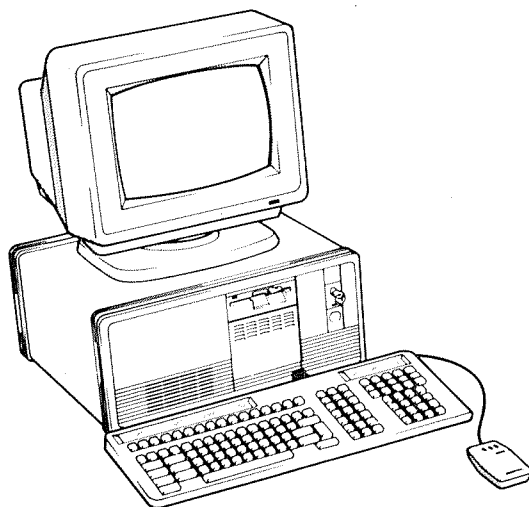


BUTTERFLY TEAMSTATION



INSTALLATION GUIDE

PRINTING HISTORY		
Issue	Date	Notes
1	9.86	Butterfly Installation Guide
2	5.87	Revised. Title now: Butterfly Teamstation Installation Guide

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PREFACE

What is this manual about

This manual tells you how to unpack and connect together the different parts of the Norsk Data Teamstation, and how to set up the Teamstation software.

Who should read this manual

This manual is intended to be read by the Desk Supervisor. It tells you everything that you need to know about setting up and installing Teamstation.

Who is the
Desk Supervisor

As the Desk Supervisor, you will be responsible for the day-to-day running of Teamstation after installation. You do not need experience in installing computers, but some background knowledge of computers would be an advantage. For more information on the role of the Desk Supervisor, see the Teamstation Supervisor Guide.

If your Teamstation is part of a Norsk Data complex, you should have a company System Supervisor, who is responsible for all the computers. If you have any problems, consult him before ringing your Norsk Data Service Centre.

When you have finished the installation, file this guide with the other Teamstation manuals. You will need to refer to it again if you move or re-install the system.

How to use the manual

Read this guide carefully from start to finish, in the order it is presented.

If you want to install additions or upgrades, wait until you have finished installation and testing.

Teamstation Documentation

Teamstation User Guide ND-60.242

The Teamstation User Guide explains to the novice user how to run applications programs, using Norsk Data's SINTRAN and the industry standard MS-DOS operating systems.

Teamstation Supervisor Guide ND-30.057

The Teamstation Supervisor Guide shows the Desk Supervisor how to look after users and their data on a day-to-day basis.

Teamstation Technical Reference Guide ND-06.025

The Teamstation Technical Reference Guide is written for service engineers and designers. It contains a complete description of the Teamstation's hardware and system software specifications, as well as details of some advanced supervisory functions. This manual has to be ordered separately.

Additional Documentation

Apart from the above set of Teamstation manuals, the following manuals are delivered as standard:

NOTIS-WP User Guide	ND-63.018
NOTIS-DS Introduction	ND-63.017
NOTIS-ID Introduction	ND-63.011
NOTIS-WP Reference Card	ND-99.006
NOTIS-TF Reference Card	ND-99.031

User Environment Reference Manual	ND-60.194
File Manager Introduction	ND-60.215
SINTRAN III Quick Reference Card	ND-60.174
COSMOS User Card	ND-99.001
COSMOS Operator Card	ND-99.002
Documentation Catalogue	ND-40.004

The following manuals may be of use, and can be ordered from your local Norsk Data sales office:

SINTRAN III Introduction	ND-60.125
SINTRAN III Timesharing/batch	ND-60.132
SINTRAN III System Supervisor	ND-30.003
SINTRAN III Reference Manual	ND-60.128
SINTRAN III Real Time Guide	ND-60.133
SINTRAN III Real Time Loader	ND-60.051
SINTRAN III Communication Guide	ND-60.134
COSMOS Operator Guide	ND-30.025
COSMOS User Guide	ND-60.163
BACKUP User Guide	ND-60.250
NOTIS-TF User Guide	ND-63.023
NORD 10/12/100 Test Program Description	ND-30.005

MS-DOS Reference Manual	ND-60.271
PC Technical Reference Manual	ND-06.028

Other information

Other information and documents provided by the manufacturers of equipment used in the Teamstation, but not made by Norsk Data, will also be supplied. Refer to these documents when looking for detailed information on particular hardware components.

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CONVENTIONS USED IN THIS MANUAL

CTRL+D When you see this in the text, it indicates that you hold down the **CTRL** key and press another key, in this case D, at the same time.

FUNC F This indicates that you should press the **FUNC** key, then press another key, in this case F, afterwards.

EXIT Words written in bold uppercase type, represent keys that you press on the keyboard.

List-Files

In the text, user input (that is text that you type in at the keyboard), is shown on a shaded background in italics.

Parameter

Text in this typeface represents any text generated by the computer, that appears on the display screen.

CHAPTER 1: UNPACK, CHECK AND CONNECT

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1 UNPACK, CHECK AND CONNECT

This chapter shows you how to unpack, check and install the ND-Butterfly Teamstation.

1.1 Before you start

You will need a pair of scissors and a 5mm wide flatbladed screwdriver. (A screwdriver is provided.)

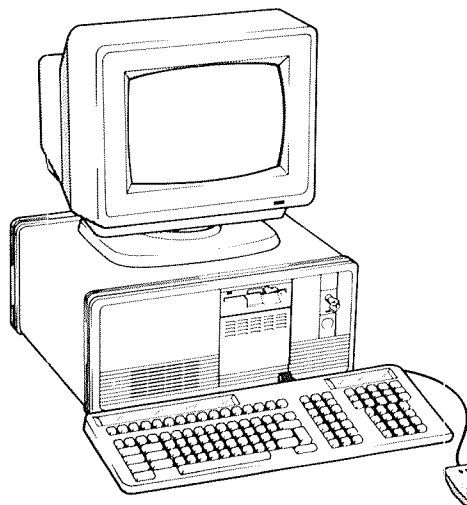
Power Requirements

Your system should be placed within 2 metres of a 220/240 Volts 50Hz mains supply outlet. Peripheral devices, such as printers, will also need mains supply outlets.

Ensure that mains outlets are earthed. Non-earthed outlets do not work properly and may be dangerous. If you are not sure about the safety of your supply, consult an electrician.

Rated power 750 VA max.

Max 30A peak.



Environmental requirements

Teamstation operates reliably in the typical office environment. If you have not ordered the floorstand for the system unit, put Teamstation on an office desk or a nearby table.

Make sure that air can freely circulate around the sides, and through the ventilation holes in the front and back panels of the system unit.

To be sure of the suitability of the location you choose, remember Teamstation needs:

- a flat surface to stand on
- a surface free from vibration
- clean operating conditions
- to be out of direct sunlight
- to be away from excess heat

CAUTION

Do not put Teamstation near machines that generate electrical noise, cause voltage fluctuations or emit magnetic fields, e.g. televisions or electric motors. Such fields may destroy information stored on the disks, and distort the screen picture.

1.2 This is Teamstation

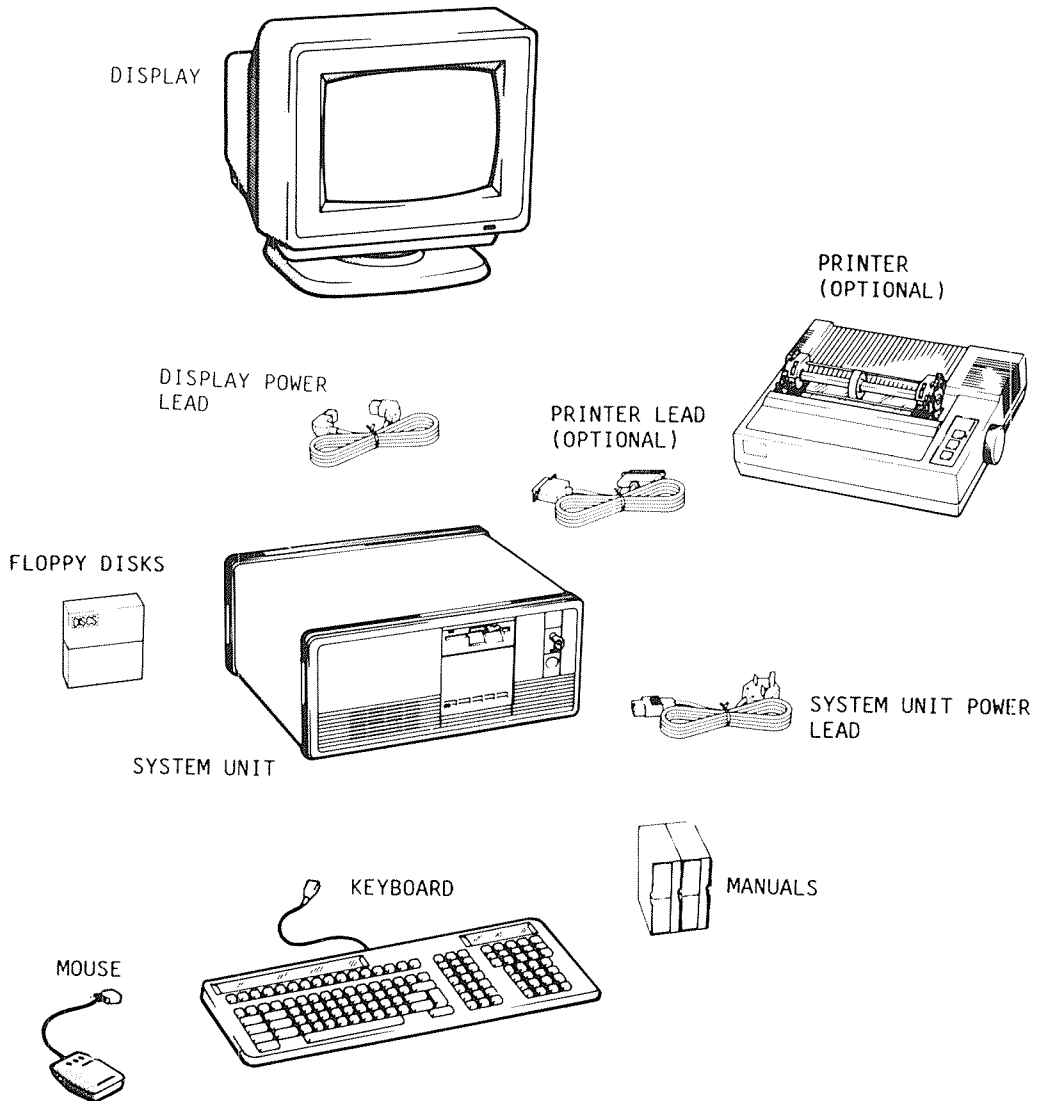
Teamstation is delivered in several parts that have to be connected together. Here is a list of the main items you receive:

- system unit
 - containing the electronics, memory and storage used by Teamstation.
- display unit
 - displays output from the computer on a screen.
- keyboard
 - used to communicate with the computer by the typing in of information and commands.
- mouse
 - an input device used by some programs, that moves a pointer/cursor around on the display screen.
- documentation
 - the Teamstation operating systems and applications manuals.
- floppy disk backups
 - copies of all the Teamstation software. (All the standard software is loaded and ready for use.) These disks are only used in the unlikely event of fixed disk or file corruption.
- printer interface lead
 - if you ordered a local printer, you will also receive this connecting lead.

