have been incorporated into ITU-T Recommendation V.42. Compare with [HST](#).

MI/MIC

Mode Indicate/Mode Indicate Common. Also called fixed or manual originate. Used when equipment other than the modem does the dialing. In such installations, the modem does not respond to AT commands, but when taken off hook immediately goes into call originate mode.

MNP

See [Microcom Networking Protocol](#).

modem

A device that transmits/receives computer data through a communications channel such as radio or telephone lines. The Courier is a telephone channel modem that modulates, or transforms, [digital signals](#) from a computer into the [analog](#) form that can be carried successfully on a phone line. It also demodulates signals received from the phone line back to digital signals before passing them to the receiving computer.

N

nonvolatile random access memory (NVRAM)

User-programmable random access memory whose data is retained when modem power is turned off. Used in Courier modems to store a user-defined default configuration loaded into [random access memory \(RAM\)](#) at power on.

NVRAM

See [nonvolatile random access memory](#).

O

online fallback

A feature that allows high-speed error-control modems to monitor line quality and fall back to the next lower speed if line quality degrades. The modems fall forward as line quality improves.

originate mode

A state in which the modem transmits at the predefined low frequency of the communications channel and receives at the high frequency. The transmit/receive frequencies are the reverse of the called modem which is in [Answer mode](#).

P

parallel transmission

The transfer of data characters using parallel electrical paths for each bit of the character, for example, 8 paths for 8-bit characters. Data is stored in computers in parallel form, but may be converted to serial form for certain operations. See [serial transmission](#).

parity

An error-detection method that checks the validity of a transmitted character. Character checking has been surpassed by more reliable and efficient forms of block-checking, including [XMODEM](#)-type protocols and the ARQ [protocol](#) implemented in Courier modems.

The same type of parity must be used by two communicating computers, or both may omit parity. When parity is used, a parity bit is added to each transmitted character. The bit's value is 0 or 1, to make the total number of 1's in the character even or odd, depending on which type of parity is used.

Plug and Play ISA

A variation of the standard ISA bus that attempts to automate the troublesome process of resolving the IRQ and COM port conflicts that can arise when new devices are installed in ISA-bus computers.

Point-to-Point Protocol (PPP)

A [protocol](#) used to send data over serial lines. PPP provides error checking, link control, and authentication, and can be used to carry [IP](#), [IPX](#), and other protocols. PPP is superseding SLIP as the leading dial-in protocol.

protocol

A system of rules and procedures governing communications between two or more devices. Protocols vary, but communicating devices must follow the same protocol in order to exchange data. The format of the data, readiness to receive or send, error detection and error correction are some of the operations that may be defined in protocols.

provisioning

Another way of saying “setting up telephone lines.”

R

RAM

See [random access memory](#).

random access memory (RAM)

Random Access Memory. Memory that is available for use when the modem is turned on, but that clears of all information when the power is turned off. The modem's RAM holds the current operational settings, a flow control buffer, and a command buffer.

read-only memory (ROM)

Permanent memory, not user-programmable. The Courier's factory settings are stored in ROM and can be read (loaded) into [RAM](#) as an operational configuration if [DIP switch S10](#) is ON at power-on.

remote access

A feature that allows a remotely located user to view the Courier's configuration screens and change the Courier's configuration. Password protection is available.

remote digital loopback

A test that checks the phone link and a remote modem's transmitter and receiver. Data entered from the keyboard is transmitted from the initiating modem, received by the remote modem's receiver, looped through its transmitter, and returned to the local screen for verification.

remote echo

A copy of the data received by the remote system, returned to the sending system and displayed on the screen. Remote echoing is a function of the remote system.

result code

Another way of saying “status message.” The I-modem sends result codes to your terminal (for example, to indicate the status of a connection).

RJ11

The Universal Standard Order Code (USOC) standard for wiring a single-line, two-wire phone network interface, typically, passing tip and ring signals, from the public switched network.

ROM

See [read-only memory](#).

S

SDLC

See [Synchronous Data Link Control](#).

Serial Line Internet Protocol

A simple protocol that permits sending [IP](#) data over a serial line. SLIP is being superseded by the [Point-to-Point Protocol \(PPP\)](#).

serial port

A computer port that enables the transmission of data characters, one bit at a time, using a single electrical path. Also known as a communications port, or COM port. On IBM-compatible PCs, this is a port for [asynchronous](#), serial data transmission and, in the case of modems, for data reception. Data is transmitted one bit at a time (serially) to devices such as a modem, a serial mouse, or a serial printer.

serial transmission

The sequential transfer of data characters, one bit at a time, using a single electrical path. Also see [parallel transmission](#).

shunt

A small, plastic-and-metal piece used to cover sections of pins on a [jumper](#). The shunt interconnects certain pins which, depending on the way the shunt is placed, determine functions.

software flow control

A form of flow control that uses XON and XOFF characters to start and stop the flow of data.

SPID

See [Service Profile Identifier](#).

S-register

An area of [NVRAM](#) that is used to store a setting.

start bit

The signaling bit attached to the beginning of each character before characters are transmitted during [asynchronous transmission](#).

stop bit

The signaling bit attached to the end of each character before characters are transmitted during [asynchronous transmission](#).

switch

See [central office switch](#).

