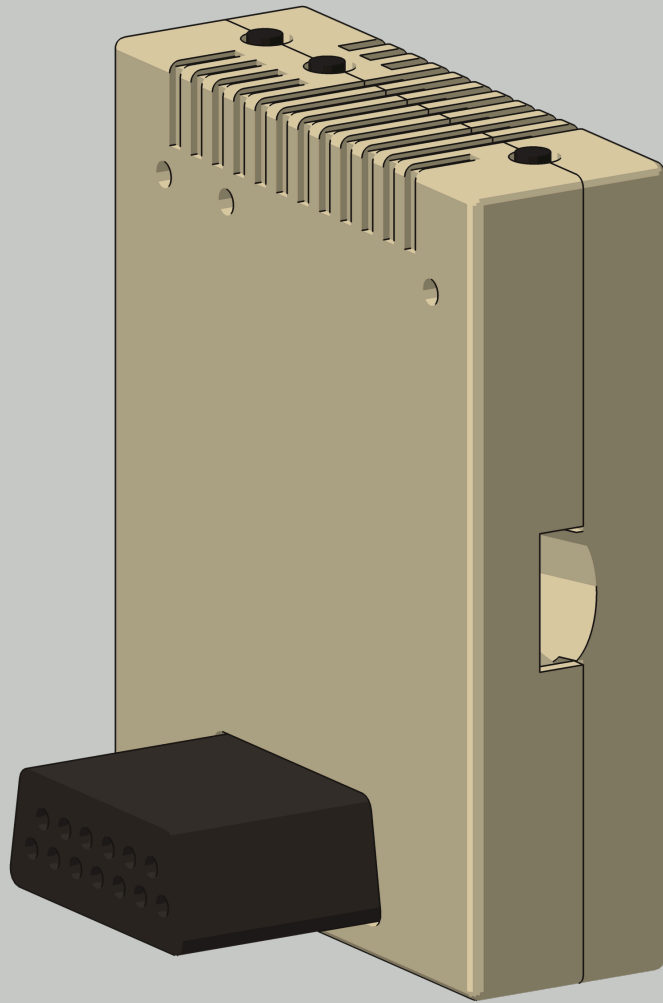


# THE FUJINET™ WIFI NETWORK PERIPHERAL

FUJINET



## OWNER'S GUIDE



# CONTENTS

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<b>INTRODUCING FUJINET</b>	2
<b>MEET YOUR FUJINET</b>	3
<b>LIGHTS AND BUTTONS</b>	4
<b>HOOKING IT UP</b>	5
<b>CHECKING IT OUT</b>	6
<b>THE MAIN SCREEN</b>	7
<b>SETTING UP HOST SLOTS</b>	8
<b>BROWSING FOR SOFTWARE</b>	9
<b>WILD CARDS</b>	10
<b>MOUNTING AND BOOTING</b>	11
<b>WORKING WITH DRIVE SLOTS</b>	12
<b>CREATING A NEW DISK</b>	13
<b>COPYING FILES</b>	14
<b>THE INFORMATION SCREEN</b>	15
<b>AND THERE'S MORE INSIDE</b>	16
<b>WHAT TO DO IF IT DOESN'T WORK</b>	17
<b>A SHORT GLOSSARY</b>	18

# INTRODUCING FUJINET

## WHY YOU NEED FUJINET

The FujiNet™ is a WiFi network peripheral for your ATARI home computer — the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and XEGS. It plugs into the serial port like a disk drive, and connects your computer to your home wireless network, and through it, the world.

Inside this one little box are eight disk drives, a place to keep your own software library, a clock, a printer, a modem, and a network connection for programs that know how to use one.

Most important of all: a FujiNet full of software from across the Internet is **exactly as easy to use** as a disk drive full of diskettes. If you have ever booted a diskette, you already know nearly everything this booklet has to teach.

## WHAT YOU'LL LEARN FROM THIS BOOKLET

The program that runs the show is called **CONFIG**. It lives inside the FujiNet itself, and your computer loads it automatically at power-on — no cartridge, no diskette, no program recorder required. CONFIG is what this booklet teaches: every screen, every key, every function.

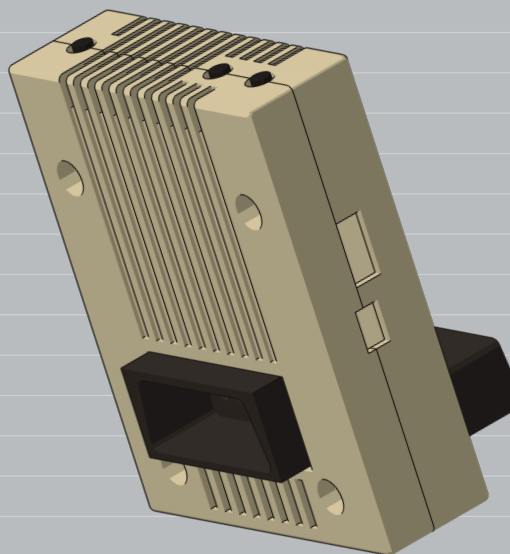
You don't need any computer or networking experience. After you read this booklet and follow the examples, you'll connect FujiNet to your wireless network, browse libraries of thousands of programs, mount disk images, boot them, copy them, and even manufacture blank diskettes out of thin air.

