



Broadcast Tools®

Windows HyperTerminal Setup Instructions

NOTE: The following instructions are for use with Windows 95/98/ME/NT/2000/XP HyperTerminal.

NOTE: If you are a Microsoft Vista OS user, you may have to download "PUTTY".
LINK: <http://www.chiark.greenend.org.uk/~sgtatham/putty/download.html>

You can start HyperTerminal by clicking Start, pointing to Programs, pointing to Accessories, pointing to Communications, clicking HyperTerminal, and then double-clicking on the icon labeled Hypertrm or Hypertrm.exe. Follow the steps below:

1. A new window will open labeled "CONNECTION DESCRIPTION".
2. In this window, type a name that describes the connection (We suggest BT9600), click the appropriate icon, if desired and click OK.
3. A new window will open labeled "CONNECT TO".
4. At the "CONNECT TO" screen, move your cursor to the "CONNECT USING" box.
5. Press the down arrow on the right of the box to select the available com port "Direct to com x", where "x", (usually a number from 1 through 4) is an operating com port.
6. Then click the OK button.
7. The PORT SETTING window will appear.
8. At the PORT SETTING window, Change the baud rate to 9600.
9. Change flow control to NONE.
10. Then click OK button.

You will have a new window labeled with the Connection Description you typed in earlier (in our example, BT9600).

11. At this window, click on CALL tab at the upper center portion of the menu bar and click on "DISCONNECT".
12. Click on FILE tab at the upper left portion of the menu bar and click on Properties.
13. Click the Settings tab, then click on EMULATION and change to ANSI.
14. Click on the ASCII setup tab and then click the box "echo typed characters locally".
NOTE: Not used on some products.
15. Click the OK button.
16. Click on FILE, click SAVE.
17. Click on CALL, click Call or Connect.
18. HyperTerminal is now ready. Check the bottom right side of screen for a running timer.
19. Connect your equipment to the PC's COM port
20. Enter the command to request the menu or to issue a command.