Web Browser 2.0
with SegaNet™

Includes Full Version of Sega Swirl™ Game

Dreamcast

SEGA   AT&T

SEGANET™

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

ATTENTION:

YOUR SEGA DREAMCAST™ CONSOLE CAN ENABLE ACCESS TO THE INTERNET, INCLUDING, WITHOUT LIMITATION, SEGA.COM, THE WORLD WIDE WEB, ELECTRONIC MAIL AND CHAT ROOMS. To access the Internet, the Dreamcast console must be connected to a telephone line using an Internet Service Provider (ISP) as provided in the user instruction manual. Remember: users of Sega.com will be capable of communicating over the Internet, in the same manner as any Internet user. BE ADVISED that it is possible for Internet users to have access to individuals or material that is harmful or objectionable including, without limitation, that which is defamatory, obscene, threatening, abusive, discriminatory or hateful. Such users may also access Web sites that contain such material, including adult material. It is not possible for Sega or its affiliates, employees, or agents to control the content of, or access to, Web sites, chat rooms, bulletin boards, or electronic mail communications. AS SET FORTH IN THE SEGA.COM TERMS AND CONDITIONS, SEGA DISCLAIMS ANY AND ALL RESPONSIBILITY FOR THE ACCESS, CONTENT, AND USAGE OF THE INTERNET AS WELL AS ANY SPECIAL, CONSEQUENTIAL, INDIRECT, PUNITIVE OR INCIDENTAL DAMAGES RELATED THERETO.

ONLY YOU can decide whether use of Sega.com and the Internet is appropriate for your family. If you are concerned about the foregoing, you may wish for an adult to be present when accessing the Internet. In any case, you assume TOTAL RESPONSIBILITY AND RISK for all use of the Internet including, without limitation, Sega.com, chat rooms, and electronic mail as well as any and all liability whatsoever relating to any Sega, Sega.com, or Dreamcast products or services.

To use the Sega Dreamcast Web Browser, it is necessary to establish an account with an Internet Service Provider. Neither Sega nor Planetweb are responsible for any charges you incur for establishing your Internet account.

You will need to connect to your Internet account over a standard telephone line. Neither Sega nor Planetweb are responsible for any telephone charges, including all local, toll and long distance charges you incur to connect to your Internet account. To minimize your phone charges, make sure to select a local dial-up number for your ISP. If you have any questions about whether the dial-up number you've selected is a local call, check with your local phone company.

In some cases you may connect to Web sites that charge separate fees for access. You are solely responsible for any additional fees you incur while accessing these sites.

Additionally, you may choose to order products electronically using the Dreamcast Web Browser. While Sega has included encryption technology in the Web Browser to help keep private information secure, Sega cannot guarantee the security of information shared over the Internet. All information shared over the Internet is at your own risk. Of course, you are solely responsible for any charges incurred by ordering products or services over the Internet using the Dreamcast Web Browser.

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Sega customer service
1-888-345-SEGA (7342).

INTRODUCTION

Welcome to the Sega Dreamcast Web Browser version 2.0! This browser is your gateway to Sega.com and the World Wide Web. With it, you can access exclusive Sega information, chat with other Dreamcast users, buy Sega products, and much more!

The Dreamcast Web Browser supports the following features:

- Exclusive, easy access to SegaNet ISP
- HTML 3.2
- Flash 3
- MP3, WAV, AIFF and AU audio playback

- Email
- IRC Chat
- 128-bit Encryption
- Javascript
- JPG, GIF and PNG graphics

- VMU/Jump Pack support

This manual will take you through the steps of getting online with the Dreamcast. It also provides some background information for Internet beginners and a detailed guide on getting the most out of the Dreamcast Web Browser.

THE WORLD WIDE WEB

What is the World Wide Web?

The World Wide Web (WWW) consists of hundreds of thousands of computers that send graphics, text and sounds through the Internet. This data is viewed through a Web browser, such as the Dreamcast Browser.

Each Web page on the Internet has a unique identifying address (called a Universal Resource Locator, or URL for short) that you can enter into your Dreamcast Web Browser in order to access the page directly. In addition, most Web pages on the Internet have "links" that connect them to other Web pages. By clicking on a link, your browser will automatically take you to the connected page.

When you connect to the Internet with the Dreamcast Browser, you will first connect to Sega.com, the best source for information about Sega, Dreamcast, Dreamcast games and the Dreamcast online community. To access a web page on the WWW, just go up to your URL bar and click. A window will appear where you can put in your URL. Click on OK and you're off!

How do Web pages get to me?

The information on a Web page travels over the Internet from that page's web server to your Internet Service Provider and then on to your Dreamcast. Due to the high volume of Internet traffic, sometimes there are jams where data will be slow in reaching you. If the Internet seems extremely slow, you may want to try a different Web page or connect again later.

How much does it cost to use the Web?

You only pay for access time from your Internet Service Provider (ISP) and any additional phone charges needed to connect to your ISP's access point.

What is SegaNet ISP?

SegaNet is the gamer's ISP designed to provide a consistent online connection with low latency. If this is the first time you've used your Dreamcast to browse online, you can select SegaNet as your ISP. You can use your existing ISP to browse with the Dreamcast, or register for SegaNet at www.sega.com at any time.

Be careful!

The Internet is a very large community, and like any large community, there are places that are inappropriate for children. If you have concerns about your children being exposed to certain content, do not allow them to use the Dreamcast Browser without your supervision. The Dreamcast Browser is a tool, and neither Sega nor Planetweb can control how it is used or what content is viewed through it.