## GOT EVERYTHING?

Before you begin, check that you have everything you need:

- 1** An ATARI home computer, set up and working with your TV set or monitor.
- 2** A FujiNet for the Atari 8-bit computers.
- 3** An SIO peripheral cable, if your FujiNet did not come with its own plug molded on.
- 4** The name of your 2.4 GHz wireless network and its password, written down **exactly** — capitalization counts.
- 5** (Optional) A microSD card formatted FAT32, for a library of your own.

FujiNet speaks 802.11 b/g/n on the 2.4 GHz band only. If your network is 5 GHz-only, ask your router for a 2.4 GHz network — nearly all routers provide both.



# MEET YOUR FUJINET

Take a moment to get acquainted with your FujiNet before you hook it up. The pieces shown here appear on every Atari FujiNet, though their exact positions vary a little from one case style to another.

## SIO PLUG

Plugs into the peripheral (serial) jack on your computer, or into the pass-through jack of any ATARI peripheral, just like a disk drive's cable. Data **and** power arrive through it — FujiNet has no power cord and no batteries. When your computer is on, your FujiNet is on.

## SIO JACK

A pass-through. Any peripheral that used to occupy your computer's serial jack — an 810 or 1050 disk drive, a printer, an 850 interface — can plug in behind the FujiNet and keep working.

## MICROSD CARD SLOT

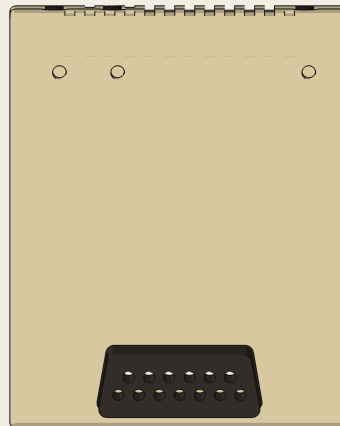
On the side of the case: holds an optional memory card with your own software library. Push the card in until it clicks; push again to release it. Insert or remove it only with the power off.

## USB PORT

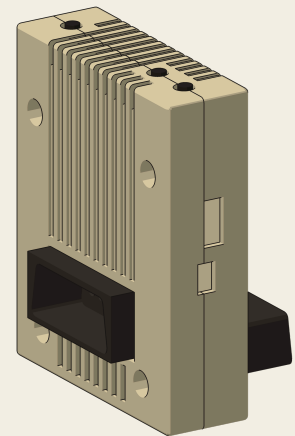
Next to the power switch: loads new FujiNet firmware from a PC, and serves as an alternate source of power. Current FujiNets wear a USB-C connector; earlier ones, micro-USB.

## POWER SWITCH

Slide it OFF and the FujiNet goes quiet without unplugging anything — handy when you want to boot a real diskette instead.

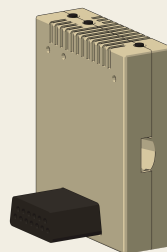


- BUTTONS A, B AND C — PRESSED FROM THE TOP, AMONG THE RIDGES
- INDICATOR LIGHTS — NEAR THE TOP
- POWER SWITCH AND USB PORT — ON THIS EDGE
- SIO PLUG — TO THE COMPUTER (OR TO ANOTHER PERIPHERAL'S PASS-THROUGH JACK)

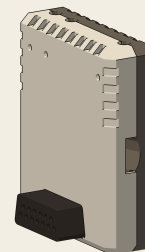


- VENTS — THE LIGHTS GLOW THROUGH THEM AT POWER-ON
- MICROSD CARD SLOT — ON THIS EDGE
- SIO JACK — YOUR OLD DRIVE OR PRINTER PLUGS IN HERE AND KEEPS WORKING

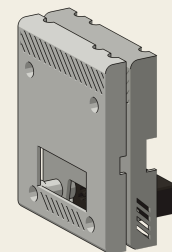
Your FujiNet's case is 3-D printed by whoever built it, and comes in styles to match every ATARI — the warm tan of a 400 or 800, the cream of an XL, the gray of an XE. Same FujiNet inside.



400/800 STYLE



XL STYLE



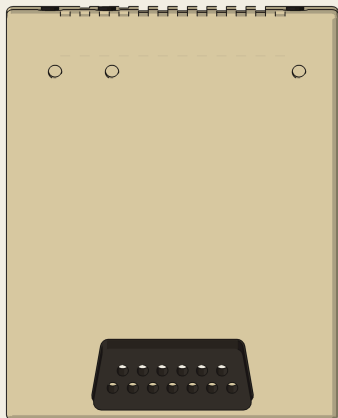
XE STYLE

# LIGHTS AND BUTTONS

## THE INDICATOR LIGHTS

Small lights report what your FujiNet is up to:

- **WIFI (white) glows steadily when FujiNet is connected to your wireless network**
- **SIO (orange) flickers in time with data moving between FujiNet and your computer – the electronic equivalent of the whirring of a disk drive – and blinks twice to confirm a button press**



THE LIGHTS SHINE THROUGH THE FRONT OF THE CASE

## BUTTON A — DISK SWAP

A short press rotates the disk images in your drive slots: the image in slot 2 slides into slot 1, slot 3 into slot 2, and so on, around the horn. When a program says "insert disk 2 and press RETURN," press Button A instead of getting up. The orange light blinks twice to confirm.

## BUTTON B — RESTART

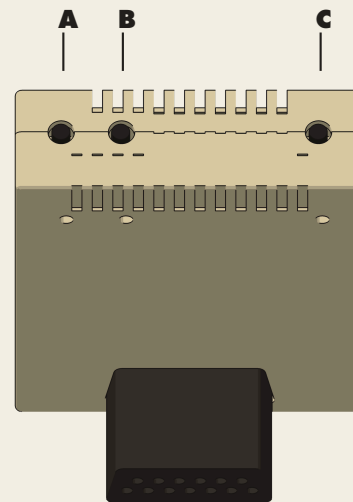
Hold Button B for a few seconds to restart the FujiNet itself.

