



Scripting in Winlink 101

AN INTRODUCTION TO SCRIPTING WITH WINLINK EXPRESS

Some Definitions

- ▶ Gateway—A station that provides a “bridge” between a radio link and the internet for passage of e-mail
- ▶ Node—A station that provides a link to connect a user to a gateway (potentially through another node)
- ▶ Script—A series of instructions that directs traffic to specific nodes and/or gateways

Why Use a Script in Winlink Express?

- ▶ You can't reach a working Gateway directly
- ▶ Note: Scripting works the same in a P2P Winlink Express session as it does in a Packet Winlink session but the script has to be specific to the P2P destination station. All the requirements for a successful scripted P2P connection are the same as a direct P2P connection.

What are the basic elements of a script?

- ▶ Scripts contain Packet commands
 - ▶ Packet is one of the modes that Winlink uses to move messages
 - ▶ Understanding Packet as a data mode is beyond our scope today
 - ▶ We will have a work session on Packet at a later date
- ▶ Scripts are always written as a “pair”
 - ▶ The “connection line”
 - ▶ The station to which you want to connect
 - ▶ The expected response line
 - ▶ What the response will be if the connection is successfully made
- ▶ Scripts are normally only one to three pairs but may be more
 - ▶ Shorter is better

Naming Convention for Scripts

- ▶ Naming is personal preference
- ▶ A good naming scheme includes:
 - ▶ The initial station frequency
 - ▶ The name of the initial station
 - ▶ The name of the destination station

Where and How Do I Create and Use a Script in Winlink Express

- ▶ Demonstration
 - ▶ Destination is a Gateway
 - ▶ Destination is a P2P connection

Packet Infrastructure for Eastern Washington

- ▶ Three Views

- ▶ <http://www.felge.us/SpokNS.pdf>

- ▶ <http://www.felge.us/SpokNS.pdf>

- ▶ <http://www.felge.us/SpokAreaPak.pdf>

Useful Scripts for Eastern Washington

▶ <http://www.felge.us/RMSPac.pdf>

Using Scripts to connect to a Winlink Packet Gateway

- ▶ Demonstration

Questions?