Choosing Your Internet Service Provider

SegaNet is the preferred ISP for the Sega Dreamcast and the SegaNet online gaming network. If you decide to subscribe to SegaNet, follow the on-screen directions on the Dreamcast Browser version 2.0 disc, please contact customer service at 1-888-345-SEGA. The SegaNet ISP supports the Sega Dreamcast and PC systems.

You can also choose to subscribe to Sega's partner, AT&T and its AT&T WorldNet service if you prefer. If you choose AT&T WorldNet, follow the on-screen directions the first time you use the Dreamcast Browser version 2.0 disc. It includes information on current service plans and pricing options.

Your Sega Dreamcast modem and Dreamcast Browser version 2.0 are compatible with most major ISPs, so you should be able to use an existing account if you have one. Please refer to the "Using an Alternate Service Provider" section on page 8. At this time, we are unable to support America Online or CompuServe dial-up because those ISPs use proprietary browsers.

GETTING STARTED

Make sure your Sega Dreamcast system is correctly attached to your TV and is working properly (consult your Dreamcast Owner's Manual for help). Then locate the phone outlet closest to your Dreamcast.

- Connect one end of the included phone cord to the jack in the Dreamcast modem.

- Connect the other end of the phone cord to a working phone outlet.

Note: You may need to disconnect your phone. **BE CAREFUL TO PLACE THE PHONE CORD SO THAT NOBODY WILL TRIP OVER IT.**

- Place the Dreamcast Web Browser software (label side up) in your Dreamcast and close the CD door.

- Turn ON your Dreamcast.
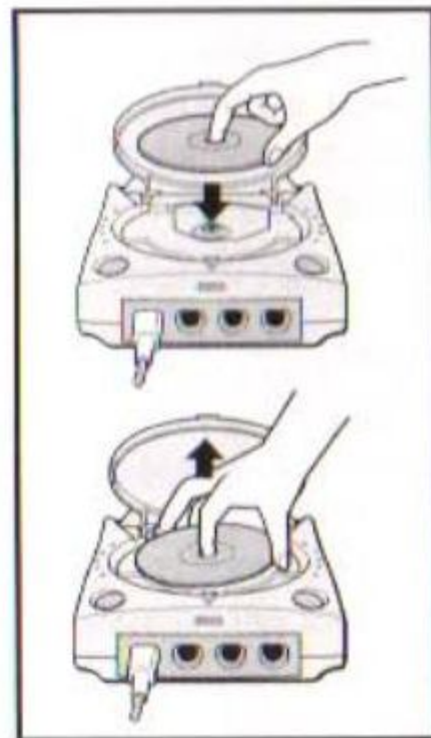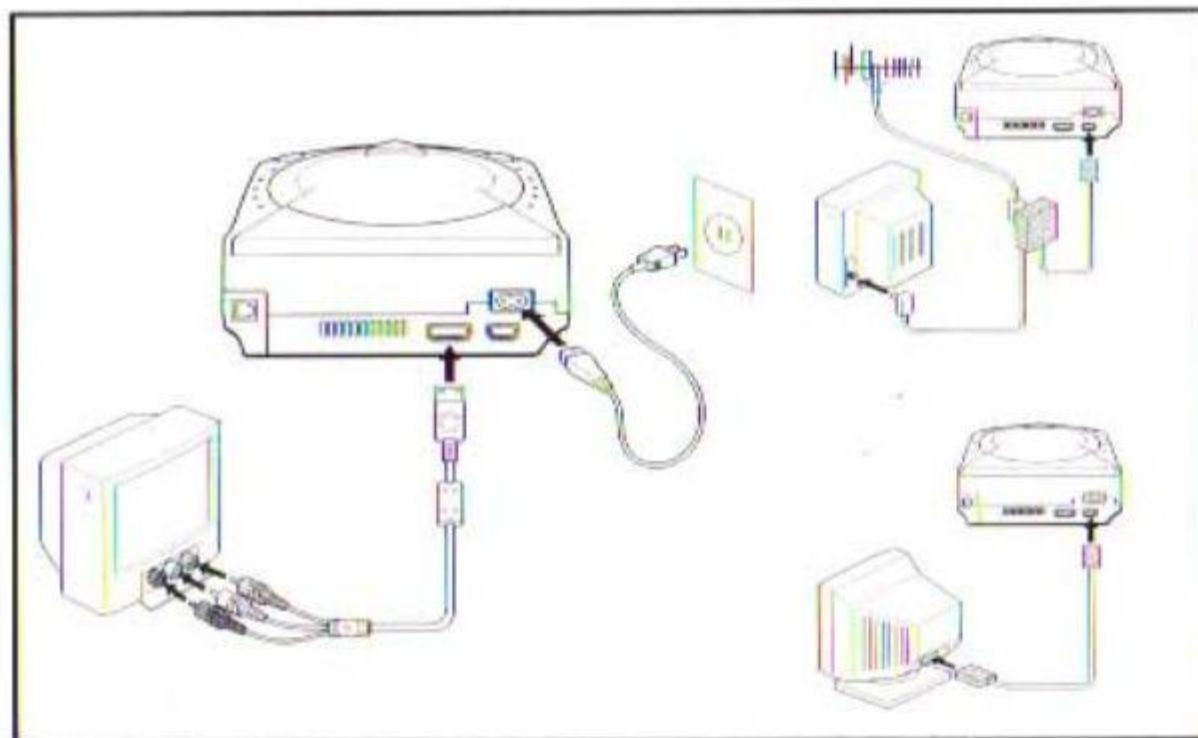
NOTE: Remember to reconnect your phone if you need to make a telephone call.