1.3 Unpacking the boxes

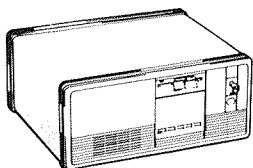
Move the boxes to the room you will be using, then follow these instructions for each box:

- 1 Carefully open and unpack each box in turn.
- 2 Lift the polystyrene foam sections containing the unit out of the box. You may find it easier if another person helps you.
- 3 Remove the unit from the packing and place it approximately in its final position.
- 4 Remove all cables, manuals and other items from the box. Place these with the unit.
- 5 Check the contents of each box against the inventory list which comes in the box containing the floppy disks. (It lists the floppies you receive and the serial numbers of the equipment.)
- 6 Check the equipment for obvious damage. Contact your local Norsk Data Service Centre if you have problems!
- 7 Keep all of the documentation contained in the box - you may need to refer to it later.
- 8 Keep all of the packaging - you will need it if you ever move your system to another location.
- 9 Put the delivery notes and other documentation into the back of this manual for safekeeping.



The individual Teamstation components

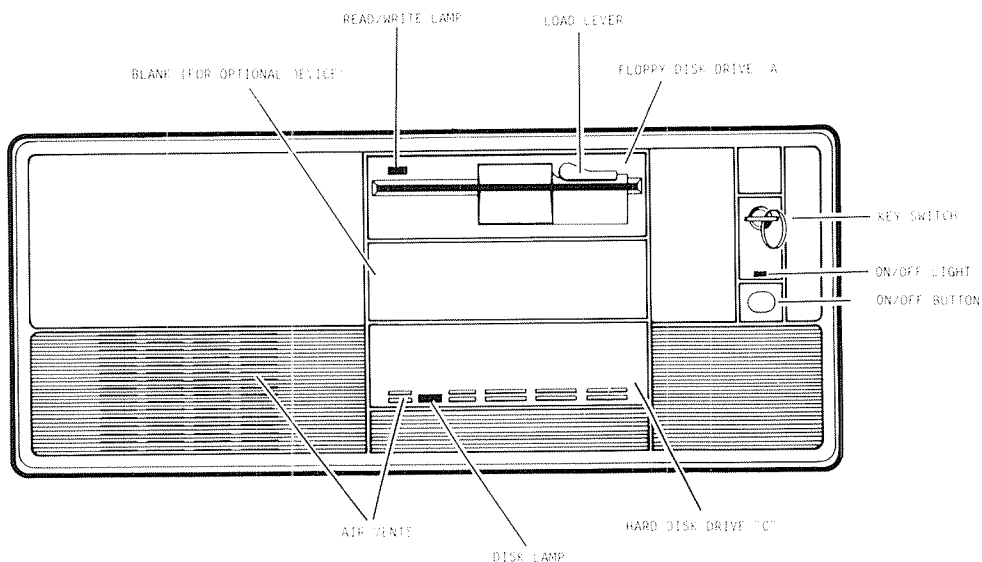
1.4 Installing the system unit



The system unit contains the processing and memory units, and the fixed and floppy disk storage.

After unpacking the system unit, if you have not already done so, place it on a desktop or if you have ordered a floor stand for it, use this instead.

To use Teamstation, most of the units need to be connected to the system unit.



The front panel

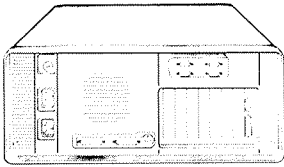
The front panel of the system unit gives access to the following:

- A floppy disk drive
 - used to read and write to 1.2Mb floppy disks.
- A fixed disk
 - used to store all files and data in regular use.
- The on/off switch
 - switches the computer on and off.
- The keyswitch
 - used to lock the computer. When the key is turned to the vertical position, the keyboard is locked so that the computer cannot be used, and the cover is locked so that it cannot be opened. Turning the key to the horizontal position unlocks the computer so that it can be used. The key can be removed at any position.
- A blanked-off space
 - could be used to accommodate a tape streamer, a second fixed disk or other peripheral.

WARNING

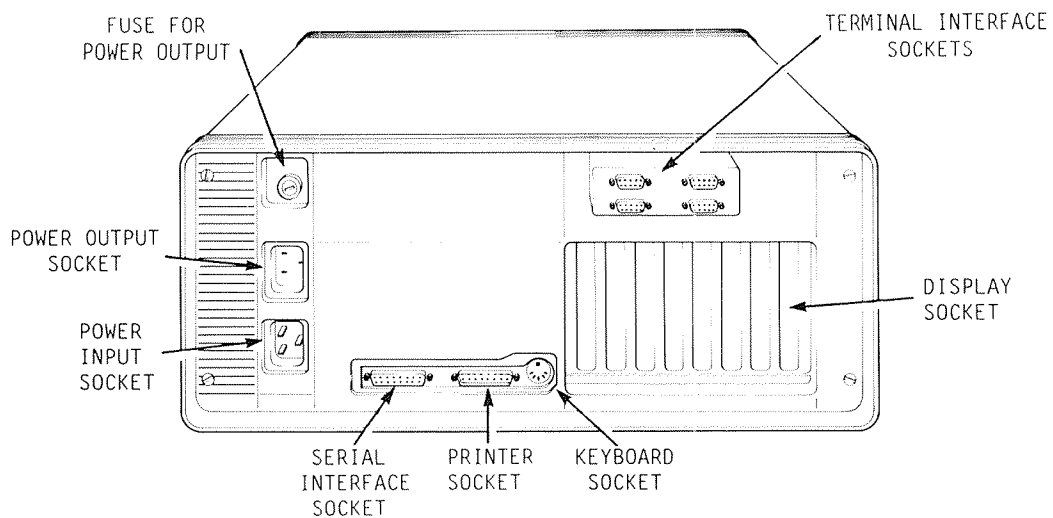
There are air-inlet vents on the front panel. These must not be covered as the system unit may be damaged through overheating.

The back panel



The back panel of the system unit contains the interface sockets that connect other parts of Teamstation to the system unit. See the diagram on the next page.

- The video display interface socket
 - connects the display unit.
- The serial interface socket
 - used to connect Teamstation to a Norsk Data host computer, using (RS232/V24) direct connection or modem telephone connection.
- The printer (or parallel) interface socket
 - usually connects a compatible local printer to the system unit.
- The keyboard interface socket
 - the keyboard plugs into this socket.
- The power input socket
 - connects the system unit to the mains supply via a mains lead. The panel also contains the fuse for this outlet and the output outlet.
- The power output socket
 - used to provide mains power for a peripheral, usually the display unit. The panel also contains the fuse for this outlet.
- The terminal interface sockets
 - connects up to four terminals or workstations to the Teamstation.

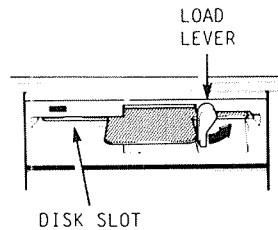


The back of the system unit

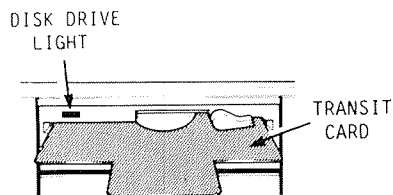
Removing the floppy disk drive protection card

Teamstation is delivered with a transit protection card inside the floppy disk drive. You should remove this before you switch on.

- 1 Open the floppy drive by turning the lever on the drive from the vertical to the horizontal position.



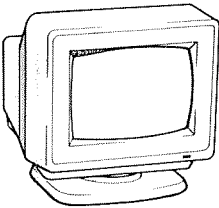
- 2 Gently pull the card out.



- 3 Put the card in the flap at the back of this manual.

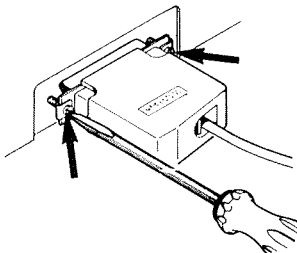
Whenever you move Teamstation, put this card back into the floppy drive.

1.5 Connecting the display unit

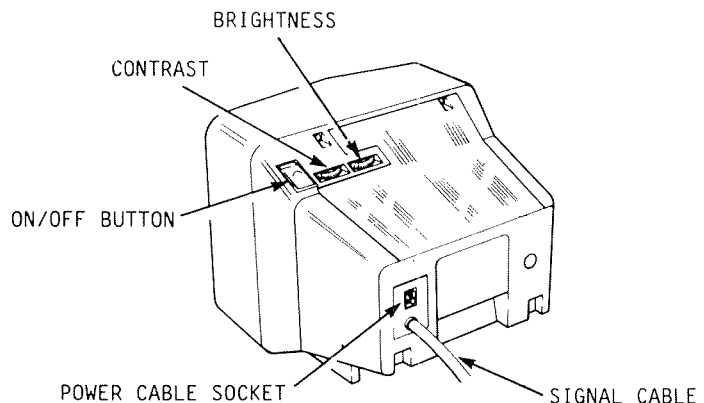


The display unit looks like a television screen. Nearly all communication between you and the computer (text, messages, menus and information), will be shown on it.

- 1 Unpack the display unit carefully and inspect it for visible faults. Contact your local Norsk Data Service Centre if it is damaged.
- 2 Place it on top of the system unit or, if the system unit is on a floor stand, put the display unit on a table.



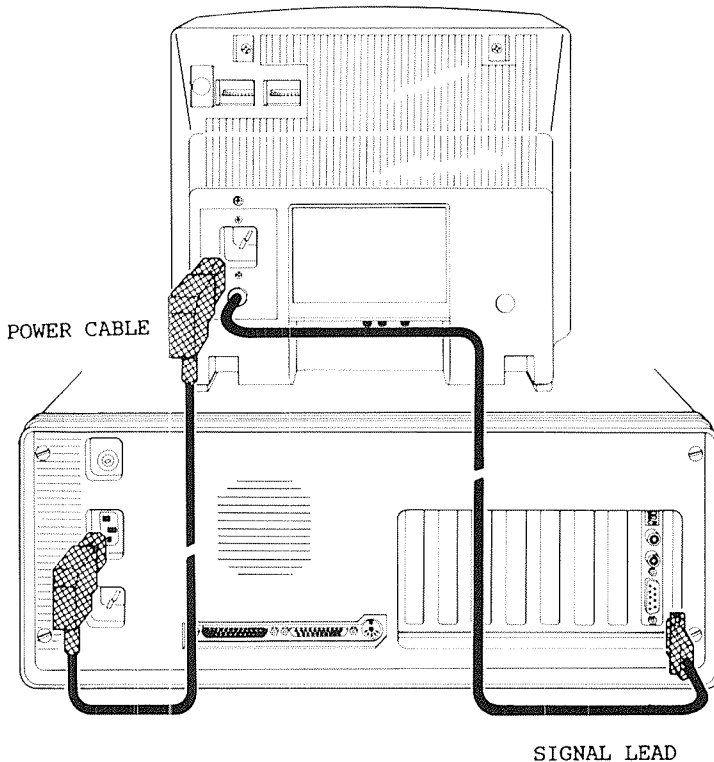
- 3 Plug the signal lead, that comes out of the display unit, into the video display interface socket on the system unit.
- 4 Tighten the screws on the plug using a small flat-bladed screwdriver.
- 5 Connect the power cable from the display unit to the power output socket on the system unit.



