glassbead
software

<PLUNKIT! NAME GRAPHIC>>

Mac Beta Version 1.0

<Plunkit! Graphic>>

**Lisa Sawin,
Adam King
&
Eric Harris-Braun**

Chapter 1: Welcome

Welcome to Plunkit!, the private LAN/WAN cross-platform file transfer system for Macintosh and Windows networks that's a snap to install and run, and flexible and fun to use. Plunkit! runs on any Macintosh with OS X (10.3 and above) and any Windows computer running either XP, Windows 2000, or Windows Vista. Plunkit! connects over your TCP/IP network and does not require any system administration or the use of a server. Although Plunkit! allows seamless file transfers between Macintosh and Windows computers, the interface has some platform specific differences. This documentation covers the program for Macintosh users. A similar manual for Windows users is available on our website at http://www.glassbead.com/download/ .

● What Makes Plunkit! Unique?

Plunkit! Is Easy to Install and Use

Plunkit! is plug-and-play software. It installs in a minute, finds other users on the network, and is immediately usable. No system administration is required. With Plunkit!, you just drag a file or folder onto a recipient's name and off it goes. It's as simple as that. Plunkit! is file transfer — delivered!

Plunkit! Is Fast, In-House and Secure

Plunkit! connects to other computers via the TCP/IP networking protocol. Plunkit! does not rely on the Internet to transfer files within your local network but Plunkit! can connect computers securely across the Internet, producing a "virtual LAN" that keeps your files private. This makes Plunkit! very fast as an "in-house" file transfer system. Slow attaching, addressing, and unattaching from email is a thing of the past. Since Plunkit! runs independently from Internet mail systems and public chat systems, all file transfer can be conducted with complete privacy, no fears about receiving an external virus and no fears of sending confidential files out of you company.

Plunkit! Runs Peer-to-Peer with No Need for a Server

Plunkit! does not require that you dedicate a computer to act as a server. In addition, with Plunkit!, your files are not routed through a third party's server on the Internet. This keeps Plunkit! up and running even if the Internet is down.

● What You Need to Run Plunkit!

Plunkit! requires a TCP/IP network. You do not need to be connected to the Internet for Plunkit! to work.

● Trying and Buying Plunkit!

You can download the most recent version of Plunkit! from our website at www.glassbead.com. Plunkit! will run for 45 days. After this you will need to purchase a license.

Plunkit! is sold on a per-user basis. Registration codes will work for either the Mac or the Windows version. For example, you might buy a fifteen-user license in which case you will be sent a fifteen-user registration code. This code could be used with any combination of Mac or Windows users. If you later need to add four more users to your system, purchase another four-user license from our website and you will get a new registration code for nineteen users. Buying a license is easy. Select Purchase Plunkit! from the menu icon on the Plunkit! window and you will be taken to the website to purchase. You can also visit us directly at www.glassbead.com/buy.

After purchasing online, you will be sent a valid serial code by e-mail. Enter this code along with your registration name by choosing Enter Registration Code from the Plunkit! menu icon. You only need to enter the license on one computer — all others will share this license. Note: If you are connecting remote LAN's, you will need to enter the license on one computer in each LAN.

● Installing Plunkit!

To install Plunkit! for OS X: (<Beta testers, just unzip app>)

1) Launch the Plunkit!_OSX.dmg file that you downloaded from the Glass Bead Software website.
2) Drag the Plunkit! application to your hard drive.
3) Double-click on the Plunkit! application.

If you need a copy of the latest installers, you can get it at http://www.glassbead.com/download.

● Running Plunkit!

The first time you run Plunkit!, you will be asked for a user name. The name you enter here will be your Plunkit! name and will appear in the Plunkit! user list on every Plunkit! user's computer. You can change your Plunkit! name at any time.

After you enter your name, you will see the Plunkit! floating window on the screen. On this window will be your name and the names of anyone else who is running Plunkit!

● Plunkit! Documentation

You can download or view this manual in PDF format from the Plunkit! menu icon's Help menu.

Chapter 2: Using Plunkit!

When Plunkit! is first launched, you will see the Plunkit! floating window on your screen. This window will appear on top of other windows for your convenience, however, you can also hide the window off the side of your screen (left, right or bottom). Simply drag the window so that it is partly off the screen and it will attach itself to the edge. When you want it, simply move the cursor over where its edge is showing and it will pop-out for you to use. At the bottom right of this window is a menu icon. Click and hold on this icon to get a menu of options. Note: To resize this window you should make sure that it is first dragged completely onto the screen.