GETTING ON THE WEB

In order to access the Internet, you will need an account with an Internet Service Provider (ISP).

Sega has created SegaNet to offer a superior online gaming experience. If you don't have an existing ISP, or you'd like to sign up with SegaNet, please follow the directions below for establishing your account. If you feel that SegaNet is not right for you, consider signing up with AT&T WorldNet. Please follow the onscreen directions if you'd like to take this alternative.

Starting an Internet Account with SegaNet

When you start up your Dreamcast Browser for the first time, you will automatically be launched into the sign up process for SegaNet. Click on the SegaNet option to sign up with Sega's own low-latency Internet service.

You will be asked to fill in any codes that you may need before making a call from your Dreamcast. For example, you may need to dial "9" to access an outside line or "1" to dial a long-distance number.

To enter information in an available entry space, simply move the Arrow pointer over the desired space and push the A Button. An on-screen keyboard will appear. Move the cursor with the D-pad and select the desired characters by pushing the A Button. As you select letters, you will see them appear in the selected entry space.

If you make a mistake, click on the left facing arrow on the on-screen keyboard to erase the last character.

Click the "Enter" key when you are finished typing in characters for the selected entry space. You can turn off the on-screen keyboard by pressing the "Start" button on the controller.

Follow the directions on-screen to enter all the necessary information. Please carefully review to make sure you did not make any mistakes while entering your information. Remember that your Dreamcast considers lowercase and uppercase letters to be different – make sure you use the proper case and make sure you correctly record the case on page 9.

After this registration process is complete, you're ready to start accessing the Internet. Press "Start" on your controller, and then highlight "Home" on the Command Cluster. Press A and you will be directed to "http://www.sega.com".

Starting an Internet Account with AT&T WorldNet

Much like the SegaNet registration process, the first time you load your Dreamcast Browser, you will automatically begin the registration process. Carefully follow all on-screen directions. You will be asked to choose United States or Canada to begin the AT&T WorldNet registration process. Then, you will be asked to fill in any codes that you may need to connect to an AT&T dialup connection. For example, you may need to dial "9" to access an outside line or "1" to dial a long-distance number.

To enter information in an available entry space, simply move the Arrow pointer over the desired space and push the A Button. An on-screen keyboard will appear. Move the cursor with the D-pad and select the desired characters by pushing the A Button. As you select letters, you will see them appear in the selected entry space.

If you make a mistake, click on the left facing arrow on the on-screen keyboard to erase the last character.

Click the "Enter" key when you are finished typing in characters for the selected entry space. You can turn off the on-screen keyboard by pressing the "Start" button on the controller.

Continue selecting entry spaces and entering your information until you have filled in all the necessary spaces. Click "OK" when you are satisfied with the information you filled out. At the proper point during registration, you will automatically be connected to the AT&T toll-free registration access line.

When you are finished, your Dreamcast's internal memory will be automatically updated with all necessary information. However, we STRONGLY recommend writing down all pertinent information on page 9 of this manual for quick reference in case it is needed. Press the Start button on the controller, and select the Options icon. The Options screen will show the information you should record in the manual.

Your credit card will be billed on a monthly basis by your ISP.

To cancel an account with AT&T WorldNet, you will need to call the Customer Care Center by telephone at 1-(800)-400-1447.

Using an Alternate Service Provider

Although SegaNet provides the fastest and most reliable connections possible, you may prefer to use another ISP. If you have an ISP and it is PPP capable, you should be able to use that existing account. Please note: America Online and CompuServe are proprietary browsers and will not support browsing via Sega Dreamcast.

During the registration process, you will be asked whether you would like to sign up with SegaNet, your current ISP, or AT&T WorldNet. Scroll to the bottom of the page and click on the option that describes using your own ISP.

Next, you will see a screen that details all the information you will need to obtain from your Internet Service Provider. This information is also listed in the section below. We STRONGLY recommend you record this information on page 9 of this manual so you can quickly refer to it if needed.

Follow the directions on-screen to enter all the necessary information. Please carefully review to make sure you did not make any mistakes while entering your information. Remember that your Dreamcast considers lowercase and uppercase letters to be different – make sure you use the proper case and make sure you correctly record the case on page 9. When you are sure that all information is correct, click "OK."

You are now ready to connect to the Internet. Click "Enter" to start your first Internet session.

Once You Have an Internet Account

When you have established your account and connected to your ISP, you will first see the Sega.com home page. Explore Sega.com by clicking on links with the A Button. If you wish to explore the World Wide Web, go to the top of the screen to the URL bar and click. You may then enter a URL (e.g. "http://www.sega.com") to access web pages on the Internet.

INTERNET SETTINGS LOG

Please record your Basic Info, Dial Options, Proxy Settings, and Email Account Settings here. See pages 15-17 for a description of each item.