Turning on and off

If the display unit is powered from the system unit power outlet, you need not turn the display on and off separately, as the power outlet is switched on and off with the system unit power.

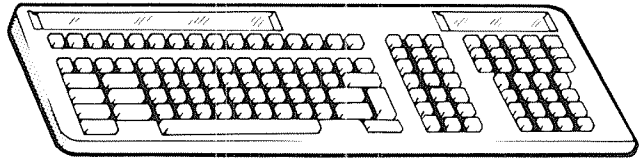
If you have ordered the swivel stand for the display unit, follow the instructions enclosed with it.



Connecting the power and signal cables

1.6 Connecting the keyboard

You communicate with Teamstation by typing in commands and information on the keyboard.



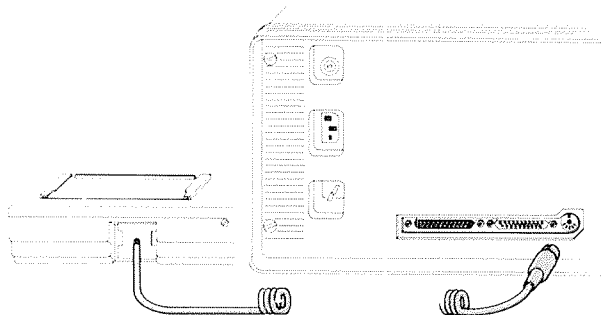
- 1 Unpack the keyboard from its box and check it for obvious damage.
- 2 Plug the keyboard lead into the keyboard interface socket on the system unit.

Keyboard tilt

You can vary the height of the keyboard by adjusting the angle of the keyboard feet.

Other connections

The back of the keyboard contains three sockets. One is used for the mouse. Another is used for the optional bar code reader and the third is not used.

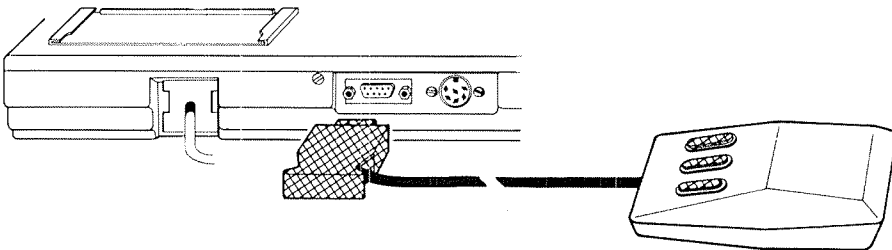


1.7 Connecting the mouse

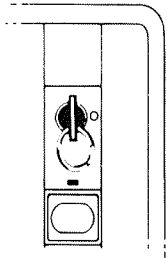


The mouse attaches to a socket on the rear of the keyboard. It is used to move the cursor quickly and accurately around on the display screen and for entering information.

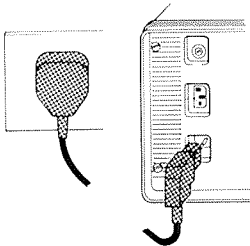
- 1 Unpack the mouse and check it for obvious damage.
- 2 Plug the mouse's connecting lead into the "D" socket nearest the system unit lead, on the back of the keyboard.
- 3 Tighten the screws on the plug to ensure that the plug cannot be pulled out.



1.8 Connecting the mains power lead



- 1 Ensure that the on/off switch is OFF. You can tell this by the fact that the push button goes in with very little resistance in the ON position but feels "hard" in the OFF position.
- 2 Plug the mains power lead into the mains socket on the system unit back panel.
- 3 Plug the other end of the mains power lead into the mains power socket.



WARNING

Always be especially careful when dealing with the mains supply.

1.9 Connecting terminals

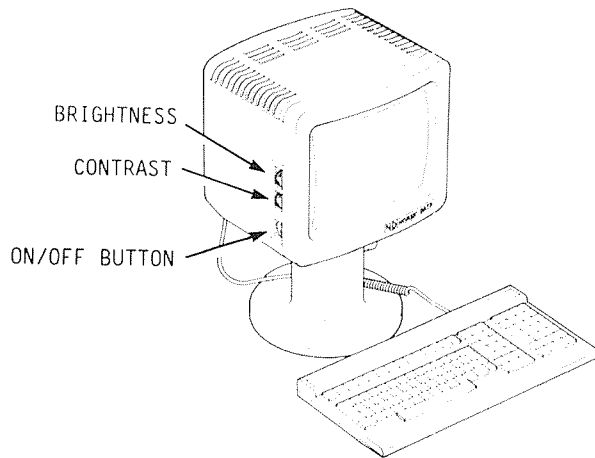
Up to four terminals can be connected to the Teamstation and used at the same time. This section shows you how to install any terminals you have ordered.

If you have not ordered any terminals, or if you prefer to try the system out first, you may ignore this section and proceed to section 1.10.

A terminal is just a display unit and a keyboard. Any of the standard Norsk Data range of terminals can be used with the Teamstation; you can also use any of the Norsk Data range of workstations.

Note

Teamstation uses different cabling from all other ND systems, RS232/V24 as opposed to Current Loop. For more information on cabling contact your local Norsk Data Service Centre.



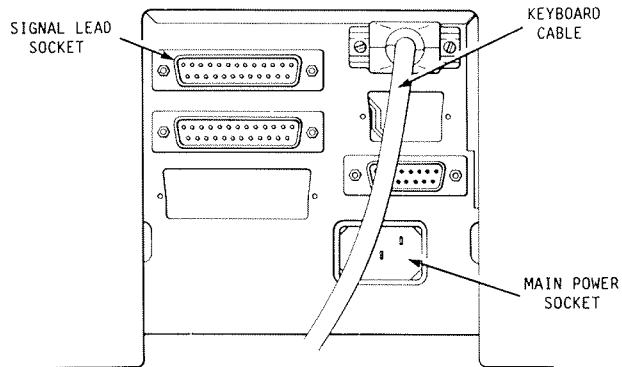
An ND-320 "Tandberg" terminal

Connecting a terminal

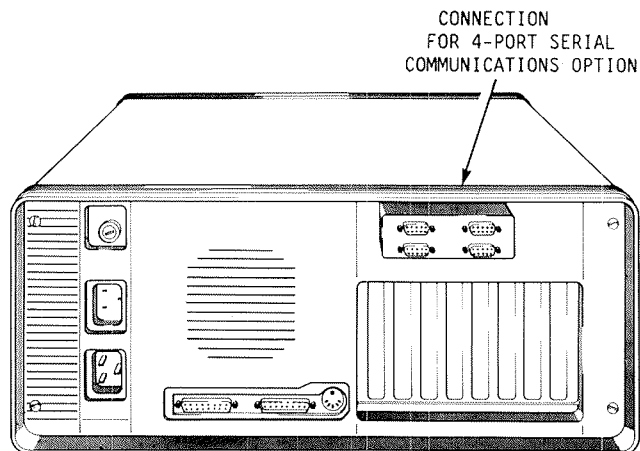
Standard Tandberg terminals are supplied with keyboards similar to that used on the Teamstation.

The Tandberg Installation Manual shows you how to assemble the display, swivel base and keyboard.

- 1 Plug the larger end of the connecting cable into the top left-hand socket marked Channel A V.24, on the back of the terminal. Use a small screwdriver to secure the plug.



- 2 Plug the smaller end of the connecting cable into one of the terminal connectors on the back of Teamstation. Tighten the screw connectors by hand.



- 3 Connect the mains power lead to the mains socket at the bottom right of the terminal; connect the other end to a suitable power supply.

If you want to use your terminals at long distances from the Teamstation system, contact your local Norsk Data sales office; they will be able to advise you on the cabling needed for your particular environment.

Using Tandberg terminals

The Tandberg ND-320 terminal is simple to operate. All the controls are grouped to the left of the screen. They are:

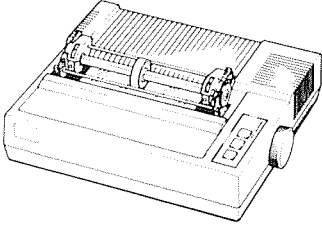
- Brightness
- Contrast
- on/off

How to switch the terminal on

- 1 Turn on the terminal by pressing the on/off switch. The terminal will beep and the green ON lamp on the keyboard will light.
- 2 Adjust the brightness and contrast controls, (turn clockwise for maximum brightness); until you can see the cursor (a small green line or box), flashing at the top left of the terminal screen.

You cannot use your terminal until Teamstation has been switched on and has powered up - see chapter 2.

1.10 Connecting your local printer

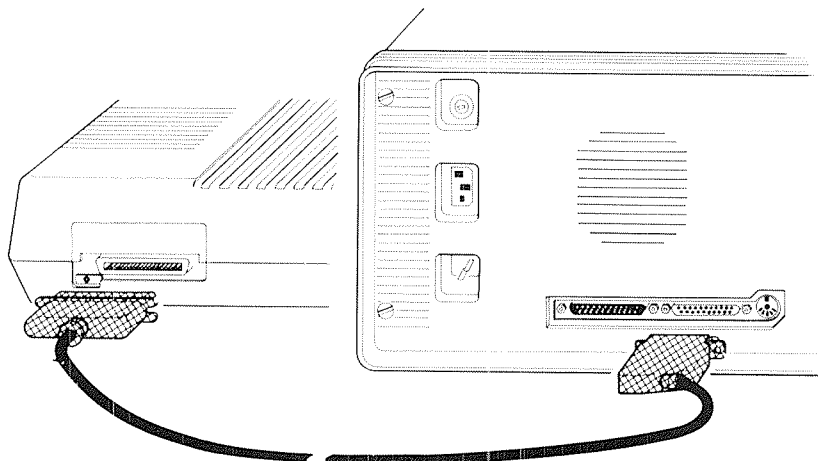


If you have purchased a printer, read this section.

The printer will have already been set up for use with the Teamstation.

Read carefully the instructions in the supplier's technical manual, on how to unpack the printer and assemble its components.

- 1 Make sure that you have been supplied with the cable to connect the printer to the system unit.
- 2 Connect the socket end of the cable to the system unit parallel interface socket.
- 3 Connect the plug end of the cable to the printer.
- 4 Connect the printer's power lead to the power supply.
- 5 Load the printer with paper. If your printer has a self-test facility, you can use it to test your printer now. (See the printer manual.)