## BUTTON C — SAFE RESET

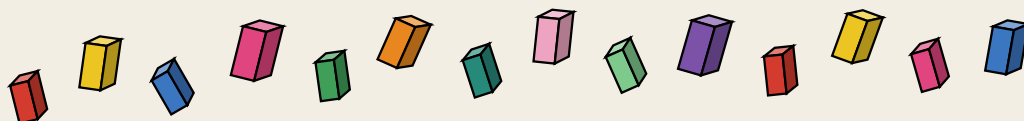
A short press restarts the FujiNet safely. You'll use it whenever you want to come back to CONFIG after booting a program. On some FujiNet models this button is small and recessed; on others it is labeled RESET.

## ABOUT THE MICROSD CARD

The card must be formatted FAT32. Insert or remove it only while the computer — and so the FujiNet — is switched off. Unlike diskettes, a memory card is perfectly happy near your TV set. But it is small, so mind the carpet.



THE BUTTONS, IN THE TOP: A CLOSEST TO THE EDGE, B RIGHT NEXT TO IT, C ON ITS OWN



# HOOKING IT UP

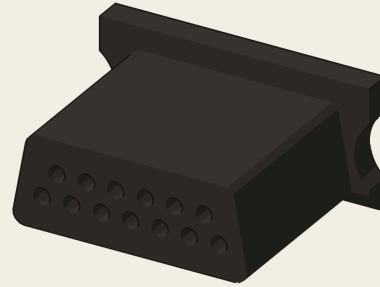
All you need to set up your FujiNet is your ATARI computer and a free serial jack. Set-up takes only a few minutes.

- 1** Turn your computer **OFF**. As a rule, never plug or unplug peripherals while the power is on.
- 2** If you have a microSD card, insert it into FujiNet's card slot until it clicks.
- 3** Plug the FujiNet's **SIO plug** into the jack marked **PERIPHERAL** (or **SERIAL I/O**) on your computer.
- 4** If another peripheral was using that jack, plug its cable into the FujiNet's **SIO jack**. Devices behind FujiNet keep working normally.
- 5** Slide the FujiNet's power switch **ON**.

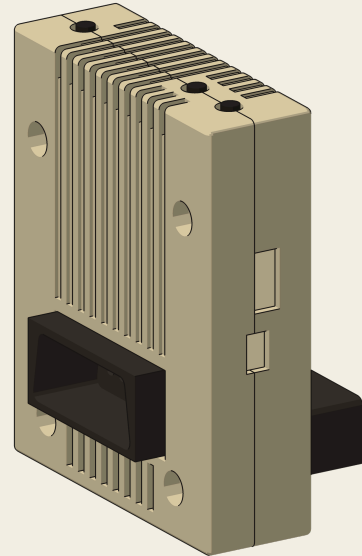
That's the whole job. FujiNet draws its power from the computer, so there is no power supply to find an outlet for. If you own real ATARI disk drives, they can stay in the chain — see "Working With Drive Slots" for the one switch you may need to flip.

## IMPORTANT

**Remove all cartridges, diskettes and cassettes** before the first power-up, so the computer's attention belongs to the FujiNet. (On the XL and XE computers, ATARI BASIC is built in — CONFIG gets along fine with it.)



THE SIO PLUG — IT ONLY FITS THE RIGHT WAY UP



YOUR OLD DRIVE PLUGS INTO THE SIO JACK ON THE BACK

# CHECKING IT OUT

When you turn on your computer with a FujiNet attached, the FujiNet introduces itself by lending the computer its own boot program — CONFIG.

- 1 Turn on your TV set and select the proper channel.
- 2 Turn the computer **ON**.
- 3 Watch the screen. In a moment you'll see **WELCOME TO FUJINET!** at the top of your screen.

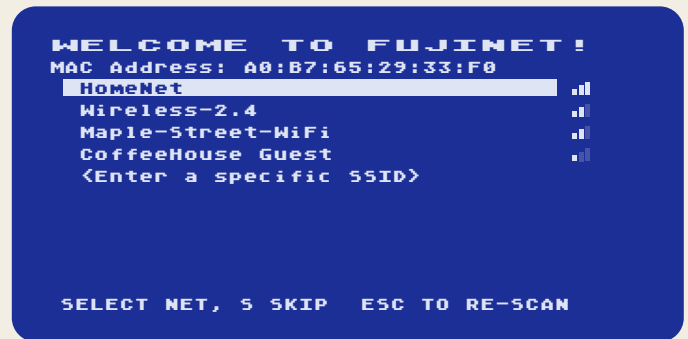
The very first time, CONFIG goes straight into network setup: it announces **SCANNING NETWORKS...** and lists the wireless networks it finds in the air around your house — up to 16 of them, each with a one-, two- or three-bar signal-strength meter. More bars, better signal.

Your FujiNet's **MAC address** — its hardware serial number — is printed at the top of the screen. You'll only ever need it if your router restricts which devices may join.

## KEYS ON THIS SCREEN

Press **CTRL** **-** and **CTRL** **=** to move the highlight bar up and down the list. (The arrow keys work with or without **CTRL** everywhere in CONFIG.) Press **RETURN** to choose the highlighted network, **S** to skip network setup, or **ESC** to scan the air again.