● Sending Files

To send a file or folder to someone, simply drag it onto the Plunkit! window (it will pop-out if it is on an edge) and drop it on the recipient's name. Or, click on their name first and a file selection window will appear where you can pick the file you want to attach. You may send up to 2 gigabytes at a time (we hope this is enough!). If a person's name is grayed out, then their computer is off and you can't send them files.

You will hear a sound and the file will be on its way. At the bottom of the window it will show that sending is in progress and the recipient's name will fade in and out. Once the file is transferred, the sending message and blinking name will stop.

● Receiving Files

When you receive a file, you will hear a sound, the Plunkit! icon will bounce in the dock, and an alert box will appear on your screen with the name of the file that arrived. All of these notifications can be turned or off in the preferences. If you highlight the name, you can choose to open it directly or reveal its location in the Finder.

When files arrive, they are placed in a folder on your computer. If no folder is specified, a folder named "Plunkit! files" will be created on your desktop and all files will be placed there. You can change this location in the preferences.

Chapter 3: Customizing Plunkit!

To customize how Plunkit! is configured, select Open Preferences Window (the first option) from the Plunkit! icon menu.

The Preferences window is divided into five tabs. Each tab has a Factory Defaults button that allows you to return the preferences to their original settings.

Receiving

<RECIVING PREF TAB>

Plunkit! can signal the arrival of files in three different ways:

Sound: Plunkit! will play the selected sound (at the selected volume).
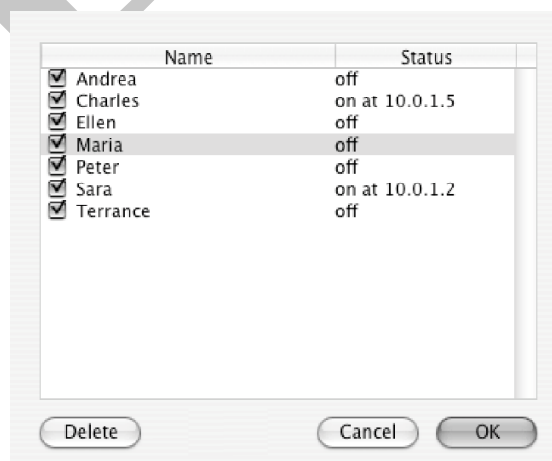
Alert Window**:** An alert window will appear with the option to open the file or reveal the file in the Finder.

Bounce Dock Icon**:** The Plunkit! icon will bounce in the dock.

From this tab you can also set the folder and location where received files received will be placed.

Users

The users window allows you to delete users who are no longer on your network, determine how the user list is sorted, and view the on-off status of the user's as well as their current IP address.

To delete users, select the name(s) of the user(s) and click on the Delete button.

To sort the user list by last name, check on this box.

Appearance

You can customize the colors that indicate users that are on (default black), users that are off (default gray), and the color strip that shows when Plunkit! is hidden off the side of the window (default pinkish).

You can also set the font, size, and style of the text used in the user list.

The transparency slider lets you set the transparency of the Pluinkit window. By default it is set to the lowest (no transparency).

The speed of hiding slider lets you set how quickly the window pops out and return to the side of the screen.

Misc.

User Name:

To change your user name, enter your new name in the text box. All user names on the network must be unique.

Play sound on send

Plunkit! plays a sound when you send a file. To turn this feature off, uncheck the Play sound on send checkbox. You can also change the sound that you would like to hear and set the desired volume level.

Ask before quitting Plunkit!

Check this preference to have Plunkit! request confirmation before quitting.

Launch at system startup

Check this preference if you want Plunkit! to launch automatically when you start up your computer.

Chapter 4: Networking

Plunkit! supports the TCP/IP networking protocol. The networking tab of the preferences lets you configure Plunkit! to work with a variety of network configurations.