Connecting a local printer

You will also need to test the printer when you have logged into Teamstation. This is explained in section 2.2.2.

You should now be ready to switch on Teamstation for the first time, turn to the next chapter.

CHAPTER 2: SWITCHING ON

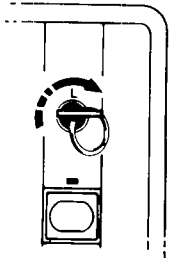
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2 SWITCHING ON

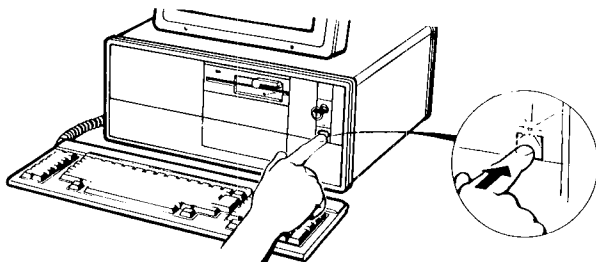
This chapter shows you how to turn on and log into Teamstation.

Work through the chapter, by typing in the instructions exactly as they are described here. If you do something wrong, don't worry, it is almost impossible to damage Teamstation accidentally. Just start the procedure again from the beginning.

2.1 Switching on



- 1 Check that the mains cable is connected properly and that the power supply is switched on.
- 2 Insert the system key into the keyswitch, then turn the key clockwise to the horizontal position.
- 3 Check that the floppy disk drive is empty.
- 4 Switch the system on by pressing the on/off button below the keyswitch.
- 5 If the lamp on the display unit is not lit, switch on the display unit by pressing its on/off switch.



When you switch Teamstation on, the following happens:

- The green lamp above the on/off button lights up.
- The fixed disk access lamp lights up.
- The computer sounds one long beep.
- The green lamp on the display lights up.

Problems?

If you get no response or any other problem occurs, see chapter 5.

The system now begins its start-up procedure; the first phase lasts about one minute. The system then runs through a series of tests to confirm that PC MS-DOS is functioning correctly. During these tests you may see some figures on the screen, such as:

```
Power on Test
640Kb (Base Memory)
```

DOS message...

When these tests have finished and no faults are detected, the Ericsson MS-DOS copyright message appears on the screen:

```
ERICSSON DOS 3.1 PRE. COPYRIGHT
Ericsson information systems AB 1984,1985,1986
ECHO OFF
```

Next you will see the following:

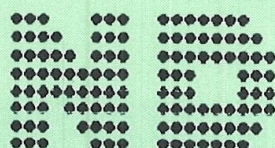
```
If you don't want to use the ND-110 at all - press key 0 within 5 seconds
If you don't want to AUTO START ND-110    - press key 1 within 5 seconds

Any other key stroke or waiting 5 seconds will cause AUTOSTART of ND-110
```

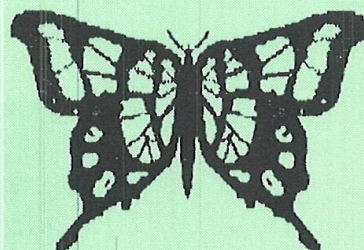

Do not do anything. This screen asks for input only if you do not want to start Teamstation in the normal way. It remains on the screen for about five seconds.

Start-up
screen...

The display now changes to show the "Start-up screen". This is displayed while the Norsk Data start-up procedure takes place.



Norsk Data



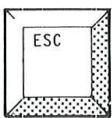
ND - 110 Butterfly

Please wait for the system to complete the start-up phase.

During the start-up period, system messages are displayed in the top three lines of the screen. These tell you about the various start-up routines the computer is performing.

When these routines have been completed successfully, the following message is displayed at the top of the screen:

```
*****      The system is ready to use      *****  
*****      Push the <ESC> key to log in      *****
```



When this message appears, press the **ESC** key (the top left key on the keyboard), to display the User Environment Login screen:

```
-----Welcome to -----  
                        B U T T E R F L Y - 1 1 0  
-----Norsk Data -----  
  
Enter your name :  
  
Enter password  :  
  
-----If you don't know how to proceed, push the <HELP> key -----
```


2.2 Logging in

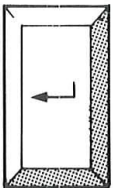
There are two menu systems in User Environment: the Public menu system and the Supervisor menu system. As the Desk Supervisor you need to be familiar with both. Ordinary users only work with the public menus.

User GUEST

There is a user area called GUEST (with password GUEST), already configured on the system; use this to log in to the UE menu system to familiarise yourself with Teamstation.

User SYSTEM

For the installation procedure you need to log in as user SYSTEM. This takes you into the Supervisor menu system in User Environment. Note that you must be sitting at Teamstations main unit to carry out the software installation.



- 1 Type in your user area name (*SYSTEM*) and press the ↵ key. (The ↵ symbol is not displayed.)

```
User Name: SYSTEM ↵
```

- 2 Type in the password (the password is *SYSTEM*) and press the ↵ key. The password is not shown on the screen.

```
Password : SYSTEM ↵
```

Don't forget to press the ↵ key after you have typed in each line. The ↵ key enters the data and moves the cursor to the beginning of the next line.

Error message?

If you make a mistake while filling out the screen, Teamstation prompts you with an error message:

```
USER NAME/PASSWORD NOT RECOGNISED
```

If this happens, fill in the fields again, taking care with your typing. When you have logged in successfully, the display changes to show the Supervisor Main Menu.

For more information on the Public menu system, refer to the Teamstation User Guide. For more details on the Supervisor menu system, see the Teamstation Supervisor Guide.

2.2.1 Using the HELP screens

If you don't understand an option in any of the UE menus, you can display a HELP screen.

- 1 Highlight the option you want help on, by moving the cursor on to it.
- 2 Press the **HELP** key.
- 3 When you have read the help information, press the **EXIT** key to remove it.



BUTTERFLY - 110 SUPERVISOR MAIN MENU

2 HELP information for USER ENVIRONMENT MAINTENANCE

This sub-menu contains the following options:

Activity Log: This option lets you start a log to record all activity on User Environment.

User/Terminal This allows you to change the user and profiles: terminal restrictions.

Terminal Status: Gives the level of activity on each terminal.

Start/Stop User Environment System / Profile Manager

EXIT returns you to the Supervisor Main Menu

2.2.2 Testing your printer



Now that you have logged in, you can test the connections between Teamstation and your printer. To do this press **SHIFT+PRTSC** and this should print out the picture on the screen, i.e. the Supervisor Main Menu. If this does not work properly, check that you have installed the printer correctly - consult the printer manual.

2.2.3 Selecting an option

You can select options from menus using any of the following:

- the mouse
- the arrow and return keys
- the numeric keys
- typing the task name and pressing ↵

With the mouse

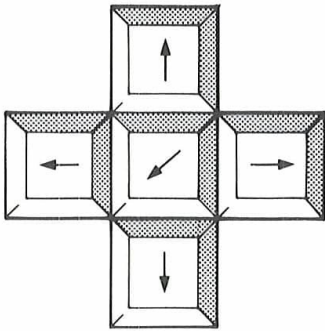


The mouse is a device which moves the cursor around on the screen. The cursor follows the path the mouse takes on the desk surface. When you use the mouse to select items from the menus, only the vertical position of the cursor changes.

**Before using the mouse you must program it.
See section 2.2.6.**

- 1 Move the mouse so that the cursor highlights your option.
- 2 Press the index finger button on the mouse.
- 3 Wait while the option is displayed on the screen.

With the arrow and return keys



The arrow keys can be used in a similar way to the mouse buttons for highlighting particular options.

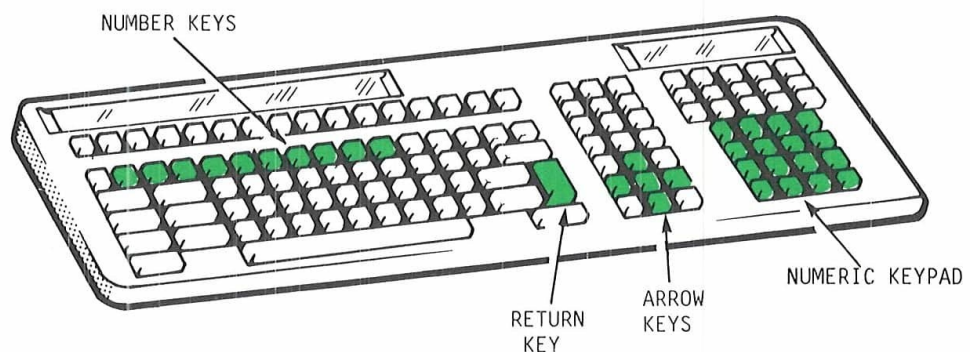
- 1 Use the down arrow key to move the cursor, so that it highlights the option.
- 2 Select the option by pressing the $\leftarrow \downarrow$ key.
- 3 Wait until the option is displayed on the screen.

With option numbers

Each option has a number. You can choose an option by typing this number, using the typewriter keys or the numeric keypad.

By typing the task name

You can also select a task by typing its name and pressing the $\leftarrow \downarrow$ key. As you type the task name, it automatically appears in a line on the screen.



2.2.4 The System Manager

System Manager
1 User Environment 2 SINTRAN III 3*PC MS-DOS
4 Push-key Programming 5 Mouse Programming 6 Parameter Setting 7 Kill P C Application
! . ! ! . . !

The System Manager is a menu that appears in a window, in the bottom right-hand corner of the screen. Options 1 to 3 in System Manager provide a quick way of moving between SINTRAN, User Environment and MS-DOS.

Options 4 to 7 are utilities that allow you to select or alter system variables. To display the System Manager you press the **SYS** key.

For more information on the System Manager, see the Teamstation User Guide. You can also get help information for the System Manager when it is displayed on the screen, by pressing the **HELP** key.

2.2.5 Butterfly Introduction program

There is an online introduction program which is aimed at people who are not familiar with computers. If you are new to computers, now would be a good time to run this program:



- 1 Press the **SYS** key. This displays the System Manager window.
- 2 Press the numeric key 3. This selects PC MS-DOS. The letters C:\> should appear on the screen.
- 3 Type *INTRO*, then press the **↵** key. This starts the introduction.

When the Introduction is over, press the **SYS** key again to display the System Manager window. Then select option 1, User Environment to get back to the Supervisor Main Menu.

2.2.6 Programming the mouse buttons

Before you can use the mouse, the mouse buttons have to be programmed.

Each of the buttons on the mouse can represent a string of characters, these characters can then be entered by just pressing one of the mouse buttons.

At this stage you will only program the leftmost button, i.e. the button operated by the index finger.

This button is normally programmed to be equivalent to the ↵ key, also known as the RETURN or ENTER key. This key is pressed when you have finished typing in a command or information and you want the computer to act on it.

- 1 Display the System Manager by pressing the the **SYS** key.
- 2 Select option 5 **Mouse programming** by pressing the numeric key 5.

