



Sandtrap® 1.6 Quick Start

Installing Sandtrap

First, install any multi-port serial I/O cards and their associated drivers. If you have a USB dongle, you will be instructed to remove it during installation. If you have a Parallel Port dongle, you should attach it now.

To install Sandtrap: Log on as an administrator. Place the Sandtrap CD in your CD drive. If autoplay is enabled, the installer will automatically run, otherwise, run the file *setup.exe* from the top level directory on the CD. You will be presented with a catalog listing of items to install. Single click on the Sandtrap icon to install Sandtrap.

If the install requires a reboot and you are using a USB dongle, then after rebooting, attach the USB dongle. The Windows New Hardware Wizard should start and ask to install the drivers for a USB Security Protection device. Accept all the defaults and let the wizard finish.

Sandtrap, including all manuals and programs, will install by default into **C:\Program Files\Sandstorm\Sandtrap**. Manuals are also available via the user interface Help menu, and your computer's *Start->Programs->Sandtrap* menu.

Starting Sandtrap

Start Sandtrap with the *Start->Programs->Sandtrap* menu, or from the desktop icon if you elected to install one during Setup. You will be presented with the main Sandtrap window, and an array of modem indicator icons on your taskbar (appearing as grey circles with numbers inside).

Testing Sandtrap

Sandstorm recommends that after you install Sandtrap, you perform a test call to it, to familiarize yourself with the way that Sandtrap works. For this test, you must have two modems attached to two machines: one to run Sandtrap, and one to dial into the Sandtrap machine.

1. **Prepare modems.** Ensure that all of your modems are plugged in to their analog (or ISDN) lines, turned on, and available.
2. **Enable the modems to answer.** From the Sandtrap menu, select *Tools->Options*. On the *Modems* tab of the Sandtrap Properties dialog that appears, select the *Answer* state for each modem that you want to answer. Make sure you have assigned it the appropriate COM port. You can determine each modem's assigned COM port via your computer's Device Manager.
3. **Enable e-mail notification (optional).** On the *Alerts* tab, check *Enable SMTP Alerts*. Fill in the *To address* with your e-mail address, and the *Outgoing Mail (SMTP) Server* with your outgoing mail server name. Make sure the *Login Attempt* box is checked.
4. **Save your settings.** Click on the *OK* button to save your settings and close the Sandtrap Properties dialog. The modem indicators in your taskbar should now be black for all enabled modems. If they are grey, check your modem settings again.
5. **Set up the calling modem.** On the calling machine (the one that is not running Sandtrap), make sure the modem is plugged in to the analog line, turned on, and available.
6. **Dial Sandtrap from the calling modem.** On the calling machine, use a program such as HyperTerminal to establish a connection with your modem. Dial a Sandtrap modem by typing **atdt** followed by the phone number the Sandtrap modem is connected to. Sandtrap will answer after 2 rings and prompt the caller with the information from the Sandtrap Properties *Emulation* tab. At the calling machine, enter something at the login and password prompts. Sandtrap will disconnect the call after the password is entered, or if nothing is entered for 30 seconds.
7. **Check the result.** On the main Sandtrap window, you should see the progress of the call, including the username and password, in the scrolling log. This information will also be saved in *sandtrap.log*. If you set up e-mail notification, you will receive e-mails about the login attempt. You can also view events using the *View->Events Log* option.
8. **Exiting Sandtrap.** You can exit Sandtrap by closing the Sandtrap window or by selecting *File->Exit*.

For more information, see the Sandtrap manual and Release Notes (*sandtrap_readme.txt*) files included on the CD.