If your network hides its name, move the highlight to the last entry on the list — **<Enter a specific SSID>** — press **RETURN**, and type the name yourself, up to 32 characters.



THE NETWORK SCAN — YOUR NEIGHBORHOOD WILL VARY

## ENTERING YOUR PASSWORD

Highlight your network, press **RETURN**, and CONFIG asks for the password. Type it — up to 64 characters, capitals and all. Each character appears as a \* so onlookers can't read it. **DELETE** fixes mistakes; **RETURN** finishes the job.

```
COMPUTER: ENTER PASSWORD
YOU TYPE: ***** RETURN
COMPUTER: CONNECTING TO NET
COMPUTER: CONNECTION SUCCESS!
```

FujiNet remembers this network inside itself and will rejoin it automatically every time it powers up, skipping ahead to the main screen.

If you see **CONNECT FAILED** or **UNABLE TO CONNECT**, the connection didn't take, and CONFIG returns to the network list. Nine times out of ten the password was mistyped — choose your network and try again carefully. While CONFIG shows **PLEASE WAIT...(ESC TO ABORT)**, pressing **ESC** gives up and returns to the list.

# THE MAIN SCREEN: HOSTS AND DRIVE SLOTS

Everything in CONFIG begins at the main screen. The top half is the **HOST LIST** — eight remembered places that software comes from. The bottom half is your eight **DRIVE SLOTS** — the virtual disk drives your computer sees as D1: through D8:. Press **TAB** to jump between the halves.

A **host** is most often a **TNFS server** on the Internet — a computer that shares a library of ATARI software, such as **fujinet.online** — or the microSD card in your FujiNet, which goes by the special name **5D**. Empty slots read **Empty**. Each drive slot line shows, from left to right: which host its disk came from (1–8), the drive number, **R** or **W** — whether programs may write on the disk — and the name of the disk image mounted there.

## KEYS ON THE HOST LIST

- |               |   |
|---------------|---|
| <b>1–8</b>    | Jump straight to a numbered slot.                                       |
| <b>RETURN</b> | Open the highlighted host and browse its files.                         |
| <b>E</b>      | Edit the host name in the highlighted slot.                             |
| <b>C</b>      | Show the information screen.  |
| <b>L</b>      | Boot the multi-player Game Lobby (CONFIG asks <b>Boot Lobby Y/N?</b> ). |
| <b>TAB</b>    | Jump down to the drive slots.   |
| <b>OPTION</b> | Mount everything and boot.  |

```
                                HOST LIST
1  fujinet.online
2  5D
3  Empty
4  Empty
5  Empty
6  Empty
7  Empty
8  Empty

                                DRIVE SLOTS
1  1R Jumpman.atr
2  Empty
3  Empty
4  Empty
5  Empty
6  Empty
7  Empty
8  Empty

1-8SlotEditRETURNBrowseLobby
ConfigTABDrive SlotsOPTIONBoot
```

THE MAIN SCREEN — HOSTS ABOVE, DRIVE SLOTS BELOW

The bottom two lines of every CONFIG screen list the keys that are active right there, so you never have to memorize a thing.

## YOUR JOYSTICK WORKS TOO

Plug a joystick into **controller jack 1** and you can run CONFIG from the comfort of your couch. Stick up and down move the highlight bar; the **fire button** is RETURN; stick right turns to the next page of a long file list; stick left goes back — previous page, then up one folder, then back to the main screen. Hold the stick left and press fire to boot, same as **OPTION**. CONFIG also understands the cursor keys of a TransKey-II keyboard adapter, if your computer wears one.

# TELLING FUJINET WHERE SOFTWARE LIVES

To put a name in a host slot:

- 1 Highlight a host slot — press its number, 1 through 8, or use the arrows.
- 2 Press **E**. The slot opens for typing.
- 3 Type the host's name — up to 32 characters — and press **RETURN**.  
YOU PRESS: **E**  
YOU TYPE: **fujinet.online**  
**RETURN**

**DELETE** erases; **ESC** cancels and keeps the old name. To clear a slot, edit it and backspace the name away, then press **RETURN** — the slot reads **Empty** again.

**IMPORTANT:** Changing or clearing a host slot automatically ejects any disk images that were mounted from it, since they can no longer be reached.

## HOSTS SPEAK SEVERAL LANGUAGES

What you type tells FujiNet what kind of server to reach:

YOU TYPE	FUJINET REACHES
<b>SD</b>	The microSD card in your FujiNet
<b>...</b>	A <b>TNFS</b> software server — what FujiNet assumes when a plain name is given
<b>http://...</b>	A web server; its index page becomes a browsable folder ( <b>https://</b> works too)
<b>smb://...</b>	A Windows file share; user:pass@ may be included
<b>nfs://...</b>	An NFS server
<b>ftp://...</b>	An FTP server

## NAMES TO TRY FIRST

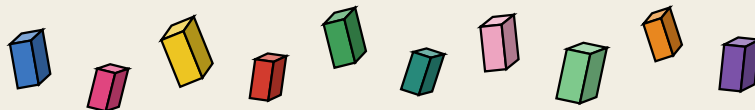
**fujinet.online** is the flagship public library, and comes already set in host slot 1 of a new FujiNet. Should you ever lose your host list, these names will restock it:

- **SD — the card in your FujiNet**
- **FUJINET.ONLINE**
- **APPS.IRATA.ONLINE**
- **FUJINET.ABBUC.SOCIAL**
- **FUJINET.PL**

A list of TNFS servers and their on-line status is kept at <https://fujinet.online/tnfs-server-status/>

## DOORWAYS TO OTHER HOSTS

On some public servers you may see entries marked with a small ♥ beside them. These are doorways to **other** TNFS hosts: choose one, and CONFIG connects there and keeps browsing. The linked host's name lands in host slot 8, so it will be on your main screen afterward, too.