3 The mouse button programming screen appears:

Butterfly Mouse Button Programming		Character: OD Hex CR Ascii	
Buttons	Index	Middle	Ring
Index :	<input type="text"/>		
Middle :			
Ring :			

Use arrow keys to select Mouse Button	Use <= and ==> to select the mouse button to program. (Base, shift or Control)
<HELP> = Help	
<EXIT> = Return to System Menu	

Now press the \leftarrow key. You will see a \blacksquare symbol appear in the Index finger field.

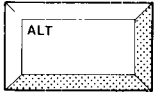
4 Press the **EXIT** key. You see the following message:

Do you wish to save these settings? (y/n):

5 Press Y to save the settings.

The settings are saved and the screen redisplay the System Manager. Now select option 1 **User Environment**

Left-handed?



The mouse is set up for use by a right-handed person after power up. If you are left-handed, you can swap over the functions of the mouse keys by holding down the **ALT** key, and pressing the right mouse button.

You can change it back to right-handed use, by holding down the ALT key, and pressing the left mouse button.

For more information on programming the mouse buttons, refer to the Teamstation User Guide.

2.3 Turning Off

When you switch off Teamstation, you must always do the following:

- 1 Make sure that you have logged off from both SINTRAN and USER ENVIRONMENT.
- 2 Stop any PC MS-DOS applications that you may have been running.
- 3 Check that nobody else is logged in from remote terminals or computers.
- 4 From the System Manager, select option 3, PC MS-DOS. Park the disk heads by typing the command:

```
c:\>PARKDISK
```

The computer will either confirm that this is done with a message, or inform you that it is not necessary for your type of disk.

- 5 Press the on/off button on the system unit to turn Teamstation OFF.
- 6 Turn the keyswitch anticlockwise to the vertical position and remove the key. This locks the computer. Keep the key in a safe place.

Teamstation should not be turned off every time you leave it; you can leave it on all day like all other ND computers. However, as the Desk Supervisor, when you are not using the Teamstation main unit you should lock it and remove the key.



CHAPTER 3: SETTING UP THE SOFTWARE

3.1	The User Environment menu system	3-2
	User area "SYSTEM"	3-2
3.2	Changing the SYSTEM password	3-3
3.3	Setting the clock	3-6
3.4	Creating new SINTRAN users	3-8
	Other choices	3-11
3.5	Setting up the User Profile	3-12
3.6	Listing user areas	3-15
3.7	Leaving User Environment	3-17

3 SETTING UP THE SOFTWARE

This chapter gives you the information needed to set up the Teamstation software. It describes how to set up system variables, such as the clock, and shows you how to configure and create user areas.

The chapter is divided into sections. Read them in the order they are presented, as the set-up process serves as a test sequence for the software.

It is assumed that you have read chapter 2, and that you have the Supervisor Main Menu on the screen.

```
BUTTERFLY - 110      SUPERVISOR MAIN MENU
1987-03-16   19:26 User:SYSTEM   User Area:SYSTEM
```

-
- 1 System Maintenance
 - 2 User Environment Maintenance
 - 3 Supervise SINTRAN Users
 - 4 Supervise Users Terminals
 - 5 File Manager
 - 6 Document Storage
 - 7 Entry to SINTRAN
 - 8 Log out

Select menu number or task name

You have 0 messages waiting to be read

3.1 The User Environment menu system

User Environment is basically a security system for controlling access to the computer. It contains two menu systems, which are designed to make it easier to select applications and utilities. It is a program that uses the SINTRAN operating system.

One of the menu systems is for the general use of everybody who uses the computer (the Public), this is explained in the Teamstation User Guide. The other is a menu system special to user SYSTEM (the Desk Supervisor), which contains system utilities.

For detailed information about the menu system used by the Desk Supervisor, refer to the Teamstation Supervisor Guide and the User Environment Reference Manual.

User area "SYSTEM"

Two different
"user SYSTEMS"

When you first begin to supervise Teamstation, you will be working as user SYSTEM in the User Environment menu system. However, you should be aware that there is also a user SYSTEM in the SINTRAN operating system.

Both these user SYSTEMs are exclusively for use by the Desk Supervisor and give access to commands not available to ordinary users.

They are both quite separate and can have different passwords. You are encouraged to use the same password for both, to avoid confusion. Normally though, in your daily supervision of the machine, you will hardly need to leave the User Environment menu level.

3.2 Changing the SYSTEM password

Password security

Teamstation is delivered with the user "SYSTEM" having the password "SYSTEM". As only the Desk Supervisor should know the password of SYSTEM, you should now change it to prevent other people from logging in as SYSTEM.

- 1 Select option 1 **System Maintenance** from the Supervisor Main Menu.

```
BUTTERFLY - 110      SUPERVISOR MAIN MENU
1987-02-10  19:26  User:SYSTEM  User Area:SYSTEM
```

- 1 System Maintenance
- 2 User Environment Maintenance
- 3 Supervise SINTRAN Users

- 2 Select option 1 **Set System Password and Clock** from the System Maintenance menu:

```
1  SYSTEM MAINTENANCE
   Work area: SYSTEM
```

- 1 Set System Password and Clock
 - 2 Display System Information
 - 3 Supervise SINTRAN Accounting
 - 4 Manage Floppy Disks
 - 5 System Backup
 - 6 Define COSMOS Network
 - 7 Transfer Files
 - 8 Remote Log In
- Select an option or enter a task:

EXIT returns you to the Supervisor Main Menu

The screen changes to show the Supervise-System menu screen.

```
DO Supervise-System      Version:      Press <CANC> to cancel choice,
Main→                   A00            <EXIT> to exit DO, <HELP> for help

1. New System Password
2. Update Clock
3. Interpret Error Code
4. Update SINTRAN System Number

Enter Choice:
```

- 3 Type 1 to choose option 1 **New System Password**, then press the ↵ key. The screen displays:

```
Enter Choice: 1

* New Password:
```

- 4 Type in your new password, then press the ↵ key. The password can contain both letters and numbers, but cannot have spaces. It should not be more than 16 characters long.
- 5 Wait while the computer updates its files.
- 6 The cursor goes back to the Enter choice field when this is finished.

This changes both the SINTRAN SYSTEM password and the User Environment SYSTEM password, (it also updates these passwords in the Load-mode file).

There are other commands that allow you to change the passwords individually, so that they are both different; this is not recommended.

Now go to the next section to set the clock.

3.3 Setting the clock

Teamstation has an internal clock that is used by the software to date all documents and files. You should only need to set this clock when you first set up the system.

If you have followed 3.2, you should have the Supervise-System screen displayed:

- 1 Choose the option **Update Clock** by typing 2 and then pressing ↵.

The screen now shows the time and date fields:

DO Supervise-System Version: Press <CANC> to cancel choice,
Main→ Update System Clock A00 <EXIT> to exit DO, <HELP> for help

- 1. New System Password
- 2. Update Clock
- 3. Interpret Error Code
- 4. New CPU number

Enter Choice:2

* Minute :
* Hour :
* Day :
* Month :
* Year :

Current time is: 15:45 02/12-1986

-
- 2 Type in the new time and date, don't forget to press the `↵` key after typing each line.
 - 3 After entering the value for the year, the computer will automatically update its internal clock.
 - 4 Press the **EXIT** key to return to the previous menu screen. Press **EXIT** again to return to the Supervisor Main Menu.

You should always use this procedure when you wish to change the date or time displayed by the system. You can also change the date or time using the standard MS-DOS commands, but this is not advisable, since any changes are not communicated to the SINTRAN part of the system until the system is restarted.

3.4 Creating new SINTRAN users

Your Teamstation can be used by up to five people simultaneously. In addition, many more users can have access to it.

Creating SINTRAN user areas

Before a user can work with Teamstation they must be given a SINTRAN user area. Each user area is allocated an amount of disk space for the storage of work. Also a "user name" and a "password" to identify it.

Public users need to work through User Environment. Therefore they require a user area in User Environment, as well as their SINTRAN user area. This is done by filling in a screen called the User Profile.

Passwords

Throughout this computer system there is a great emphasis on passwords. All users have to enter a password to log in.

Each user area has a password: one for the SINTRAN operating system and one for User Environment. Both of these passwords are used by the system and they need not be the same. (The user name need not be the same either!)

To avoid confusion, we recommend that users have the same password for both user areas and change both passwords at the same time.

How to create new user areas

Find out which of your colleagues are to become users on the computer, you will have to create a SINTRAN user area for each of them.

Remember to create a user area for yourself, (using user SYSTEM for ordinary work is not recommended). You can always add more users later on.

Users can choose any name and password for their user area. Names and passwords cannot contain more than sixteen letters or numbers. Punctuation marks or other special characters (except for the dash (-) character), are not allowed.

A typical user area name might be: **John-Fred-Smith**

Use the procedure set out below for each user area you create.



If you type a wrong character, you can erase it by pressing the **DELETE** key.

- 1 From the Supervisor Main Menu, select option 3, **Supervise SINTRAN Users**. Wait while the Supervise-Users screen is displayed.
- 2 At the prompt "Enter choice:", press the numeric key 1, then press the **↵** key. This starts the "create user" process.

D0 Supervise-Users Main→ Create User	Version: A00	Press <CANC> to cancel choice, <EXIT> to exit D0, <HELP> for help
1. Create User 2. Delete User 3. New Sintran User Password 4. Give User Space 5. Take user Space 6. User statistics 7. Directory Statistics Enter Choice:1 * User Name: * Directory name: * Number of Pages: * Password:		Directories entered PACK-ONE

- 3 Type in a name for the user area you wish to create and press the ↵ key.

USER NAME: *John-Fred-Smith* ↵

- 4 The computer automatically displays the Directory name as being PACK-ONE, as this is correct just press the ↵ key.

- 5 The computer then displays a default of 200 pages. If you wish to allocate this amount of space, just press the ↵ key. Otherwise erase this number and type in the "number of pages" you wish this user area to have. (A page is equivalent to 2Kbyte of disk space.)

NUMBER OF PAGES: *200* ↵

- 6 Type in the password your user has chosen, then press the ↵ key. The password can be changed by the user later.

PASSWORD: *Tintin* ↵

Teamstation creates this SINTRAN user area and then a message appears saying that you may continue. You can create another user area by selecting choice 1 again.

Other choices

Although you don't need to use the other choices in the menu now, you can try them out if you wish. If you have any difficulty, press the **HELP** key for some brief information. If you type in the wrong option, you can cancel the typing by pressing the **CANCEL** key.



- Option 2 deletes selected user areas from the computer.
- Option 3 changes the password of an existing user area.
- Option 4 and 5 change the number of disk pages that an existing user area is allocated.
- Option 6 gives information about individual user areas: how much space there is, access rights and when the user last logged in.
- Option 7 provides statistical information about the fixed disk.

When you have finished, press the **EXIT** key to return to the previous menu.

3.5 Setting up the User Profile

Now that you have created SINTRAN user areas, you must create corresponding user areas in User Environment.

You cannot create user areas in User Environment without first creating them in SINTRAN.

If you have any difficulties during this procedure, you can always press the **HELP** key.