Basic Options

Your Real Name:_____

User Login: _____

Password: _____

Dial Up Number:_____

Back Up Number:_____

DNS1: _____._____._____._____

DNS2: _____._____._____._____

Dial Options

Area Code: _____

Long Distance Prefix: _____

Call Waiting Prefix: _____

Outside Dial Prefix:_____

Modem Init: _____

Dial: Tone or Pulse _____

Dial Area Code: On or Off_____

Blind Dial: On or Off _____

Proxy Settings

Use Proxy: Yes or No

Proxy Server Name: _____

Proxy Port: _____

Email Account _____

Email Login: _____

Email Password: _____

Email Address: _____

Incoming Server (Pop3):_____

Outgoing Server (SMTP):_____

(make sure to keep this secret)

Please note that all passwords will be displayed as asterisks for security purposes. Enter the password you've selected when asked to enter the password. Remember to use uppercase and lowercase letters as appropriate.

NOTE: If you have problems connecting to the Internet, please consult the Troubleshooting section of this manual before calling Sega customer service at 1-888-345-SEGA (7342). If you have entered all the information correctly into your Dreamcast, you may need to contact your ISP.

USING THE DREAMCAST CONTROL PAD

X Button
Y Button
Analog Pad
D- Pad
B Button
A Button
L/R Triggers
Start Button
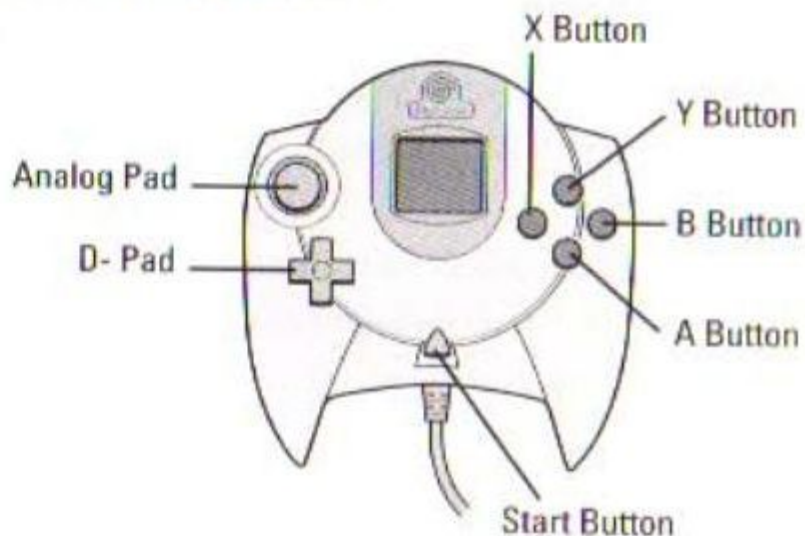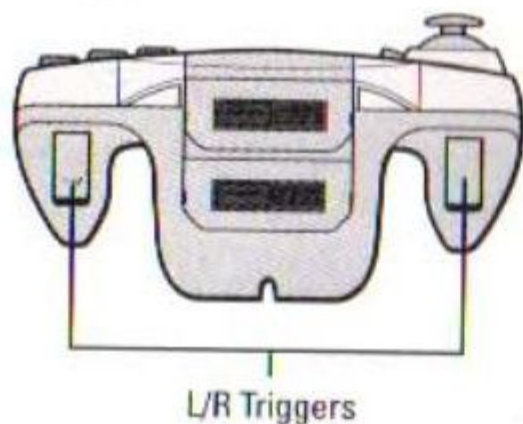
Analog/D-Pad: Controls the positioning of the Arrow pointer and the scrolling of the screen. Selects keys on the on-screen keyboard.

A Button: Performs an action on any icon or link. Enters characters on the on-screen keyboard.

Highlighted or underlined text signifies a link to something specific on the Web. Press the A Button while the Arrow is over a link and you will go to that location. Press the A Button while pointing at the URL Bar to enter a new URL.

B Button: Brings up your list of Bookmarks. See *page 22* for more information.

X Button: Allows navigation of a Web page with Frames. Some Web pages are divided into pieces or "frames." You will know you are on such a page if your arrow becomes bigger. When this is the case, you can move around over the various parts of the page and hit links normally. However, you can't scroll the individual frames independently. To gain access to a specific frame, move the arrow over the desired section and press the X button. The arrow will revert to normal size and you'll be "in" that frame. Now you can scroll within the frame by moving the arrow to the edge of the frame as you would with a normal Web page.

To access the main page or go to another frame, press the X button again.

Y Button: Magnifies the area under your Arrow. Press the Y Button again to increase the power, and one more time to turn off the Magnifier.

L/R Triggers: Scroll the screen up and down.

Start Button: Brings up the Command Cluster. The Command Cluster is a quick way to access the control features of the browser. To choose an icon from the Command Cluster, press the Start button on the controller and use the D-Pad to select an icon (that icon will enlarge, indicating that you've selected it).

Press the A Button to activate the currently selected icon. Press the Start button again to remove the Command Cluster without activating anything. If a dialog box is displayed, the Start button will close it.

The icons on the Command Cluster:

- **Reload:** Refreshes the current page.

- **Mail:** Connects to your mailbox to check email. See *page 16* for more information.

- **Back:** Goes back to the previous Web page. Press the X Button while highlighting Back to see a list of the recent pages you have viewed.

- **Home:** Returns to the startup Web page. Press the X Button while highlighting Home to return to the main startup page of the browser.

- **Forward:** Advances to the next Web page (only works if you have already backed up to previously reviewed pages). Press the X Button while highlighting Forward to see a list of the recent pages you have viewed.

- **Address Book:** Brings up your saved email address list. See *page 21* for more information.

- **Stop:** Stops the current transmission.

- **Options:** Brings up your Internet connection, email account and display settings.

