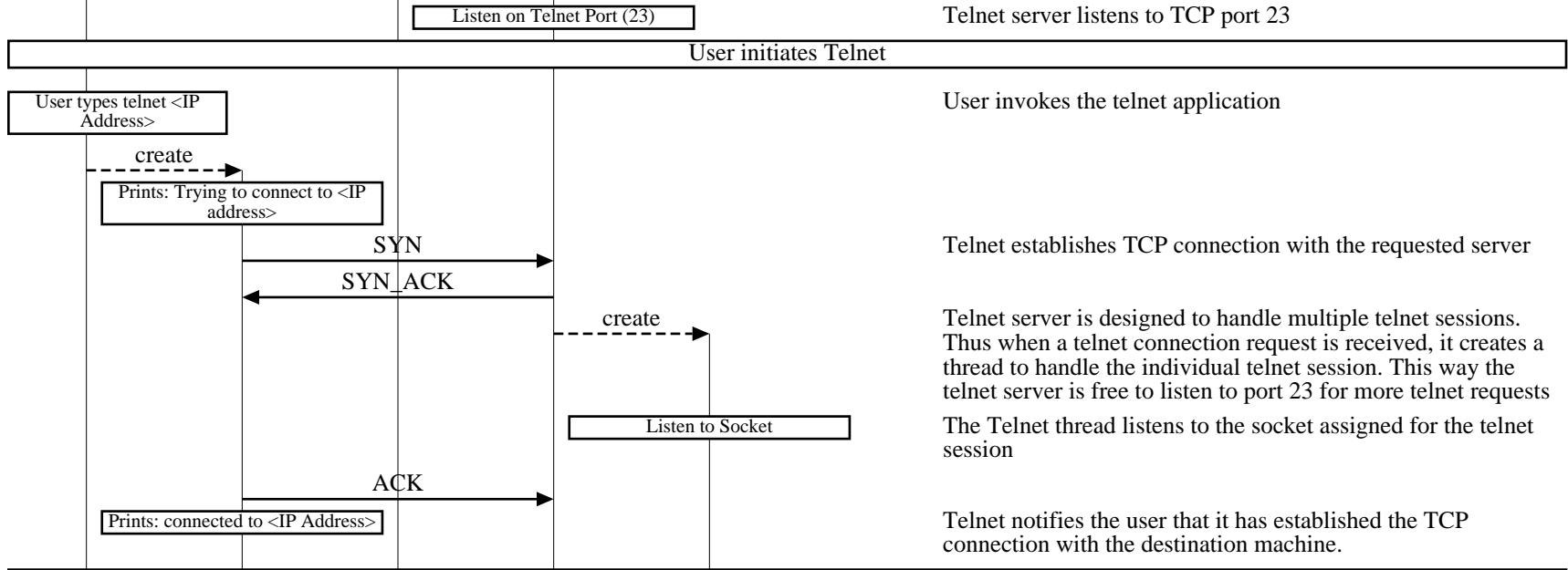


TCP - Transmission Control Protocol (Client uses Telnet to log into Server)						
Client Node		Internet	Server Node			EventHelix.com/EventStudio 1.0
Client		Net	Server			
User	Telnet	Net	Telnet Server	Telnet Thread	Shell	09-May-02 23:39 (Page 1)

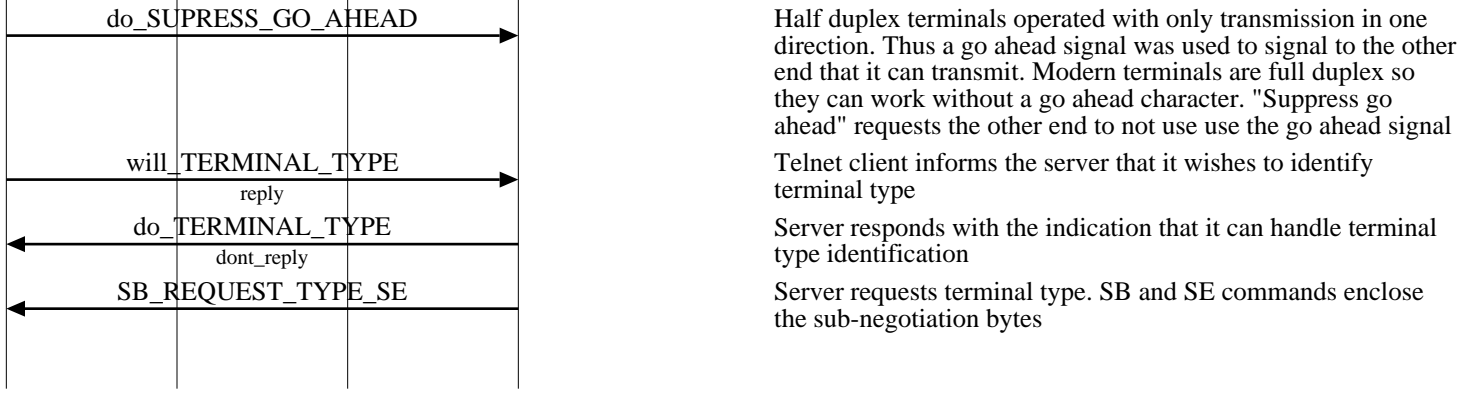
Copyright (c) 2002 EventHelix.com Inc. All Rights Reserved.