- 1 Select option 2 "User Environment maintenance" from the Supervisor Main Menu.
- 2 Select option 1 "User Profiles".

```
2  USER ENVIRONMENT MAINTENANCE
   User area: SYSTEM
```

```
1 User Profiles
2 Terminal Profiles
3 Terminal Status
```

Wait while the User Profile screen is displayed.

- 3 Press the **F2** key. The line "User name" changes to "Create user":

USER PROFILE	
User: SYSTEM	1986-12-12
Create User	:
Password	:
Standard Task	:
Language	:
User level	:
User groups	:
Authorisation	SINTRAN:
Main user area	:
Alternative user areas	:
Menu system	:
The hours the user has access to the system	
From: 00.00 (hour:minute)	To: 24.00 (hour:minute)
Mon Tue Wed Thu Fri Sat Sun	
x x x x x x x	("x" means access)
Date of last login:	Login count:

EXIT - go out of profile manager FUNC R - go to terminal profile

- 4 Type the user area name you want to create into the Create user line. Press the **↵** key. For example:

Create user: *John-Fred-Smith* **↵**

Note

When you create a user area in User Environment you can give the user area a different name to the one that was created in SINTRAN. However, we recommend that you keep the same user area name to minimise confusion.

- 5 Type in the user area password, then press the ↵ key:

```
Password: Tintin ↵
```

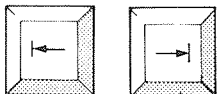
The cursor moves to the field "Main user area".

- 6 Type in the user's SINTRAN user area name, then press ↵:

```
Main user area: John-Fred-Smith ↵
```

- 7 A box appears. Type in the password for the SINTRAN user area name. Press the ↵ key.

```
User area password: Tintin ↵
```



If you do not want the person who's user area this is, to have access to SINTRAN, move the cursor to the SINTRAN field and type NO using the arrow and tab keys. You should also set the field User Level to Advanced. (This field affects a few commands in NOTIS-WP.)

The other parameters are now filled in with default values. If you want to change any of these, read the Teamstation Supervisor Guide.

If you want to create another user area, move the cursor to the User name field and repeat steps 3 to 7. If not, proceed to section 3.6

3.6 Listing users areas

To check that you have created a user area in User Environment, you can list the names of the user areas on the screen, or on a printer with the User Profile still on the screen. You can press the **HELP** key at any time during this procedure.

- 1 Press the **PRINT** key. A box appears overlaying the User Profile:

List users

Print all names beginning with (↵ gives all names):

.....

The list should be written to (may be abbreviated):

- file (remember the file type)
- printer
- terminal (press ↵)

Select list:

List 1

List 2

- 2 In the first field, press ↵ to list all the user areas or type in the first letters of the names you would like listed, i.e. Ja ↵.
- 3 The cursor moves to the next field. If you want to list the user areas on the screen, press ↵. If you want to print out a list, type in the printer name and press ↵. Alternatively you can store the list in a file, by entering the file name and type and pressing ↵.

- 4 The cursor moves to List 1. If you want a short description of the user areas, press \leftarrow . If you want a more detailed description, press the \rightarrow key to move to List 2 and then press \leftarrow .
- 5 Press any key to return to the User Profile screen. Press **EXIT** again to leave the User Profile screen and return to the menu system.

3.7 Leaving User Environment

You have now finished setting up the SINTRAN and User Environment user areas on Teamstation. If you have worked through this chapter successfully, you can assume that UE is functioning correctly. To leave User Environment:

- 1 Press **EXIT** to return to the Supervisor Main Menu.
- 2 Select option 8, **Log Out**.

When you log out, the following message is displayed on the screen with the current date and time:

```
--UE-- 12.30.09 21 SEPTEMBER 1984--  
-EXIT--
```

This message is then replaced by the User Environment Login screen.

CHAPTER 4: INSTALLING THE COMMUNICATIONS LINK

4.1	Before you start	4-2
4.2	Defining the System/CPU Number	4-3
4.3	Connecting the communications line	4-7
4.4	Defining the connection to the host computer..	4-8

4 INSTALLING THE COMMUNICATIONS LINK

Your Teamstation will normally be part of a larger Norsk Data complex of computers. These computers may be in the same building as your computer or may be many miles away at another location.

Teamstation normally has a "host" computer as a gateway between it and the rest of the computer communications network, COSMOS. The "host" computer is usually one of the larger computers in the Norsk Data range.

This chapter shows you how to connect Teamstation to a "host" computer.

4.1 Before you start

- 1 Contact the System Supervisor of the host computer. Inform him that you wish to connect a Teamstation running **COSMOS Asynchronous Communications** to the host computer. Also ask him for the COSMOS system name and CPU (system) number.
- 2 Decide how you are going to connect Teamstation to the host:

Direct connection using the default V24 interface, is possible if the host is less than 16 metres away. (By using a special cable with a "current loop" converter on it, it is possible to connect directly to a HOST at distances of up to 100 metres. Contact Norsk Data for information about cables and connectors.)

Modem connection over the telephone system is suitable for longer distances. (Contact Norsk Data for more information.)

- 3 If you are using a modem connection, find out the telephone number of the host computer's modem.

4.2 Defining the System/CPU Number

Your Teamstation is equipped with a unique Hardware Installation Number which relates to the machine cabinet. Also your Teamstation hard disk has a number stored on it called the System Number or CPU number. The System Number of your computer is used by other Norsk Data computers as an identification code for communications. The System Number and the Hardware Installation Number are the same.

Before setting up communications you must check that the System Number has been defined to SINTRAN. This section shows you how to do this and how to define the System Number, if it is necessary.

Note

You cannot set up communications unless the System/CPU number is defined. Also you must NOT attempt to do this from User Environment.

- 1 Log in as User SYSTEM. (See chapter 2, section 2.2.)
- 2 From the Supervisor Main Menu select option 1, the **System Maintenance** menu.

BUTTERFLY - 110 SUPERVISOR MAIN MENU
1987-03-16 19:26 User:SYSTEM User Area:SYSTEM

- 1 System Maintenance
- 2 User Environment Maintenance
- 3 Supervise SINTRAN Users

- 3 From the System Maintenance menu, select option 2, **Display System Information**.

```

1  SYSTEM MAINTENANCE
   Work area: SYSTEM

```

```

1 Set System Password and Clock
2 Display System Information
3 Supervise SINTRAN Accounting

```

- 4 The Display Information screen appears. Check that the SINTRAN System Number is the same as the Installation number:

```

DO System-Information      Version:  Type <CANC> to cancel choice,
Main→                     A00         <EXIT> to exit DO, <HELP> for help

```

<p>SINTRAN III Version J Revision: 40130B Generated: 5.16.39 5/3-1987 Sintran System Number : 17894</p> <p>Floating point format : 48 Instruction set : ND-110/CX 4PITs Microprogram version : 13 Print version : 3 Installation number : 17894 Disk C : 40MB Disk D : Not defined HDLC : No Terminals : 4 CPU type : ND-110/PCX IOX simulator version : 43460 Local Cosmos name : Not defined</p>	<p>PRINTERS WITH SPOOLING</p> <p>LOCAL-PRINTER</p>
---	--

Press <EXIT> to leave DO

If the numbers are different, then follow the procedure set out on the next page to define the System Number.

- 1 Press the **EXIT** key to return to the

System Maintenance menu, and again to display the Supervisor Main Menu.

- 2 From the Supervisor Main Menu, select option 7 **Entry to SINTRAN**.

This command exits you from the User Environment menu system and takes you to the SINTRAN prompt (@).

- 3 At the SINTRAN prompt type:

DO SUPERVISE-SYSTEM ↵

Wait while the menu is displayed.

- 4 Select option 4, **Update SINTRAN System Number** and press the ↵ key.

DO Supervise-System
Main-New System Password

Version: Press <CANC> to cancel choice,
A00 <EXIT> to exit DO, <HELP> for help

1. New System Password
2. Update Clock
3. Interpret Error Code
4. Update Sintran System Number

Enter Choice: 4 ↵

The computer will now need about ten minutes to complete the task of changing the System Number throughout its system files.

- 5 When you see the message:

You may continue

Press the **EXIT** key. You now have the SINTRAN prompt @ on your screen again.

- 6 To return to the User Environment menu system type:

UE-LOG ↵

This displays the UE Login screen; log in again as user SYSTEM.

- 7 To check that you have updated the System Number correctly, from the Supervisor Main Menu select option 1, **System Maintenance**.

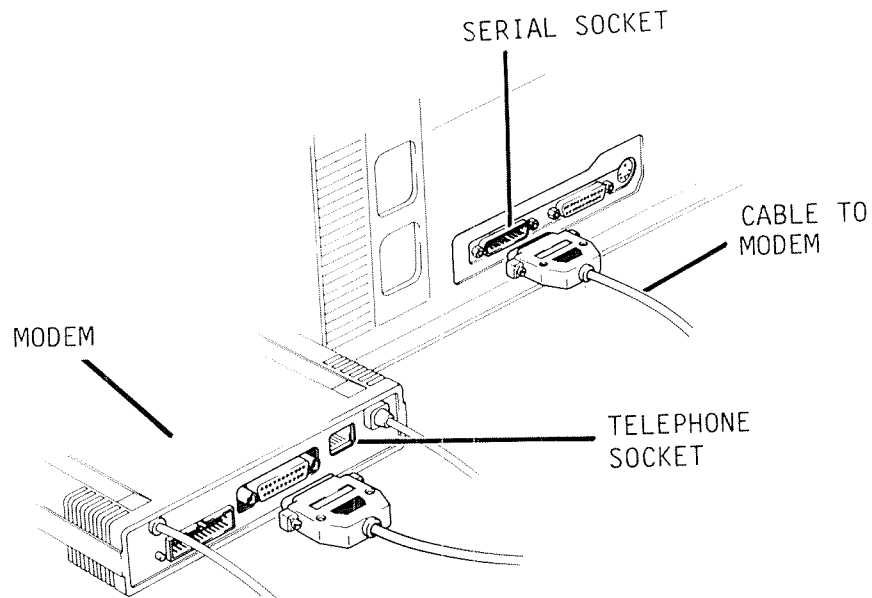
- 8 Select option 2, **Display System Information**.

If the SINTRAN system number is still different from the Installation Number, go to step 1 above and repeat the procedure.

- 9 Press EXIT to return to the System Maintenance menu.

4.3 Connecting the communications line

- 1 The serial communications line, direct or through the modem, connects to the serial communications port on the back of the system unit.
- 2 The other end of the line connects to the direct line or to the modem.



4.4 Defining the connection to the host computer

Before communications can start, the name and the System Number of the host computer have to be defined for Teamstation.

- 1 From the System Maintenance menu, select option 6 **Define COSMOS Network**.

The screen now displays the following:

```
Asynchronous link route setup
```

```
Option (type M for menu) :
```

- 2 Type *M*, then press \leftarrow to display the Define COSMOS Network menu.

```
Asynchronous link route setup
```

```
Option (type M for menu) : M  $\leftarrow$ 
```

```
MENU
```

```
Commands available
```

```
D - Delete existing route  
E - Exit (save or discard changes)  
H - define Host system (new users do this)  
L - List route mode files  
N - New route definition  
R - Reset mode files (and start again)
```

```
Option (type M for menu) :
```

- 3 Then after

```
Option (type M for menu) :
```

is displayed again, type *H* \leftarrow ,
to define the host system.