THE ON-SCREEN KEYBOARD

When you move the Arrow onto a form entry field or the URL Bar and press the A Button on the controller, the browser will bring up an on-screen keyboard that can be used to enter information. This on-screen keyboard will also appear when you click on the entry fields to type an email message.

If the "Highlight On-Screen Keys" option is selected in the Optional Settings menu, the Arrow will jump from key to key each time you tap the D-Pad.

B Button: Deletes (backspaces) the character behind the cursor.

L/R Triggers: Move the cursor left and right.

Special Keys on the On-Screen Keyboard:

- Enter: Submits input.

- Clear: Erases all input in the selected field.

- Close: Closes the on-screen keyboard.

- The on-screen keyboard provides the following shortcut keys to make entering URLs easier:

http://www.	.html	.org/
.com/	.edu/	.net/

- If you press Shift or CAPS Lock, the following shortcuts will become available:

.jpg	.gif	.gov/
Current URL		

USING THE OPTIONAL DREAMCAST KEYBOARD

(sold separately)

By plugging in an optional Dreamcast keyboard, you can type as you normally would on a computer.

You can use the keyboard to easily type characters, change or enter URLs, and write email. In addition, some keys can act as special "quick keys" that instantly perform an action. The following is a list of the quick keys you can use:

When not in keyboard mode:

ENTER: Performs actions. Acts as the A Button on the controller.

B: Brings up the Bookmark list. Acts as the B Button on the controller.

X: Controls navigation through Web page frames. Acts as the X Button on the controller.

Y: Opens the magnification tool. Acts as the Y Button on the controller.

G: Brings up the URL dialog box.

T: Toggles the Title display in the URL bar.

ESC: Opens and closes the Command Cluster. Acts as the Start Button on the controller.

Page Up: Scrolls the screen up. Acts as the Left Trigger on the controller.

Page Down: Scrolls the screen down. Acts as the Right Trigger on the controller.

Home: Scrolls to the top of the page.

End: Scrolls to the end of the page.

Arrow Keys: Move the Arrow pointer. Act as the D-Pad on the controller.

Numeric Pad: Allows access to the Command Cluster.

7: Reload	**8**: Mail	**9**: Address
4: Back	**5**: Home	**6**: Forward
	2: Stop	**3**: Options

Ctrl-Q: Exit (hold down the Ctrl key while hitting the Q key).

When in keyboard mode:

ESC: Deletes the text in the current field.

F1-F6: Act as the six shortcut keys on the right side of the on-screen keyboard. Using the Shift key with any of these keys affects them in the same way as pressing Shift on the on-screen keyboard.

Page Up: Moves to the top of the field you are typing in.

Page Down: Moves to the end of the field you are typing in.

Home: Moves to the beginning of the line you are typing in.

End: Moves to the end of the line you are typing in.

Arrow Keys: Move the Arrow pointer.

ACCESSING THE WORLD WIDE WEB

Beyond Sega.com lies the World Wide Web. To access the Web, press the Start button on your controller, and select "Home." You can then enter a URL address by clicking the URL Bar at the top of the screen.

The following is a list of the elements that make up a Web page in the Dreamcaster Browser:

Document Title/URL Bar

Displays the title of the Web page you are currently viewing. You can switch to the URL address by clicking "Title." Switch back to the title by clicking on "URL." You can also click on the Planetweb logo at the far left to go to Planetweb's Dreamcast portal.

Arrow Pointer

Controlled by the analog thumbpad or D-Pad, the Arrow is your tool for activating links. Position it over links and press the A Button. Move the Arrow to the edge of the screen to scroll the active Web page or frame.

Link

A link is a way to quickly connect from a specific Web page to related Web pages. A link in a Web page is signified by highlighted or underlined words or pictures. Click on a link with the A Button to activate it.

Modem Connection

The browser displays a green or a red telephone to indicate whether or not you are connected to the Internet. If the phone is green, you are connected. If the phone is red, you are not connected. You can click on the phone to connect or disconnect from the Internet.

Email

Your browser displays a small envelope when you have new email. Not every ISP correctly indicates if you have new email, so you might see this icon even when there isn't new email.

Encryption Key

Some Web pages are encrypted when they are sent to and from the browser. Encryption allows you to communicate securely with a Web page and enter private information, such as credit card numbers, with minimal risk of that information falling into the wrong hands. When the browser accesses a secure (encrypted) page, a Key icon is displayed on the right side of the URL Bar.

NOTE: ALWAYS MAKE SURE YOU SEE THE KEY ICON BEFORE SHARING PRIVATE INFORMATION SUCH AS YOUR CREDIT CARD NUMBER. IF YOU DO NOT SEE THE KEY ICON ON THE URL BAR, YOUR DATA IS NOT ENCRYPTED AND IS NOT BEING TRANSMITTED IN A SECURE MANNER.

INTERNET OPTIONS

The Dreamcast Browser contains many different configuration options, each of which you can reach from the Command Cluster. Use these options to enter personal information essential to accessing your Internet account and email. After choosing the Options icon, you will need to choose what Options you wish to view and change. Select one of the Options categories or press "Save" to store all of your Option adjustments. To exit the Options menu without saving any changes, press the Cancel icon.

Much of the following information is necessary for you to connect to the Internet. If you have any questions about your settings, contact your ISP directly.

Internet Connection
Basic Info:

Your Real Name: Your first and last name.

User Login: Your User ID. Depending on your ISP, you may either select this or it will be assigned to you.