Setting the Port

By default, Plunkit! listens on port number 3548. You may change this setting, but then you must inform the other users to set you up as being on this port (see below). Note that if you are using a firewall, you will have to allow communication on your port for Plunkit! to work.
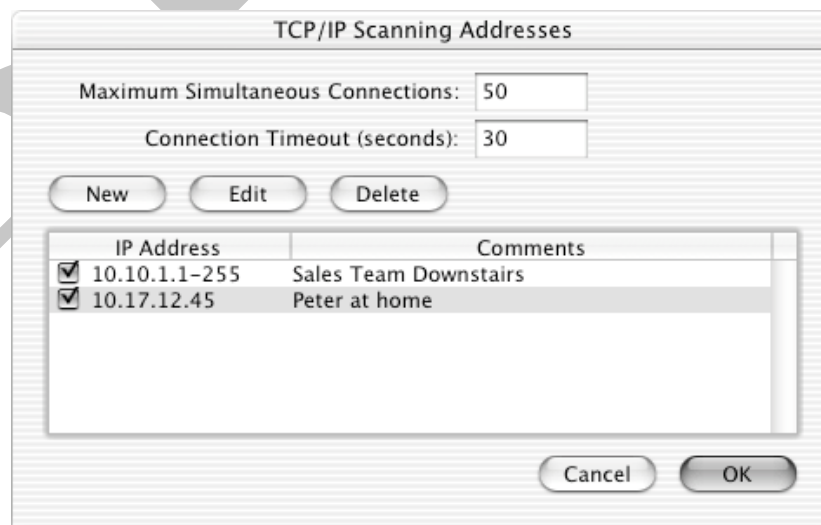
Finding other Users

Plunkit! can discover other Plunkit! users by sending a UDP broadcast over your local network, using Bonjour or by scanning a list of TCP/IP addresses. By default, Plunkit! uses only UDP broadcast. Uncheck an option if you do not want it active.

Plunkit! automatically scans the network to look for other users when it is first launched. To manually initiate a network scan, select Scan Network from the Plunkit! icon menu. You may need to do this if you are not using UDP broadcast or Bonjour.

TCP/IP scanning

If you have a more than one subnet on your network or you will be connecting to Plunkit! users over the Internet, you will need to check the TCP/IP scanning checkbox and then enter IP addresses and/or ranges of IP addresses into the TCP/IP scanning list so that Plunkit! can find the users at those IP addresses.
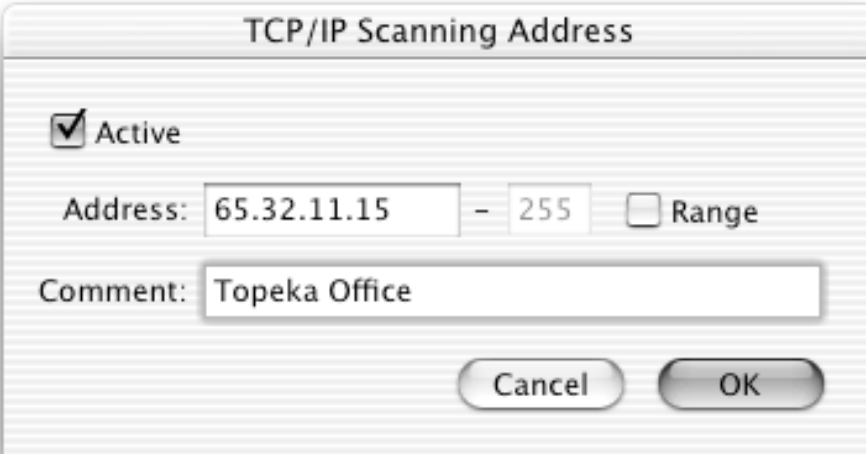
Adding and Editing IP Addresses:

To add an IP address or range of addresses into your scanning list, click the New button.

For a single IP address, enter the address and do not click the Range checkbox. The comment field is useful for notes regarding the IP address.

For a range of IP addresses, enter the start of the range as the address, click the Range checkbox, and then enter the end of the range for the last IP number.

To edit an IP address or range of addresses, select the address(s) and click on the Edit button. To delete an entry, select the address(s) and click on the Delete button.

You can also change the port number that the address or range of addresses uses to receive from Plunkit!.

Note for firewalls and Network Address Translation (NAT): Many networks are connected to the Internet via cable/DSL modems or firewalls that share a single IP address for the entire LAN. This technique is called Network Address Translation (NAT). If your LAN uses NAT, you can connect your Plunkit! users to external Plunkit! users (or to entire remote Plunkit! networks that are themselves behind a NAT firewall) by following the instructions in the "Using a Server" section below.