Synchronous Data Link Control (SDLC)

A [protocol](#) developed by IBM for software applications and communicating devices operating in IBM's Systems Network Architecture (SNA). The protocol defines operations at the link level of communications, for example, the format of data frames exchanged between modems over a phone line. See [BISYNC](#), [protocol](#), [HDLC](#).

synchronous transmission

A form of transmission in which blocks of data are sent at strictly timed intervals. Because the timing is uniform, no start or stop bits are required. Compare [asynchronous transmission](#).

Some mainframes only support synchronous communications unless their owners have installed a synchronous adapter and appropriate software.

T

terminal

A device whose keyboard and display are used for sending and receiving data over a communications link. Differs from a microcomputer in that it has no internal processing capabilities. Used to enter data into or retrieve processed data from a system or network.

Terminal mode

An operational mode required for microcomputers to transmit data. In Terminal mode the computer acts as if it were a standard terminal such as a teletypewriter, rather than a data processor. Keyboard entries go directly to the modem, whether the entry is a modem command or data to be transmitted over the phone lines. Received data is output directly to the screen. The more popular communications software products control Terminal mode as well as enable more complex operations, including file transmission and saving received files.

throughput

The amount of actual user data transmitted per second with-out the overhead of [protocol](#) information such as Start and Stop bits or frame headers and trailers. Compare with [characters per second](#).

transmission rate

See [bit rate](#).

U

UART

See [Universal Asynchronous Receiver/Transmitter](#).

Universal Asynchronous Receiver/Transmitter (UART)

A computer chip that controls the signaling that goes on through a computer's serial port.

UTP (Unshielded Twisted Pair)

Twisted insulated copper wires bundled into an unshielded cable, commonly used in telephone wiring systems. Grades of UTP include DTP (Datagrade Twisted Pair) and DIW (Distributed Inside Wire).

V

V.8

ITU-T recommendation that defines procedures for starting and ending sessions of data transmission.

V.17

An ITU-T standard for facsimile operations that specifies modulation at 14.4 Kbps, with fallback to 12 Kbps.

V.21 Fax

An ITU-T standard for facsimile operations at 300 bps. U.S. Robotics or compatible fax devices then transmit or receive at higher speeds.

V.21 Modem

An ITU-T standard for modem communications at 300 bps. Modems made in the United States or Canada follow the Bell 103 standard. However, the modem can be set to answer V.21 calls from overseas.

V.22

A ITU-T standard for modem communications at 1200 bps, compatible with the Bell 212A standard observed in the United States and Canada.

V.22bis

An ITU-T standard for modem communications at 2400 bps. The standard includes an automatic link negotiation fallback to 1200 bps and compatibility with Bell 212A/V.22 modems.

V.23

An ITU-T standard for modem communications at 1200 bps with a 75 bps back channel. Used in the U.K.

V.25

An ITU-T standard for modem communications. Among other things, V.25 specifies an answer tone different from the Bell answer tone. All U.S. Robotics modems can be set with the B0 command so that they use the V.25 2100 Hz tone when answering overseas calls.

V.25bis

An ITU-T standard for [synchronous](#) communications between the mainframe or host and the modem using the HDLC or character-oriented [protocol](#). Modulation depends on the serial port rate and setting of the transmitting clock source, &X.

V.27ter

An ITU-T standard for facsimile operations that specifies modulation at 4800 bps, with fallback to 2400 bps.

V.29

An ITU-T standard for facsimile operations that specifies modulation at 9600 bps, with fallback to 7200 bps.

V.32

An ITU-T standard for modem communications at 9600 bps and 4800 bps. V.32 modems fall back to 4800 bps when line quality is impaired, and fall forward again to 9600 bps when line quality improves.

V.32bis

An ITU-T standard that extends the V.32 connection range: 4800, 7200, 9600, 12K, and 14.4 Kbps. V.32*bis* modems fall back to the next lower speed when line quality is impaired, and fall back further as necessary. They fall forward to the next higher speed when line quality improves.

V.32terbo

Modulation scheme that extends the V.32 connection range: 4800, 7200, 9600, 12000, 14400, 16800, 19200, and 21600 bps. V.32*terbo* modems fall back to the next lower speed when line quality is impaired, and fall back further as necessary. They fall forward to the next higher speed when line quality improves.

V.34

An ITU-T standard that allows data rates as high as 33.6 Kbps.

V.35

An ITU-T standard trunk interface between a device and a packet network, using signaling of at least 19200 bps.

V.42

An ITU-T standard for modem communications that defines a two-stage process of detection for LAPM error control.

V.42bis

An extension of ITU-T V.42 that defines a specific data compression scheme for use with V.42 error control.

V.Fast Class (V.FC)

A proprietary modulation scheme developed by Rockwell International for data communication speeds up to 28.8 Kbps.

W

word length

The number of bits in a data character without parity, start or stop bits.

X

XMODEM

The first of a family of error-control software protocols used to transfer files between modems. These protocols are in the public domain and are available from many bulletin board services.

XON/XOFF

Standard ASCII control characters used to tell a device to stop/resume transmitting data. In most systems typing <Ctrl>-S sends the XOFF character. Some devices, including the Courier, understand <Ctrl>-Q as XON; others interpret the pressing of any key after <Ctrl>-S as XON.

Y

YMODEM

An error-correcting [File Transfer Protocol](#) that is related to, but faster than, [XMODEM](#).

Z

ZMODEM

An error-correcting [File Transfer Protocol](#) that is related to, but faster than, [XMODEM](#) or [YMODEM](#).