Password: Your account password is needed to access the Internet. You should guard this carefully to prevent abuse of your account. If you change your password, be sure to change your mail password as well. It is recommended that the two passwords be the same. Your password will be displayed as asterisks for security purposes. Enter the password you've selected when asked. Please be careful of both uppercase and lowercase letters in your password.

Dial Up Number: The number you use to connect to your ISP. SEGA AND PLANETWEB ARE NOT RESPONSIBLE FOR ANY TELEPHONE CHARGES THAT YOU INCUR WHILE USING YOUR DREAMCAST. IF YOU ARE NOT SURE WHETHER OR NOT THE NUMBER YOU HAVE SELECTED IS A LOCAL CALL, CHECK WITH YOUR PHONE COMPANY.

Backup Number: A secondary number the browser will use if the main dial up number is busy.

Primary/Secondary DNS: Identification numbers for your ISP's computers.

Dial Options:

Area code you are dialing from: Enter the area code for your current location.

Long distance call prefix: Enter any prefix you need to access long distance service. Usually, this will be "1."

Call waiting prefix: If you want to disable call waiting while using your Dreamcast browser, enter the correct code from your local telephone company. For example, this may be "*70."

Outside dial prefix: If you normally need to dial a prefix to access an outside line, enter that number here followed by a comma. For example, "9," is a common outside dial prefix.

Modem Init: Allows you to customize your modems init strings. You should not change this unless instructed by your ISP.

Dial: Select tone or pulse dialing as appropriate for your phone service.

Dial area code: Click "On" if you are calling an ISP's number in a different area code.

Blind dial: Select "On" if you have trouble connecting. This may be necessary if you have voice mail on your phone that alters your dial tone.

Proxy Settings:

Check with your ISP to see if you need to enter any data here.

Email Account

Email Login: The login name you use to access your email account.

Email Password: The password required to access your email account.

Email Address: The full email address for your account.

Incoming Server (POP3): The address of the computer you connect with to get email.

Outgoing Server (SMTP): The address of the computer you connect with to send email.

Show mail header when getting mail: Displays a verbose listing of all email headers for each message. This is only recommended for advanced users.

Include original message in replies: When you reply to an email, this option lets you quote the original message.

Optional Settings

Time To Screen Saver (Minutes): The Dreamcast Browser has a built in screen saver. This option sets the idle time necessary for the screen saver to activate.

Hide On-Screen Keyboard: Toggles the on-screen keyboard on or off. Select "Yes" if you have a Dreamcast keyboard connected.

Highlight On-Screen Keys: With this option, the Arrow pointer will "stick" to the keys of the on-screen keyboard. You may find it easier to type using the Dreamcast controller with this feature activated.

Anchors Underlined: Allows you to choose whether you want links to appear underlined.

Play Sound Effects: Turns the Dreamcast Browser's sound effects on or off.
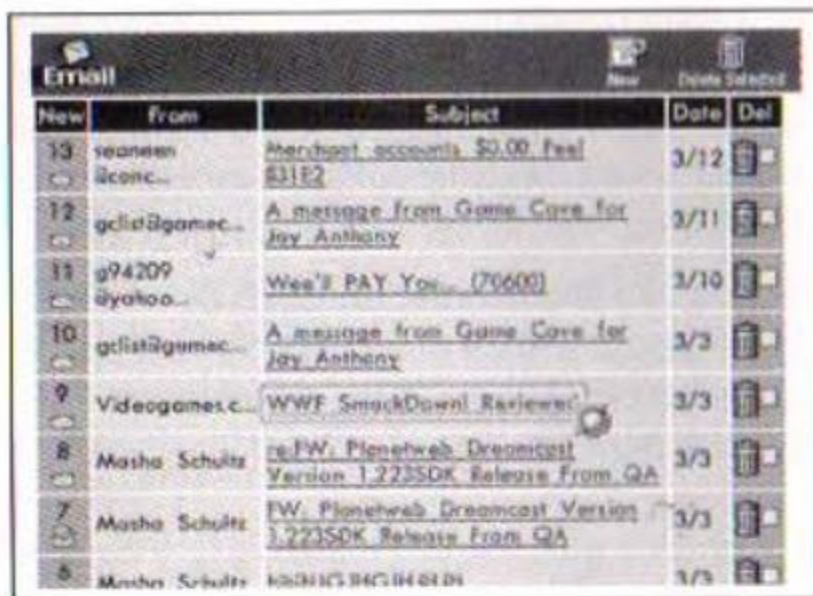
Sound Outputs: Choose either stereo or mono audio output.

VMU Beep: Turns the VMU beeping function on or off.

Verbose Modem Messages: Turns on more detailed information when your modem is dialing your ISP. This option may help diagnose connection problems.

No Activity Disconnect (Minutes): Specifies the amount of inactive time before the Dreamcast automatically disconnects from the Internet.

SENDING AND RECEIVING ELECTRONIC MAIL

You can send and receive email from your Dreamcast Browser with most ISPs. Normally, there are no additional fees to send or receive email beyond your normal connection charges. However, check with your ISP for possible email charges. To access your email, choose the Mail icon from the Command Cluster. Once your mailbox appears, you will see each email arranged by its Sender, Date Sent, Subject and Letter Number. Emails

appear with the most recent at the top. Unread emails appear with an unopened envelope on the left edge of the page. You can view a message by clicking on the highlighted subject line. There is also a trashcan and a checkbox at the right side. Clicking on the trashcan will delete the message. Clicking on the checkbox will mark the message, and you can delete all marked messages using the "Delete Selected" button at the top of the page.

