JMessenger

USER GUIDE

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JMessengerServer Guide

When the server runs you are presented with the following options:

```
JMessengerServer 1.0
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[1] Start server
[2] Enable logging
[3] Clear log file
[4] View log file
[5] View currently connected users

[x] Shut down and exit
```

Press '1' to start and stop the server at any point. Any connected users will be disconnected if the server is stopped.

Press '2' to enable logging. All events will be written to **JMessenger.log** in the server installation directory.

Press '3' to clear the log file.

Press '4' to view the contents of the log file.

Press '5' to view all connected users.

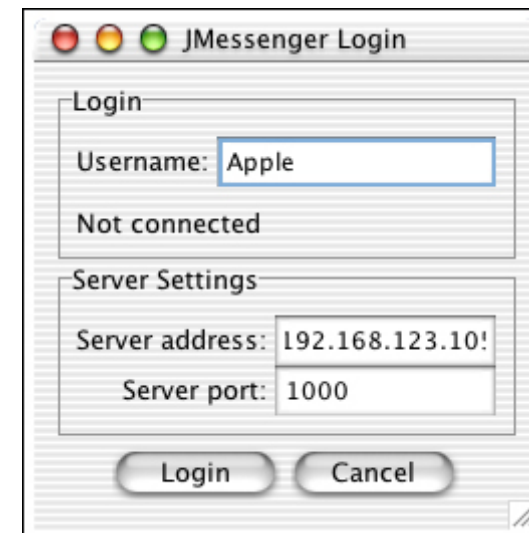Press 'x' to shut down the server and exit.

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Running JMessenger Client

The client application can be launched from a console window using the following command
java JMessenger

Using JMessenger Client

When the application runs, the user will be prompted with a login window where they can specify their desired name and server settings.
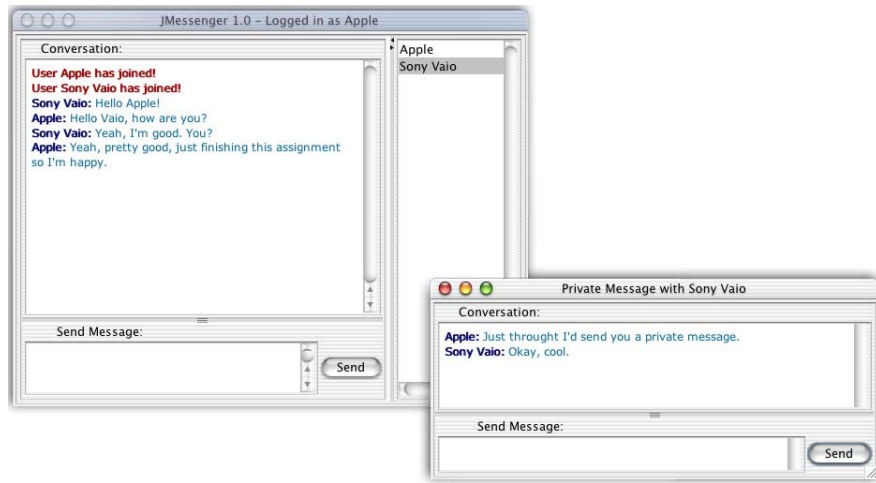

The server address field relates to the server's host name or IP address. The port fields relates to the port the server application is listening on. The default value for this is **1000**.

Pressing 'Login' will connect to the remote server. If a valid connection has been made then the conversation window is displayed.

If the username has already been taken then the application will not log in and a message will be displayed under the username field. Simply choose an alternative username and try again. Pressing 'Cancel' will exit the application.

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When connected to the server, a list of connected users will appear on the right hand side. The conversation window in the top left will show the public conversation. To send a message, enter the message in the 'Send Message' text area and press 'Send'.

To send a private message, double-click a user from the list of connected users. A private message window will appear. The message can be typed in the private message and pressing 'Send' will send the message to that user only. A conversation can then be continued in a private message window.

If a remote user sends the user a private message and there is currently no private message window open, a new private message window will automatically open displaying the message inside.

To exist the application, select the 'Login' menu and press exit.

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System Requirements

The server and client applications are platform independent and require the Java Virtual Machine (JVM) 1.4.1 or later installed on the destination computer. If the computer does not have JVM installed then it can be obtained from http://java.sun.com. The application will also require a TCP/IP network connection present.

Running JMessengerServer

Before any client users can start using JMessenger, the server must be running on the server computer. To do this execute **java JMessengerServer** from your system console window.

By default, the server will start listening on port **1000**. If you wish to change this port, run the server passing the desired port number as a parameter. For example, to change this to port 5555 you would run
java JMessengerServer 5555

It is possible to run multiple servers on a single computer. If the user wishes to do so then you must ensure that each server is listening on it's own unique port. If a port is already taken, JMessengerServer will generate an error.