The first time you set up asynchronous communications, you will be prompted one line at a time for information about your system and your host's system. Type in the information, using the example on the next page as a guide.

Host definition

Your system has not yet been initialised for Asynchronous communications with other systems. This will be done now.

If you do not have a name for your butterfly, make one up now...

What is the name of your Butterfly system? : *YORK*↵

And what is the number of your system? : *17124*↵

What is the name of your host system? : *EXETER*↵

And what is the number of the host system? : *17457*↵

4 Type *E* ↵ to leave the program.

5 Type *Y* ↵ to the question:

save changes made ?

6 When the changes have been saved, the computer displays the message:

Now do a warm start (reset) to implement changes

To implement these changes and restart the computer, type:

@RESTART-SYSTEM

After five minutes you will see this prompt:

```
*****      The system is ready to use      *****  
*****      Push the <ESC> key to log in      *****
```

You have now defined the host computer as the COSMOS host for your Teamstation. The System Supervisor of the host computer defines your Teamstation as being on the COSMOS system.

The Teamstation Supervisor Guide tells you how to define other computers, so that your Teamstation can become part of the network.

Section 7.5 of the Teamstation Supervisor Guide describes how to use modems.

CHAPTER 5: IF YOU HAVE PROBLEMS

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5 IF YOU HAVE PROBLEMS

This chapter contains a simple action list for you to follow if you have any problems. If you still have difficulties after you have read this chapter, please seek the advice of a technically experienced person or ND system supervisor, before contacting your local Norsk Data Service Centre.

5.1 In general

- Do not turn off the system until you know what the problem is.
- Write down any error messages that appear and a short description of what you were doing when the problem occurred.

This information is important for the service engineer, if you decide to have the unit serviced.

- Before you call for service, make a few simple tests. First of all print out the CONSLOG.CUR file which is a system file containing console messages. This is very useful if you do need to ring Norsk Data Service. To do this:
 - 1 Display the System Manager by pressing the **SYS** key.
 - 2 Select option 3, **PC MS-DOS** by typing 3.

- 3 You see the MS-DOS prompt: C:\>. Now type the following:

```
C:\>print c:\bfly-110\conslog.cur
```

If this is the first time you have used the printer after starting up the machine, you will see the prompt:

```
Name of list device (PRN):
```

Just press the ↵ key and the file should be printed out on your printer. The message

```
C:\BFLY-110\CONSLOG.CUR is currently being printed
```

appears on the screen and then you are returned to the MS-DOS prompt.

- 4 To return to the Supervisor menu system, press the SYS key to display the System Manager. Select option 1, **User Environment** by typing 1.
- The checklist in the rest of this chapter can be used to see whether you can correct the fault yourself.

5.2 Problem checklist

Nothing happens, the system unit ON lamp remains unlit...

- 1 Turn off all externally attached devices (monitor, printer etc).
- 2 Turn off the system unit.
- 3 Unplug the system unit and all other power cables from the mains contact.
- 4 Check that the power outlet is working by plugging a light or other device that you know to be in working order, into the mains contact.
- 5 Plug the power cables from the system unit and the display unit if necessary, into the mains supply again.
- 6 Turn the system unit and the display unit on.
- 7 Disconnect and reconnect each cable at the back of the system unit, to ensure proper electrical connections (refer back to chapter 1 for instructions).
- 8 Check that all the cables are properly connected at the display unit and printer.
- 9 Check the power inlet fuse in the back panel of the system unit:
 - i Turn the system unit off and unplug it from the wall socket.
 - ii Unscrew the cap from the fuse holder at the rear of the system unit by pressing inward with a screwdriver and rotating anticlockwise.
 - iii Withdraw the fuse.

- iv Check the filament and glass cover are in order. If not, replace the fuse. The correct slow-blow replacements are 5A for 240V machines and 2.5A for 115V machines.
- 10 If you still get no response from the units, contact a technically experienced colleague.

The display unit ON lamp remains unlit...

- Check that you have switched the display unit ON.
- Check that the power cable from the display to the system unit is correctly connected.

After you switch on, nothing appears on the screen...

- 1 Is the display unit indicator lamp on? If it is not, see above.
- 2 Note that it may take up to twenty seconds before anything is displayed.
- 3 The display unit signal cable may not be plugged in correctly. Check that it is screwed into the correct connector.
- 4 The display screen may not be adjusted properly. Try adjusting the brightness and contrast controls on the display unit to find the picture. See section 1.9.
- 5 The fuse may be faulty in the display unit. Check it as follows:
 - i Turn the display unit off and unplug its mains cable.
 - ii Unscrew the fuse holder in the rear panel of the display unit and withdraw the fuse.

-
- iii If the fuse is blackened or broken, put in a new fast-blow fuse. The sticker on the rear of the display unit will tell you the correct fuse rating, otherwise consult the documentation which came with the unit.
 - 6 The display unit may be faulty. You can only check if your display unit is faulty, by swapping it with another Butterfly display unit.

If you cannot check this, or if your display unit still appears to be faulty, call your local Norsk Data Service Centre.

Error messages appear on the screen...

The start-up tests display an appropriate error message whenever a fault is found.

Keyboard locked If the message

Keyboard Locked, unlock and
Press F1 to continue

appears, unlock the system unit's keyswitch and press the F1 key at the top right-hand corner of the keyboard. The start-up will continue without problems assuming there are no hardware faults.

Keyboard error If the message

Keyboard Error

appears, start-up continues automatically after a short pause. 'Keyboard Error' can occur if you press any of the keys during start-up. If you have done so, just wait for the process to continue. Otherwise turn the system unit off, check that the keyboard cable is properly connected and turn the system unit on again.

No battery If the message

No battery for CMOS clock/RAM
Press F1 to continue

appears, the battery in the system unit is defective. It has a lifetime of about 3 years. Contact Norsk Data Service to have it replaced.

Note

This message also appears when the system is first started after the battery has been disconnected temporarily or replaced. In this situation it does not mean that the battery is defective. (Other things may also prompt the message.) To check this you will need to run the Set-up program on the diagnostics diskette, see the next page.

If any other messages are displayed:

- Re-start the computer, the error may not recur.

- Test programs
- Run a special test program. There is a suite of maintenance, test and setup programs delivered with your Teamstation, on the diskette titled "Butterfly-110 PC Diagnostics".

These programs are not normally used during installation, but they may be useful if you think something is wrong with the system.

Many messages you may encounter, contain the phrase 'Press F1 to continue'. Pressing F1 allows you to bypass the error condition so that you can run test programs. Except in the 'Keyboard Locked' case described previously.

The diagnostics diskette provides keyboard, mouse, screen, memory, disk and other tests. It is simple to use and has a help facility.

Set-up program

One program that may be used to alter some of the basic installation parameters is the Setup program. This is a suite of programs used by the PC part of Teamstation. It is contained on the "Butterfly-110 PC Diagnostics" diskette.

For instructions on how to use this diagnostics diskette, please refer to the Teamstation Desk Supervisor Guide.

The Ericsson DOS message does not appear...

There may be an error in reading the DOS files from the disk. Re-start the computer and see if the problem is repeated. If it is, you should try using the Setup program to clear it.

After the Ericsson DOS message...

If after the Ericsson DOS display appears, any of the following occur, try switching the computer off and then on again:

- An error message beginning with ND appears.
(Don't forget to make a note of the error message number.)
- The Start-up screen is not displayed.
- The Login screen appears, but the system hangs (fails to respond).

If this does not work, try contacting a technically experienced member of staff or ND System Supervisor, before contacting your local Norsk Data Service Centre.

The mouse will not move the cursor

- 1 Check that the mouse is correctly connected to the keyboard.
- 2 Check that the ball in the mouse is rolling freely.
- 3 Use the diagnostics diskette to test the mouse.
- 4 Try to move the cursor with the arrow keys on the keyboard.

APPENDIX A: MOVING THE SYSTEM

A MOVING THE SYSTEM

If you have valuable information stored on your Teamstation, you should take precautions before you move it to a new location.

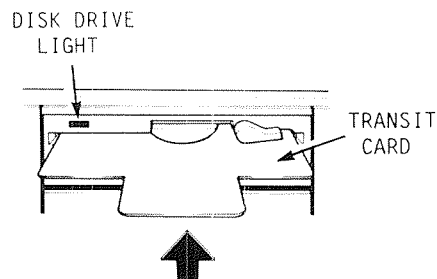
Before moving the system always:

- 1 Back up the fixed disk onto floppy disks or tape streamer. Refer to the Teamstation Supervisor Guide, chapter 4 "Looking after the data", this gives information about how to backup the fixed disk.
- 2 After backup, type in the MS-DOS command:

`c:\>PARKDISK`

This parks the disk head so that it cannot damage the disk surface. The computer will either confirm that this is done with a message, or inform you that it is not necessary for your type of disk.

- 3 Turn off the system unit, display unit, printer and any other peripherals.
- 4 Insert the transit protection card into the floppy disk drive.



- 5 Unplug and store all power cables.
- 6 Disconnect all cabling between the units and store the cables in a safe place.
- 7 Remove the key from the keyswitch. Keep the key safe.

If you are transporting the system a long distance, i.e. further than an office in the same building, the units should be packed into their original boxes.

At the new location, refer to chapter 1 to re-install the system. If you have any problems, read chapter 5 in this manual, before calling your local Norsk Data Service Centre.

APPENDIX B: THE GLOSSARY

B THE GLOSSARY

↵ key

Press this key when you have finished typing in a command or information, and you want the computer to act on it. In some programs the key moves the cursor to the next line. It is also referred to as the RET key.

@ prompt

Whenever the SINTRAN side of the computer is waiting for you to enter a command, it will display the @ sign. (Note that this may be changed by the Supervisor.)



This key allows you to erase characters. When you press the key, it moves the cursor to the left, deleting as it goes.

Access rights

Access rights are the level of security assigned to each user area and individual files. Normally users have full access rights to their own files only.

Application

An application is a piece of software that helps you to work productively, i.e. a word processor program.

Arrow keys

A set of four keys that may be used to move the screen cursor up, down, left or right. (They are also known as the "cursor" keys.)

Backup

The copying of one or more files onto floppy disk or streamer tape for safety. If the computer breaks down, you will still have a copy of your files on floppy disk.

Bar code reader

A device shaped like a wand that can read bar codes. On Teamstation the wand is plugged into the back of the keyboard.