Once the email has been retrieved from your mailbox, you will see the body of the letter and you can scroll down to read the entire message. At the top of the letter is a row of Action buttons that let you respond to the letter. Click on the desired button to perform an action, or use the Back icon in the Command Cluster to return to the Post Office.

The Action buttons are as follows:

Next: Displays the next letter in your mailbox.

Previous: Displays the previous letter in your mailbox.

Reply: Creates a new mail responding to the current letter.

Reply all: Creates a new mail responding to everyone who received the current letter.

Forward: Sends the current letter to another person.

Save Addr: Stores the address of the sender in your Address Book. You will need a VMU for this.

New: Creates a new email message.

Delete: Deletes the current letter.

When composing a mail message, you can grab addresses from your Address Book by choosing the Address Book icon from the Command Cluster. Multiple recipients can be added by repeating this action.

IRC CHAT

You can enter IRC chat through the Sega.com site or through links on certain Web sites. You can also type in the name of a chat server in the URL Bar. The format for a chat address is:

pwchat://servername:port/#channel

The *servername* is the name of the chat server, port is a numeric port number (6666 or 6667 are common port numbers) and #channel is the name of the desired channel. If you leave off the channel part, you can use chat commands to look at and select a channel on the server.

When in chat, you will see the keyboard on the bottom of the screen and a list of people in the channel on the left. You can close the list of people using the Close button on the on-screen keyboard. You can get help with the various chat commands by typing "/help" and pressing Enter. To exit chat, click on "Exit" to exit the channel or "Main Menu" to go to the main browser screen.
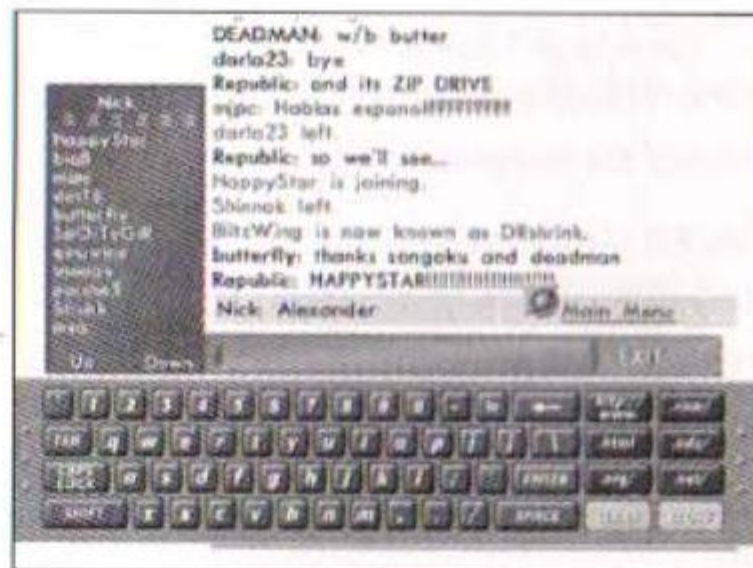
When you chat in an IRC chat room, all the text you type will be viewed by everybody in the same chat room. To conduct a private chat with another person, click on that person's nickname from the list of people in the room. You will see the person's nickname highlight to indicate that you are in a private chat session and your comments will only be seen by that person. To exit private chat, click on the nickname again and your comments will again be seen by all people in the chat room.

Some common chat commands are:

/me *action* sends text as action. For example: if your nickname is Marc, "/me waves hello" will cause everyone on the channel to see "* Marc waves hello."

/join # *channel* to join a channel. If the channel doesn't exist, it will be created.

/leave *channel* to leave a channel.

/names to find out who is on a channel.

/nick name to change your nickname. This is the name people see when they see messages from you.

/msg *nickname message* to send a private message to the person with the nickname.

/whois *nickname* to find out about the person with the nickname.

/ignore *nickname* to ignore everything from the person with a certain nickname. This command is case sensitive, so you will need to type it in EXACTLY as it appears on the screen.

/ignore *nickname none* to listen to the person with nickname again.

/list to see a list of all the channels available on the server.

/help for some simple online help.

ADDRESS BOOK

The Address Book lets you keep a list of your favorite e-mail addresses. It gives you instant access to your addresses without having to memorize or type them out each time you write a message.

Accessing the Address Book

You can pull up your Address Book at any time while on the Dreamcast Network. Just press the Start button on your controller and choose "Address Book." The main Address Book window will appear.

The Address Book window shows a list of email addresses along with a button bar. Each function you can perform is described on-screen, so if you have any questions, you can always place the Arrow on the object in question and get help.

Saving and retrieving addresses

The Address Book is stored in your VMU. Press the "Load" button from the Address Book to load the Address Book from the selected VMU. When you use the "Save" button in the Address Book, a copy of your Address Book will be written to the selected VMU device in your Dreamcast controller.

Address Book Functions:

New Address: Lets you add a new email address to your Address Book. Type in the name of the person and their e-mail address, and they will be added to memory. Also, you can add an address while you are reading email. Click on the "SaveAddr" button on the email toolbar, and the author of that email will become a part of your Address Book.

Up: Scrolls the address listing up one page.

Down: Scrolls the address listing down one page.

Addresses/Names: Switches the address listing to either name or address display mode.

Save: Saves your Address Book to a VMU.