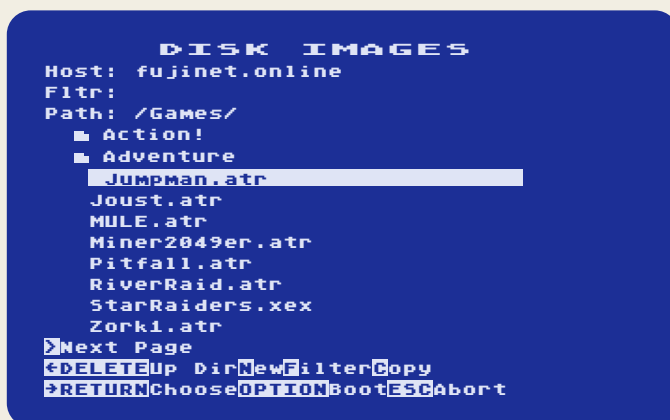
# BROWSING FOR SOFTWARE

Highlight a host slot and press `RETURN`. CONFIG opens the host and presents its files under the title **DISK IMAGES** — fifteen to a page, with the host's name, the current filter, and your current folder path across the top.

A small icon marks each **folder**. Everything else is a file: disk images (`.atr`), executable programs (`.xex`), cassettes (`.cas`). When the list is longer than one page, **> Next Page** and **< Previous Page** markers appear at the bottom and top. Rest the highlight on a long name for a moment, and the full name appears at the bottom of the screen.

## KEYS IN THE BROWSER

<code>RETURN</code>	Open the highlighted folder, or choose the highlighted file.
<code>&gt;</code>	Turn to the next page. The down-arrow rolls onto it too.
<code>&lt;</code>	Go back: previous page; from the first page, up one folder; from the top of the host, back to the main screen.
<code>DELETE</code>	Jump straight up to the parent folder.
<code>F</code>	Filter or search — see the next page.
<code>N</code>	Create a brand-new blank disk (see “Creating a New Disk”).
<code>C</code>	Copy the highlighted file to another host (see “Copying Files”).
<code>OPTION</code>	Boot whatever is already mounted.
<code>ESC</code>	Back to the main screen.



THE FILE BROWSER, FIFTEEN ENTRIES TO A PAGE

# WILD CARDS: FINDING THE NEEDLE

When a host holds hundreds of files, let CONFIG do the digging. Press **F** in the browser and type into the **Filtr:** line.

A pattern with **\*** wild cards — like **\*Star\*** or **Donkey\*** — narrows the current folder to names that match. The asterisk stands for any run of letters and numbers, just as it did in ATARI DOS.

A pattern starting with **!** — like **!zork** — **searches the entire host**, top to bottom, and lists every file containing that term, wherever it hides.

A blank filter brings everything back.

```
YOU PRESS: F  
YOU TYPE: !donkey RETURN  
COMPUTER: Filtr: !donkey  
DonkeyKong.atr  
DonkeyKongJr.atr
```

The active filter stays posted on the **Filtr:** line, so you'll always know why a folder looks short.

## A HINT

Searching the whole of a big public host takes a few moments — CONFIG is reading every folder for you, which beats doing it yourself. Searches reach at most two folders deep, which covers the way every public library is organized.



# MOUNTING AND BOOTING

Mounting an image is just like putting a diskette in a drive — without getting up. Highlight a disk image in the browser and press **RETURN**. CONFIG shows **MOUNT TO DRIVE SLOT**: your eight drive slots, with the file's name, date and size below.

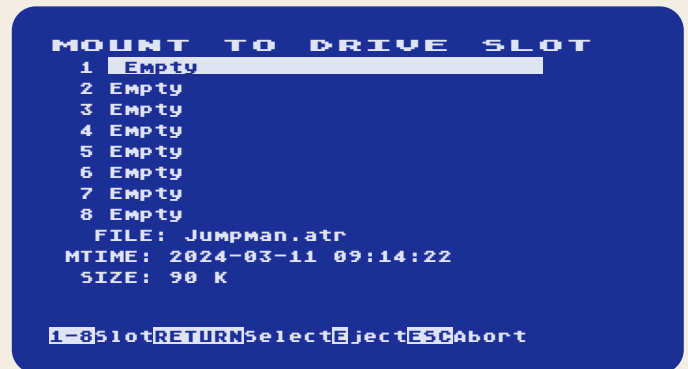
- 1** Choose a drive slot — press its number, 1 through 8, or move the highlight — and press **RETURN**.
- 2** CONFIG asks how to mount it. Press **RETURN** (or **R**) for **Read Only** — the safe choice — or **W** for **Read/Write**, so programs can save onto it.
- 3** You return to the browser in the same folder, so you can mount more disks into other slots. Press **E** on the mount screen first if a slot needs emptying.

**HINT:** Mount read-only unless you know the program saves onto its own disk. A read-only image can be shared by everyone on a server at once, and no stray write can ever damage it.

## BOOTING

Press and hold **OPTION** from the main screen, the browser, or the mount screen. CONFIG mounts everything in your drive slots, steps out of the way, and restarts the computer — which boots from drive slot 1 exactly as if a real diskette were spinning in a real drive.