Batch job	This is a program that allows you to instruct the computer to carry out special tasks automatically. It usually contains SINTRAN and subsystem commands, arranged in the sequence they would be entered from the keyboard.
Butterfly keyboard	The name given to the keyboard used with the range of ND-Butterfly computers. It is an extension of the established NOTIS design, with enhancements for MS-DOS compatibility.
C:\>	This is the prompt you see when you access the MS-DOS (PC) side of Teamstation. It signifies that you are in communication with the fixed disk (C). See command line.
Command	An instruction that tells the computer to perform a predefined function.
Command line	In MS-DOS the command line shows the command prompt (the disc drive character followed by a "greater than" symbol, i.e. C:\>). When the computer displays the command line, it is waiting for you to type in a command.
COSMOS	The name given to the Norsk Data networking system for communications between ND computers.
Cursor	The cursor is the blinking line or block displayed on the screen. It usually shows you where on the screen the next characters you type will appear. Within applications the cursor can usually be moved around the screen using the cursor or arrow keys.
Cursor keys	These keys move the cursor around on the display screen. They are the four arrow keys on your keyboard. Pressing one of them moves the cursor one character width.
Default	The setting automatically used by the computer. These can usually be changed if the user specifies different values.

Default value	On many commands the computer asks you to type in parameters. If you just press the ↵ key, the default values for the parameters are used.
Desk Supervisor	The person who looks after the day-to-day running of Teamstation.
Directory	<p>In SINTRAN, a directory is the name given to the whole disk. Your Teamstation fixed disk is known as Pack-One.</p> <p>In MS-DOS, a directory is a name under which a group of files can be stored.</p>
Disk drive	There are two disk drives on the Teamstation. The fixed disk drive is a high capacity non-removable drive used for all Teamstation's data storage. The floppy disk drive allows you to store data on removable magnetic disks; this is useful for transporting data and taking system backups.
Display unit	A unit like a television set. All communication with the computer is shown on its screen. Also sometimes called a "monitor" or a "VDU".
Do System	This is a special system operating within SINTRAN. It allows users to carry out complex procedures by choosing options from menus. It avoids users having to learn complicated SINTRAN commands to carry out the same procedures.
Document	This is a general term used to describe what you write with an editing program, such as NOTIS-WP. For example, a report, letter or memo. Documents can also be called text files.
DOS	Short for Disk Operating System. It is normally used to mean MS-DOS, the operating system used in the PC part of Teamstation.
Drive	A drive is the physical unit that reads and writes information to the magnetic disks. Teamstation contains two disk drives: the floppy disk drive and the fixed (or hard) disk drive.

Drive character	<p>In MS-DOS, the command line always displays the default drive letter, for example, C:\>.</p> <p>In SINTRAN, there is no drive character. It is assumed that you always use the fixed disk drive, unless you explicitly state otherwise.</p>
Ericsson	The name of the company who developed the personal computer part of Teamstation.
ESC key	This key can be used to stop a SINTRAN command once it has started. It is also used to display the Login screen.
Executable files	These are MS-DOS program files and they start applications or utilities. The file name is typed in at the command line.
External commands	These are MS-DOS commands that use programs stored on the disk. They are loaded into memory when needed.
Field	A field is a space in a form generated by the computer, that you fill in to give further information to the computer.
File	A collection of related information that is stored on the computer. Files typically have a name or number by which the information can be referenced or accessed: the file name. Anything you store on the computer is stored as a file.
File name	A sequence of characters assigned by the user to uniquely identify a file. The syntax of the name depends on which operating system you are using.
Fixed disk	This is a high-capacity non-removable disk that is built into the computer. It is used as permanent storage for all of your files and data. It is also known as the hard disk.
Floppy disk	A removable magnetic disk used for storing computer data. Teamstation uses 5 1/4 inch floppy disks (also known as "flexible" disks or "diskettes").

Formatting	Before you can use a disk it has to be prepared for use by formatting. There are two different formatting processes, one for SINTRAN disks and one for MS-DOS disks.
Hardware	A collective term that refers to the physical components of your Teamstation and printer.
Hard disk	This is a high capacity non-removable disk that is built into the computer. This is used as permanent storage for all of your files and data. It is referred to as the "fixed disk" in this manual.
Highlight	The act of moving the cursor, so that the words beneath it are shown in another colour or inverse video. When you move the cursor in the System Manager, the various options are highlighted.
Host	The computer that your Teamstation is in direct communication with. It is usually one of the bigger computers in the Norsk Data range.
IBM Compatible	A computer is said to be IBM compatible if it can run the packages that run on the IBM PC. Teamstation is not fully IBM compatible, but will run the majority of packages without any problems.
Internal commands	These are MS-DOS commands that are always present in memory. They can be used whenever the system prompt is displayed.
Kbyte (KB)	A unit of memory. The MS-DOS operating system has 640KB of memory, while the SINTRAN operating system has 1 or 2MB of memory depending on the Teamstation or OWS-110. The fixed disk has 40Mb (40000KB) of storage memory.
Keyswitch	A lock that enables you to lock the computer, so that other people cannot use the main unit. It can also be called the keylock.
Log in	The act of identifying yourself to the computer, by typing in your user name and password.

Login screen	The screen that you see on your display immediately after the Start-up screen.
Log out	The act of leaving SINTRAN is called logging out.
Memory	The memory is your computer's internal storage medium. All your data is stored there and you can retrieve it as often as you like.
Menu	A screen display that lets you select from a list of options, simply by using the cursor keys and the RETURN key.
Modem	A device that lets you communicate with other computers over telephone lines.
Mouse	A small hand-operated device that allows the user to select functions and activate applications. It can also emulate the operation of the cursor keys.
Mouse buttons	The buttons on the top of the mouse can be programmed with special characters, in the same way as the push-keys.
MS-DOS	Microsoft Disk Operating System. The computer program that controls the personal computer (PC) part of Teamstation. Only the main unit (terminal 1), can access MS-DOS directly.
Multi-user	The Norsk Data side of Teamstation, using the SINTRAN operating system, can be used by more than one person at a time; it is multi-user.
ND	The initials of NORSK DATA.
ND-Butterfly	The generic name given to the Norsk Data family of Workstations and Teamstations.
ND-110PCX	The generic name given to the piece of hardware inside Teamstation, that makes up the Norsk Data minicomputer.
NOTIS	The generic name given to the Norsk Data family of office automation products.

NOTIS-WP	This is a word processing program under the NOTIS range of office automation products. For more information consult the NOTIS-WP User Guide ND-63.018.
Operating system	An operating system is the basic software that controls a system's resources, and the processes using these resources. Teamstation uses two operating systems, MS-DOS and SINTRAN.
Page	A page is a SINTRAN term that describes an amount of disk space. One page is equal to 2KB of disk memory.
Parameter	A parameter is a variable that has to be entered with a command. It usually delimits the scope of the command. Parameters generally have default values that are given automatically when no other value is presented.
Password	A secret code that together with a user name, gives access to a user area on the computer. Passwords are not shown on the screen. They are used to prevent other unauthorised users, from gaining access to the files stored in a particular user area on the computer.
Path	This is an MS-DOS command that specifies the search order that MS-DOS follows when it is looking for a file.
PC	Short for personal computer. This is the generic name given to the range of IBM MS-DOS compatible computers. One of the System Manager options allows you to use such a compatible computer.
PC-AT	The name given to the type of IBM compatible computer used inside Teamstation.
Peripheral	A hardware device, such as a printer, that is external to, yet controlled by the computer.

Personal backup	Taking personal backup means to copy your own files from the computer fixed disk onto floppy disks. This is done for security, in case one of your files is accidentally destroyed or the fixed disk is damaged.
Personal computer	This is the generic name given to the range of IBM MS-DOS compatible computers. One of the System Manager options allows you to use such a compatible computer.
Program	A set of instructions that define a task to be performed by your computer, to solve a problem or achieve a desired result. A word processor is an example of a complicated program.
Prompt	When the computer wishes you to type in a command it usually displays a prompt, i.e. in SINTRAN the @ sign. Alternatively, you may see a message displayed on the screen that you have to answer.
Remote computer	A computer that is not the one your terminal is directly connected to. If you work on another computer from your own terminal, you are connected "remotely".
RETURN key	This key signals to the computer that you want it to take notice of something that you have typed. It is also known as the ↵ or RET key.
RS232	The recognised transmission standard for serial computer data. Teamstation conforms to this standard (it is the same as V24).
Scratch file	The SINTRAN operating system assigns you a "scratch file" each time you log in to the system. This file is used as temporary storage space for your user area.
Signal lead	The lead carrying data from one part of the computer to another.

Single-user	The MS-DOS side of Teamstation is single-user. It can only be used by the person sitting at the Teamstation main unit (terminal 1).
SINTRAN	The name of the computer program (called the operating system), that controls the functions in the Norsk Data multi-user part of Teamstation.
Software	A collective term that refers to all applications, utilities and programs stored on the computers fixed disk.
Spooling	The ability to work on one file while printing another. SINTRAN has a spooling utility. Similar spooling utilities can be purchased for the MS-DOS system.
Start-up screen	This is the picture displayed whilst the start-up tests are run.
Supervisor	The person who is primarily responsible for the day-to-day running of a computer.
SYS key	This is the key you press to activate and deactivate the System Manager window. It can only be used from the main terminal (terminal 1).
System backup	The Supervisor should regularly take a complete backup of all the data on the fixed disk, copying it onto floppy disks. This is to protect the data in case of a computer failure or faulty disk. Individual users, who are concerned about their work, should also take a personal backup of their own files regularly.
System Manager	This is the menu that allows you to swap between the operating environments: MS-DOS, SINTRAN and User Environment. It also allows you to program user functions such as the mouse.
System Supervisor	The person who is usually in charge of the larger Norsk Data computers.

System unit	The name given to the unit containing Teamstations disk drives and electronics.
Teamstation	The ND-Butterfly computer containing the ND-110PCX multi-user minicomputer, and four terminal interface.
Terminal	This is a remote unit connected to Teamstation by cable, it consists of a display unit and keyboard. Terminals can only use the User Environment and SINTRAN parts of Teamstation. Only terminal 1 can access the MS-DOS operating system.
Terminal 1	This is Teamstations main unit. It is the only terminal that can use both the SINTRAN and MS-DOS operating systems. You change between these two environments using the System Manager.
Terminal interface	The box on the back of the system unit that connects the system unit to the terminal cables.
Transit card	The cardboard packing put inside the floppy disk drive to prevent damage during transit. It should be re-inserted whenever the computer is moved.
User	A user is a person who is allowed to work on Teamstation. All users have a unique user area, with a name and password that gives only them access to it.
User area	The SINTRAN user area that is assigned to a user for storing their files.
User Environment	This is a security system for controlling access to the computer. It contains menu systems designed to make it easier to select applications available on the computer.
User name	The name you use to log in with by which the computer recognises you.

User password	Whenever you log in you will also be asked to type in your password. This is a secret code known only to you, it stops other people using the computer under your name.
User Profile	The characteristics of your user area. Some of the parameters in the User Profile can be changed by the user; others only by the Supervisor.
Utilities	These are computer programs that help you to use the computer more efficiently, for example File Manager.
Window	An area of the screen that changes while the rest of the screen stays the same. The System Manager is displayed in a type of window.
Word processing	This is a computer application that allows you to use a computer in a similar way to a typewriter. You can type letters and reports and print or mail them.

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