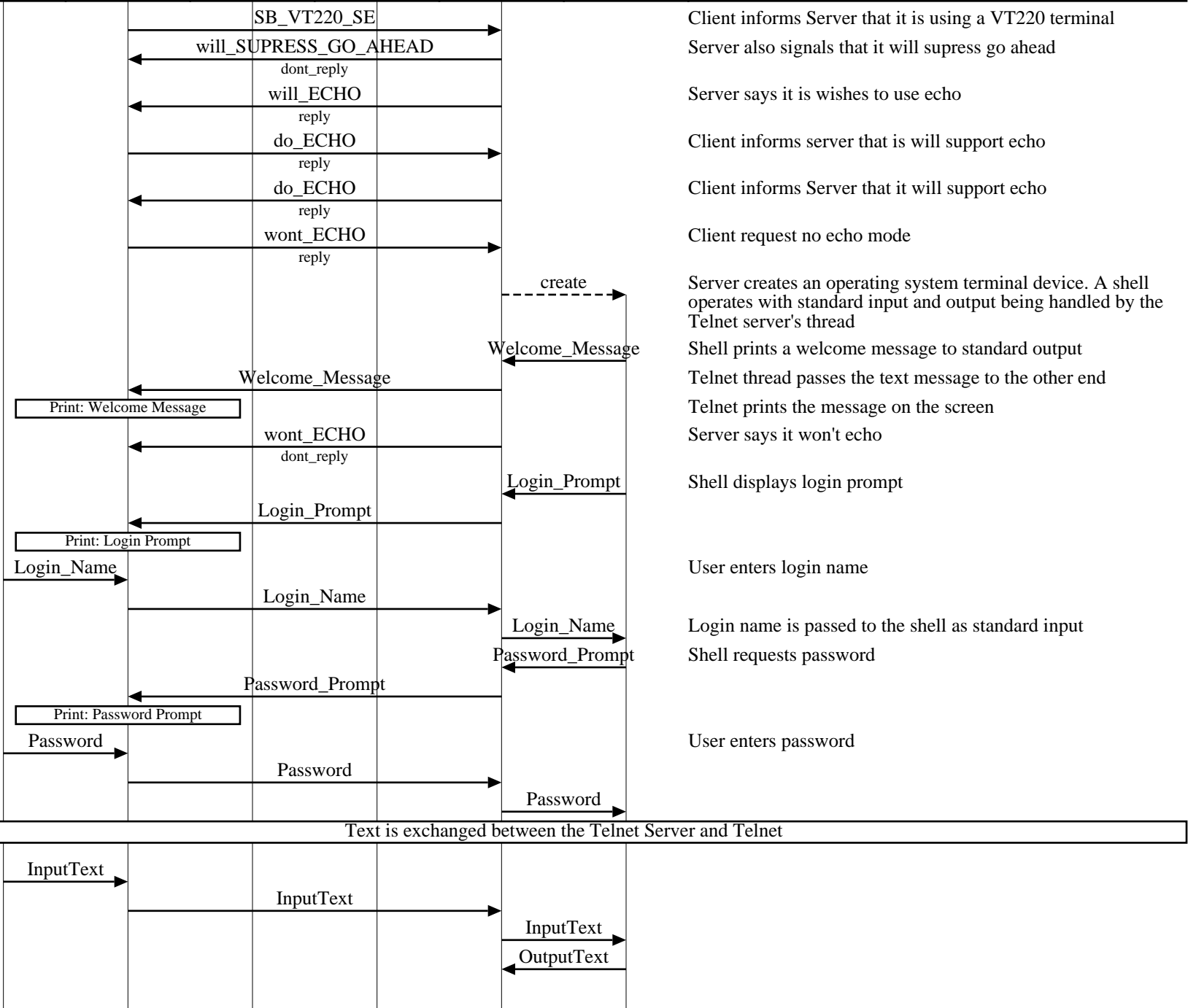
Negotiation of Terminal Options

The communication between client and server is handled with internal commands, which are not accessible by users. All internal TELNET commands consist of 2 or 3-byte sequences, depending on the command type. The negotiation takes place using such commands. Commands begin with the Interpret As Command (IAC) character. IAC is defined as 255. When IAC is received in a telnet stream, the receiver interprets the next one or two bytes as command.