**Keep holding **OPTION** until the program begins to load.** On XL and XE computers the **OPTION** key, held during a restart, also switches off built-in BASIC — which most games require. One key, two jobs.



COMPUTER: **RETURN**Read Only **W**Read/Write  
**ESC**Abort

YOU PRESS: **RETURN**

## GETTING BACK TO CONFIG

Your drive slots are remembered inside the FujiNet, so the same software boots again on every restart — CONFIG politely stays out of the way. To return to CONFIG: press FujiNet's **Button C** (safe reset), wait a few seconds, then turn the computer off and on. Your hosts and mounted images will be just as you left them.

## OWNERS OF REAL DRIVES

Your computer can't have two drive number 1's. If a real ATARI drive answers at the same number as a FujiNet drive slot, set the real drive to a different number — or simply leave that FujiNet slot empty. Slots holding no image stay politely silent.

# WORKING WITH DRIVE SLOTS

Press **TAB** on the main screen to move the highlight into the DRIVE SLOTS half. Here you manage the diskettes your computer believes it owns.

## KEYS ON THE DRIVE SLOTS

<b>1-8</b>	Jump straight to a numbered slot.
<b>E</b>	Eject the image in the highlighted slot. The file itself is never harmed — you are only taking the diskette out of the drive.
<b>SHIFT &lt;</b>	Eject <b>ALL</b> drive slots at once. CONFIG announces <b>EJECTING ALL..WAIT</b> .
<b>R</b>	Remount the highlighted disk <b>read-only</b> — programs may look but not touch.
<b>W</b>	Remount the highlighted disk <b>read/write</b> — programs may save onto it.
<b>L</b>	Boot the Game Lobby.
<b>C</b>	Show the information screen.
<b>TAB</b>	Jump back up to the host list.
<b>OPTION</b>	Boot whatever is mounted.

## IF W WON'T STICK

Public servers are usually read-only. If CONFIG reports **ERROR SETTING DISK MODE**, the host refused write permission, and the slot quietly returns to **R**. To save into a disk image, copy it to your SD card first (see “Copying Files”).

## THE ONE-BUTTON DISK SWAP

Mount all of a program's disks into slots 1 through 4 before booting, and multi-disk software becomes a one-button affair: when the program asks for the next disk, press FujiNet's **Button A**. Every mounted image rotates one slot forward — 2 into 1, 3 into 2, around the horn — and the orange light blinks twice to confirm.

## THE CASSETTE THAT ISN'T

Mount a **.cas** cassette image into **drive slot 8** and the slot's number changes to **C**: FujiNet now stands in for an ATARI 410 Program Recorder. Boot the computer while holding **START** (on a 400 or 800, with no cartridge; on an XL or XE, hold **OPTION** at the same time), press a key when the buzzer sounds, and enjoy the one part of 1982 nobody was nostalgic for — now considerably faster.

# CREATING A NEW DISK

CONFIG can manufacture blank diskettes out of thin air — on your SD card, or on any server that allows writing. Browse to the folder where the new disk should live, then:

- 1 Press **N**. CONFIG asks: **Size?**
- 2 Pick a capacity by pressing its number:

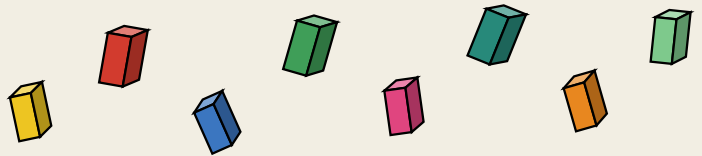
KEY	SIZE	JUST LIKE...
1	90K	a single-density diskette (810 drive)
2	130K	an enhanced-density diskette (1050 drive)
3	180K	a double-density diskette
4	360K	a double-sided, double-density diskette
5	720K	a hard-disk image for DOS programs
6	1440K	a bigger one
7	Custom	you pick the number of sectors, and 128, 256 or 512 bytes each

- 3 **Enter name of new disk image file** — type a name, give it an **.atr** ending, and press **RETURN**. A blank name cancels.
- 4 Choose a drive slot for the newborn disk, and answer the Read Only / Read-Write question with **w** — you'll want to write on it, after all.

```
YOU PRESS: N
COMPUTER: Size? 190K 2130K 3180K 4360K
           5720K 61440K 7Custom ?
YOU PRESS: 1
COMPUTER: Enter name of new disk
           image file
YOU TYPE: mydisk.atr RETURN
COMPUTER: Creating File
```

CONFIG returns you to the browser with a fresh, blank, writable disk in its slot.

**NOTE:** The new disk is unformatted, like a fresh box of diskettes in 1982. Boot your favorite DOS and format it from there, then SAVE away.



# COPYING FILES

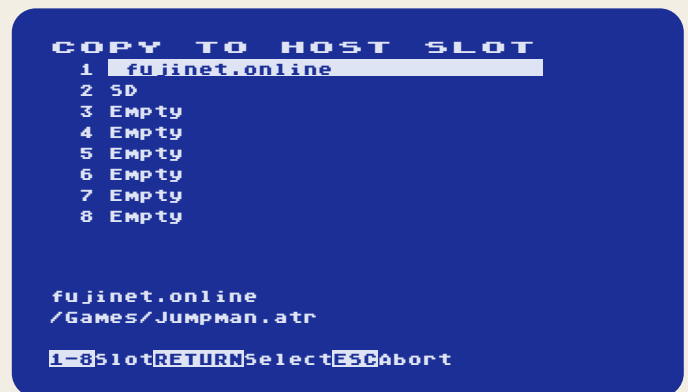
Grab a game from a server across the ocean and keep it on the card in your FujiNet — CONFIG copies files from any host to any writable host. Server to SD, SD to server, even server to server.