Maximum Simultaneous Connections:

When Plunkit! is scanning the TCP/IP list, it will create as many simultaneous connections as it can to speed up the scanning process. If you are using older hardware, you may need to set this value lower.

Connection Timeout:

When Plunkit! is scanning the IP list, it has to know when to give up if it doesn't receive information

back. If you are on a fast local area network (LAN) this number can be very small (1 or 2 seconds). If you are trying to connect to somebody over the Internet in a distant country, you'll want to allow at least 10 seconds for a connection.

Using a Server

Volunteer this computer as a server:

You can volunteer a computer to be a Server. To do this, simply choose one computer that will always be left on, and check the "Volunteer this computer as a server" check box.

Setting up Plunkit! to connect remote users to a network

You can configure Plunkit! to allow remote users to connect into the network over the Internet. If all of the remote users have a static IP address and the computers on your network have static IP addresses then all you need to do is add in the IP scanning range of your network in to the TCP/IP scanning list of the remote user. If your network is behind a NAT firewall, you will have to volunteer one computer on your network as a server, and make sure that the NAT firewall maps the Plunkit! port number (3548) to the internal IP number of the server. Additionally, if your remote user is behind a NAT firewall you will have to do the same for that NAT firewall. Note that you will manually have to type in your Plunkit! registration number and code in on the remote computer.

Setting up Plunkit! for use on multiple networks

You can use Plunkit! to communicate between multiple networks that are behind network address translation (NAT) firewalls, such as cable and DSL modems and routers. To do this you need to volunteer one computer as a server in each network, and add the static IP address of the other external NAT firewalls into the TCP/IP scanning list of each server. Then set up the NAT firewalls to forward all incoming Plunkit! data (all TCP packets on port 3548) to the internal IP address of the Plunkit! server on its network. To do this you will have to refer to the user manual of your router. For example, if your firewall is an Airport Base Station, what you need to do is use the Airport Admin Utility to log into the Base Station, click on "Show All Settings" and then click on the "Port Mapping" tab. From there you can add in the mapping between the public and private side of the Base Station.

After your firewall has been set up, the Plunkit! servers will then automatically handle passing around the user lists from each network, as well as forwarding files to the correct server for delivery.

Please note that while registration information will be shared on your office LAN, for security reasons, it will not do so for remote LANs. That means that the registration information will need to be entered on one computer on each LAN that you are trying to connect.

Appendix C: Technical Support

If you are experiencing any problems with Plunkit! that you can't solve, please visit our website where you can submit a question and many common questions are answered.

World Wide Web: http://www.glassbead.com/support/

Internet e-mail: techsupport@glassbead.com

Please Do Not Make Illegal Copies of this Software

Plunkit!™ was produced through the blood, sweat, toil and tears of many people: designers, artists, programmers, and other dedicated workers. The costs of developing this and other software programs are recovered through software sales. The unauthorized duplication of software raises the cost for all legitimate users. Federal copyright law protects this software. Your cooperation in upholding the law will insure continued low-cost upgrades and new software. Copying software for any reason other than to make a backup is a violation of federal laws. Please report all copyright violations to: SPA, 1101 Connecticut Ave., NW, Suite 901, Washington, D.C. 20036.

Limited Warranty

All implied warranties concerning this manual and media, including implied warranties of merchantability and fitness for a particular purpose, are limited in duration to ninety (90) days from the date of original retail purchase of this product. In no event will Glass Bead Software be liable for direct, indirect, special, incidental, or consequential damages resulting from any defect in the software or manual, even if Glass Bead Software has been advised of the possibility of such damages. In particular, Glass Bead Software shall have no liability for any programs or data used with Plunkit! (including the cost of recovering or reproducing these programs or data). The warranty and remedies set forth above are exclusive and in lieu of all others, oral or written, express or implied. No Glass Bead Software agent or employee or dealer is authorized to make any modification, extension, or addition to this warranty. Some states do not allow the exclusion of limited or implied warranties or liability for incidental or consequential damages, so the above limitation may not apply to you.

Trademarks

Apple and Macintosh are registered trademarks of Apple Computer, Inc. Windows is a registered trademark of Microsoft, Inc. The names of other products and companies appear herein for identification purposes only and are trademarks and registered trademarks of their respective holders.