



onsatmail

Installation Guide

onsatmail from AST provides reliable internet email over mobile satellite phones such as Inmarsat, Iridium, Globalstar, and Thuraya or IP based links such as with Inmarsat's Mobile Packet Data Service and BGAN.

Overview

onsatmail uses a specialised data transfer protocol specially designed for transferring data over low-bandwidth.

The protocol along with data compression reduces connect time and increases throughput on circuit-data connections and overall data traffic on IP based links.

Features

- Mail fetch
- Max message size limit
- Trusted address list
- GPS tracking via onsat-track
- Image resizing
- FTP client
- Iridium signal monitoring
- POP mailer support
- SMS notify



1. To download onsatmail, log onto www.onsatmail.com, and select a download option from the left hand side of the screen.
2. A message box will appear asking to save, run or cancel, select run. The onsatmail – Personal Software Installation will now run
3. Follow the instruction on screen, and when prompted enter:
 - Your account name (ie joebloggs@onsatmail.com)
 - Your password
 - Your name (or customer's name)
 - AST Airtime Account Number

If you do not have an Airtime Account Number, enter your Iridium, Inmarsat or Thuraya satellite phone number, or your current email address.
4. By default, the software is configured to start in the built in console mailer. If you wish to use your current mailer (Outlook Express, Apple Mail etc) check the POP/SMTP box option to enable the POP and SMTP servers.
5. You will also need to configure your current mailer to connect. Mac must use ports above 1024 or the POP and SMTP servers will not start, this is a built in 'security' feature within Mac. Use port 1110 for POP and port 1025 for SMTP (these will be automatically selected). These changes will also need to be made within the advanced settings in your mailer setup.
6. After entering the account information click the OK button.
7. If you are currently connected to the internet onsatmail will automatically connect to the server and create an account. If you are not currently connected to the internet you will be prompted to configure your satellite phone.
8. To configure a satellite phone or modem (rather than connecting over the internet) first make sure your phone/modem is connected (plug in the USB/Serial adaptor if your computer doesn't have a DB-9 serial port) then click 'Setup' and select 'Calling'.
9. On the left is the list of your 'locations', currently only 'VPN LAN' is listed (the 'VPN LAN' location is used when you connect over the internet. To add a new location that uses a satellite phone or modem, select the Serial Port the phone/modem in the 'Modem Type' drop down box, then select the Serial Port the phone/modem is connected to. With both the modem Type and Serial Port selected, click the Add Button.
10. A new location with the modem name will be added to the Location list. Set the Max size for this location (this should be no greater than the Max Msg Size on the Account Settings tab).
11. The Number field should be 'auto' and the number that will be dialled is shown in blue.
12. If you need to edit the modem settings, click the Edit button to the right on the Modem field. You can change the port if needed; otherwise all the settings should be correct. Click the Advanced Modem Settings button should you need to make any further changes. If you have made changes to the modem and want to reset to default. Click the Set Defaults button to undo any changes you may have made.
13. At this point close the Setup Screen. In the UUPlus console you can toggle your current location (the options that UUPlus uses to connect to the server) by clicking the Up/Down arrow button or on the current location name. Set the location to the modem you just installed and click call (be sure you have enough signal strength on your phone). The dialler should pop up then the call should be made.
14. After the dialler closes, you can view the log entries of the call by clicking Logs either in the menu bar (select the Dialler log), or on the console. If the call was not successful there should be an error message indicating the problem.
15. For further help, please contact your Account Manager.