- 1** Browse to the file you want, and highlight it.
- 2** Press **C**. CONFIG shows **COPY TO HOST SLOT** and lists your eight hosts. The original file is never altered.
- 3** Choose the destination host — **1** through **8** or the arrows — and press **RETURN**. (**ESC** aborts.)
- 4** The destination host opens in the browser. Walk to the folder where the copy should go; the **F** filter works here too.
- 5** Press **C** again — the key label now reads **Do It!** — and CONFIG announces **COPYING, PLEASE WAIT**.

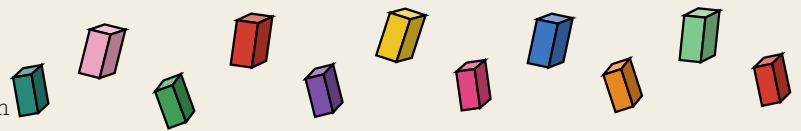
When the copy finishes, you are returned to the folder you copied from — handy for collecting several files in one sitting.

**NOTE:** The destination must allow writing. Public servers are usually read-only; your SD card is always willing.

This is the easy way to build a personal library: find a favorite on **fujinet.online**, copy it to **SD**, and from then on it loads instantly — Internet or no Internet.



PICK A DESTINATION FOR THE COPY



# THE INFORMATION SCREEN

From either half of the main screen, press **C** to see exactly how your FujiNet is faring on the network.

<b>SSID</b>	The wireless network FujiNet is connected to
<b>Hostname</b>	FujiNet's name on your network
<b>IP Address</b>	FujiNet's address on your network
<b>Gateway</b>	Your router's address
<b>DNS</b>	The name server FujiNet uses
<b>Netmask</b>	Your network's subnet mask
<b>MAC</b>	FujiNet's hardware address
<b>BSSID</b>	Your WiFi access point's hardware address
<b>Version</b>	FujiNet firmware version and build date

Press **C** here to drop the connection and re-join the same network; press **S** to forget this network and run network setup again; any other key returns to the main screen.

```
FUJINET CONFIG
  SSID: HomeNet
  Hostname: fujinet
  IP Address: 192.168.1.123
  Gateway: 192.168.1.1
  DNS: 192.168.1.1
  Netmask: 255.255.255.0
  MAC: A0:B7:65:29:33:F0
  BSSID: 9C:05:D6:AA:01:10
  Version: 1.6.1

  RECONNECT  EXCHANGE SSID
  Any other key to return
```

## THE DELUXE COMPANION

Type the IP address shown on this screen into a web browser on any computer or phone in your house — for example **http://192.168.1.123/** — and FujiNet's built-in web page appears. There you can manage hosts and slots from a big screen, configure the virtual **printer** (FujiNet can pretend to be an ATARI 820, 822, 825, 1020, 1025, 1027 or an Epson, and saves everything programs print for you to download), set the clock's time zone, adjust high-speed loading, enable or disable the wireless radio, and much more. It is the deluxe companion to the CONFIG program in this guide.

# AND THERE'S MORE INSIDE

## THE GAME LOBBY

Press **I** on the main screen and answer **Y** — FujiNet boots the **Game Lobby**, an online meeting hall listing every FujiNet-aware multi-player game with servers waiting for players: 5-Card Stud against Apple owners, checkers, and more. Pick a table; the right program loads itself. To come home, press Button **C** and restart, as usual.

## A PRINTER WITHOUT A PRINTER

When a program prints to **P**, FujiNet catches the output and keeps it for you. Open FujiNet's web page, look under **Printer**, and collect your listing as a modern document — no ribbon, no fanfold paper, no 40-column smudge.

## A CLOCK THAT'S ALWAYS RIGHT

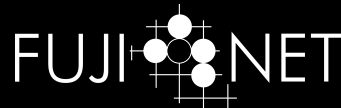
FujiNet knows the time — it asks the Internet. Programs that are FujiNet-aware can stamp files and screens with the real date and time, something no stock ATARI ever managed.

## THE N: DEVICE

Programs written for FujiNet can open **N**: the way they open **D**: or **P**: — and reach TCP, UDP, HTTP, TELNET and more through it. BBSes, weather reports, news wires, chat across the world: the network becomes just another ATARI device, programmable from BASIC.

## KEEPING FRESH

New FujiNet firmware arrives regularly, with features and fixes. Flash updates over the USB port with the FujiNet Flasher from **fujinet.online/download** — or from FujiNet's own web page, at the press of a button.



**EIGHT DRIVES • PRINTER •  
MODEM  
CLOCK • NETWORK • LOBBY**

All in one little box, and the box is open hardware: the schematics, the firmware, and this very booklet are free for anyone to study, improve and share.

# WHAT TO DO IF IT DOESN'T WORK

In most cases, when something is amiss, a message appears on your television screen. If you get one, don't worry — you haven't broken anything. The most common situations and their solutions are listed here.

## **THE COMPUTER SHOWS BASIC'S READY PROMPT (OR THE SELF TEST), NOT CONFIG**

The computer didn't hear from the FujiNet. Check that the SIO plug is seated firmly, and that the power switch is ON — no lights at power-on means no power, so try the other peripheral jack or a USB power source. If the lights are on, a program from an earlier session may still be in charge: press FujiNet's **Button C**, wait a few seconds, and turn the computer off and on.