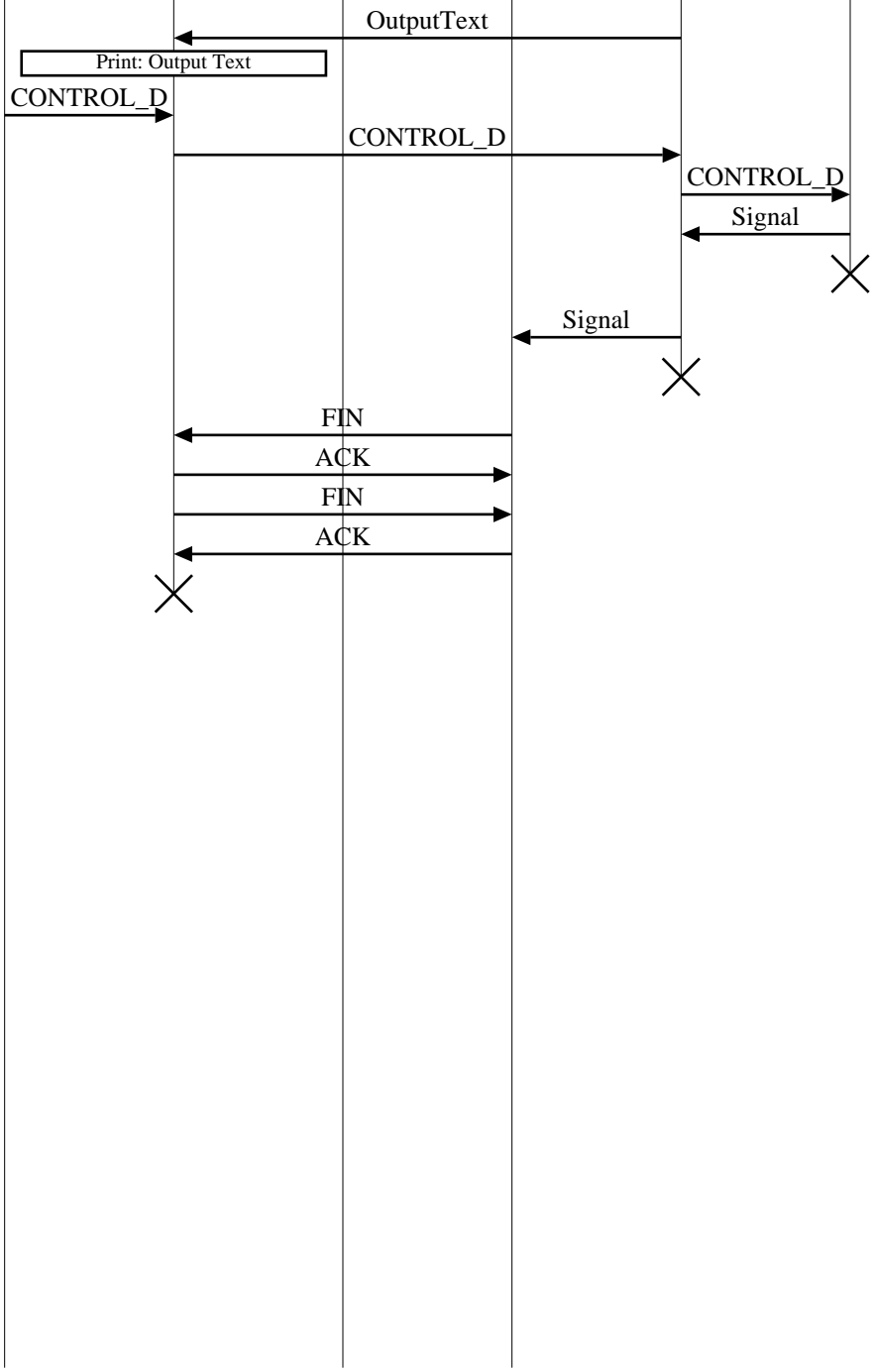
Telnet uses "will", "won't", "do" and "don't" commands to negotiate options between the client and server. "Will" shows desire to use, or confirmation of using, the option indicated by the code immediately following. "Won't" shows refusal to use or continue to use the option. "Do" requests that other party uses, or confirms that you are expecting the other party to use, the option indicated by the code immediately following. "Don't" demands that the other party stop using, or confirms that you are no longer expecting the other party to use, the option indicated by the code immediately following.



TCP - Transmission Control Protocol (Client uses Telnet to log into Server)						
Client Node		Internet	Server Node			EventHelix.com/EventStudio 1.0
Client		Net	Server			09-May-02 23:39 (Page 2)
User	Telnet	Net	Telnet Server	Telnet Thread	Shell	



TCP - Transmission Control Protocol (Client uses Telnet to log into Server)						
Client Node		Internet	Server Node			EventHelix.com/EventStudio 1.0
Client		Net	Server			
User	Telnet	Net	Telnet Server	Telnet Thread	Shell	09-May-02 23:39 (Page 3)



User logs out using Control-D
 Telnet passes Control-D to the remote shell
 Control-D kills the shell
 End of child signal is received by the thread
 Shell is now gone
 Thread also ends after informing the Telnet server
 Telnet server closes connection
 Client closes connection