## **THE COMPUTER BOOTS AN OLD PROGRAM INSTEAD OF CONFIG**

That's a feature — whatever is mounted in drive slot 1 boots on every restart. To get back to CONFIG, press **Button C**, then restart the computer.

## **NO NETWORKS FOUND AFTER SCANNING**

FujiNet hears 2.4 GHz networks only. Make sure your router broadcasts on 2.4 GHz (nearly all do), or move the computer closer to it. If your network hides its name, choose **<Enter a specific SSID>** and type the name yourself.

## **CONNECT FAILED, OR UNABLE TO CONNECT, EVERY TIME**

Re-enter the password slowly — capitalization counts, and the characters print as \* so mistakes hide well. If the password is certainly right, check whether your router restricts devices by MAC address; FujiNet's MAC is printed at the top of the scan screen.

## **COULD NOT MOUNT HOST SLOT**

The host's name is mistyped, the server is down, or — if the host is **SD** — no card is in the slot. Press **[E]** and check the spelling; make sure the card is FAT32 and clicked all the way in.

## **COULD NOT OPEN DIRECTORY**

The folder went missing, or a filter is asking for something that isn't there. Press **[F]** and enter a blank filter, then try again.

## **I PRESSED W BUT THE SLOT SAYS R: ERROR SETTING DISK MODE**

The host is read-only — public servers usually are. Copy the image to your SD card with **[C]**, mount the copy, and write on that.

## **I BOOTED A GAME AND GOT A BLUE SCREEN, GARBAGE, OR BASIC**

Hold **[OPTION]** down and **keep holding it** until the program starts loading. On XL and XE computers, **OPTION** during a restart disables built-in BASIC, which most games insist on.

## **MY REAL DISK DRIVE AND THE FUJINET FIGHT OVER DRIVE 1**

Two drives are answering the same number. Renumber the real drive (the switches on its back), or keep FujiNet's slot 1 empty and boot from the real drive.

## **THE HIGHLIGHT BAR IS RED, AND CONFIG NEVER OFFERS A NETWORK**

The wireless radio has been switched off on FujiNet's web page. Only the SD card works this way. Visit the web page from another computer to switch the radio back on.

## **WHERE DID MY PRINTOUT GO?**

If a program "printed" and nothing happened, FujiNet's virtual printer caught it. Open FujiNet's web page and look under **Printer** to view and save the output.

If you encounter further difficulty, the worldwide FujiNet community answers questions at all hours — see the back of this booklet. No toll-free number required.

# A SHORT GLOSSARY, AND WHERE TO FIND FRIENDS

**ATR** --- the standard file format for ATARI disk images — an entire diskette captured in a single file.

**Boot** --- what a computer does when switched on: load and run the first program it finds. Your computer boots CONFIG from the FujiNet, and later boots your software from drive slot 1.

**CAS** --- a cassette-tape image. Mounted in drive slot 8, it turns FujiNet into a program recorder.

**CONFIG** --- the program this booklet is about: FujiNet's control panel, loaded by your computer directly from the FujiNet.

**Disk image** --- a complete diskette stored as one file (.atr), ready to mount in a drive slot.

**Drive slot** --- one of FujiNet's eight virtual disk drives, D1: through D8:. Whatever is in slot 1 is what the computer boots.

**Host** --- a place disk images live: a TNFS, web, SMB, NFS or FTP server — or the microSD card in your FujiNet.

**Host slot** --- one of the eight remembered host names at the top of CONFIG's main screen.

**MAC address** --- a hardware serial number identifying your FujiNet to the network.

**Mount** --- to load a disk image into a drive slot — the electronic equivalent of inserting a diskette and closing the drive door.

**Read-only / read-write** --- whether programs may change a mounted image. The R or W on each drive slot line tells you which.

**SIO** --- the ATARI Serial Input/Output bus — the daisy-chain of peripherals your computer talks to. FujiNet joins it as several devices at once.

**SSID** --- the broadcast name of a wireless network — what you pick from CONFIG's network list.

**TNFS** --- the Trivial Network File System, the simple, friendly protocol FujiNet uses to browse software servers over the Internet.

**XEX** --- an ATARI executable program file. FujiNet can boot one directly, no disk required.

## YOU ARE NOT ALONE

FujiNet is built and supported by a worldwide community of enthusiasts, and plenty of help is available, day or night:

- **Web site:** [fujinet.online](http://fujinet.online)
- **Firmware, source & wiki:** [github.com/FujiNet/WIFI](https://github.com/FujiNet/WIFI)
- **Flashing & updating:** [fujinet.online/download](http://fujinet.online/download)
- **Community Discord – the fastest place to get help:** [discord.gg/7MfFTvD](https://discord.gg/7MfFTvD)
- **AtariAge forums – active FujiNet discussion among Atari owners**

CONFIG is only the beginning. FujiNet-aware software can read the clock, fetch the weather, chat across the world, and play games against owners of Apples and ADAMs and Commodores. Visit the web site and the Discord to see what the community is building — and to show off what you build.

**A FUJINET IN EVERY HOME!**

Every effort has been made to ensure the accuracy of the product documentation in this booklet. However, because the FujiNet community is constantly improving and updating its software and hardware, the authors are unable to guarantee the accuracy of printed material after the date of publication, and disclaim liability for changes, errors or omissions.

Unlike 1982, reproduction of this document is encouraged: it is distributed under the GNU General Public License v3, and its source lives in the **fujinet-manuals** repository. The FujiNet contains no user-serviceable parts — but the schematics are free, so service them anyway.