Delete!/Send To: Switches between "Delete" and "Send To" modes. In "Delete" mode, clicking on an address will delete it. In "Send To" mode, clicking on an address will let you write email to that person.

Close: Closes the Address Book window.

Load: Loads an Address Book from a VMU.

IMAGES, SOUNDS, FLASH AND VMU FILES

The Dreamcast Web Browser version 2.0 will automatically display most picture formats, run Macromedia® Flash™ 2.0 animations, and play many different sound formats. You don't need to know the audio file format – your Dreamcast Browser will automatically determine the format and play it properly. When you select one of these audio files, the progress bar in the center of the screen will show you the completion percentage – sometimes audio files can be quite large and take a long time to download.

Once the audio file has been loaded, you can Play, Fast Forward, Fast Rewind, Stop, and Pause the sound file from the Audio Control Panel. You can also jump into the middle of the file by clicking on the Waveform.

Some links may attempt to send a VMU file to you. If you select such a link, you will get a dialog confirming your intent to receive the file. Also, some forms may contain a button that allows you to select a VMU file from your Dreamcast. When you submit such a form, the file will be sent to the server.

BOOKMARKS

Bookmarks are a handy way to record the addresses of your favorite sites and call them up instantly. You can reach your Bookmarks by pressing the B button on the controller. Simply click on any of the Web addresses and your browser will connect immediately to that page.

To add the current Web page to your Bookmarks, press the "Add Current" button. If you want to remove one of your Bookmarks, click on the "Delete!" button and choose an address to remove. Pressing the Start button on the controller will remove the Bookmarks screen.

Saving and retrieving Bookmarks

The Bookmarks are stored on your VMU. You will need to load your Bookmarks by selecting "Load" while in the Bookmarks menu. If you use the "Load" button from the Bookmarks, you will be prompted for the VMU to load from. When you use the Save button in the Bookmarks, a copy of your Bookmarks will be written to the VMU device you select in your Dreamcast controller. Be sure to save before you log out of your Dreamcast if you have added new Bookmarks.

RECENT PAGES

The Recent Pages window lists the most recently visited Web sites. To access the Recent Pages window, press the X Button while highlighting either "Back" or "Forward" on the Command Cluster. Select a link from the Recent Pages and connect directly by clicking on it with the A Button. Press the Start button on the controller to close the Recent Pages.

BROWSING HINTS

Here are some hints to make your exploration of the Internet easier and more fun:

- You can scroll through a page and click on links before all the images are loaded and shown. This allows you to speed through pages and sites that you already know without having to wait for the images to load.

- It can be frustrating to find an interesting site and then not be able to find it again later on. Use Bookmarks to keep track of your favorite spots.

- The "Highlight On-Screen Keys" option positions the cursor so that it is always lined up with a key, allowing for faster input with the Dreamcast Controller.

- When entering URLs, don't forget about the Shortcut buttons on the on-screen keyboard. These can save you typing time.

- The magnifier is perfect for reading small text. Press the Y button to activate it.

- If you want to use the phone while browsing, just select the Disconnect icon (the small telephone-shaped icon) from the URL Bar. This will hang up the phone line. When you are finished using the phone, click on a link or the Connect icon on the URL Bar.

Trouble Shooting

I'm using my own Internet Service Provider and I can't get a connection.

Make sure you are using an active phone line.

Check that you have entered all the login information correctly. If there is any doubt, contact your ISP.

You may need to dial a code for an outside line (such as "9").

Try disconnecting the phone line from your Dreamcast and plugging a standard phone on the end of the line. Then try dialing the ISP phone number and see if a modem answers. If you get a busy signal, the problem is with the ISP or your phone lines.

Sometimes I lose my Internet connection.

If you have call waiting, you may need to disable it, because incoming calls will cause a disconnection from the Internet.

Every site I try says that the server can't be found.

Check your DNS settings in the Options screen. If you are not sure what your DNS is, contact your ISP.

I have voice mail and I can't get connected

If your voice mail system changes the dial tone (by beeping, for example), the modem may have trouble recognizing the dial tone. If this is the case, use the "Blind Dial" option.

I got a "404" error.

This error indicates that the requested page is not available on the server. It is possible that the page has moved or has been taken down.

My download stopped in the middle.

Sometimes data is interrupted in its journey over the Internet. Try clicking the "Reload" icon on the Command Cluster.

I got a "503" error.

This indicates that the server is too busy to send the page. Try again in a few minutes.

The page I tried to load is really slow.

Try clicking "Reload" on the Command Cluster. Sometimes the Internet can get bogged down, and this procedure may allow you to connect via a faster pathway. The page you select-

ed might also have a lot of slow-loading graphics. Try to see if there is a text-only version of the page or a version that is designed for faster loading.

I went to a site that asked for a password.

Some pages require passwords for access. If you do not have a password, you should exit by clicking "Back" or "Home" on the Command Cluster.

I have trouble lining up the pointer with the correct letters on the on-screen keyboard.

Try turning on "Highlight On-Screen Keys" in the Options screen.

Some of the pictures in a Web page are not loading.

Sometimes very large graphics are too big for the Dreamcast to load.

Try selecting a smaller version of the picture you wish to view.

If you still have questions and are able to connect to the Internet, search Sega.com for detailed technical support. If necessary, you can also call Sega's customer support line at 1-888-345-SEGA.

GLOSSARY

Address Book
A place for storing email addresses.

Bookmark
A saved URL for a page on the World Wide Web. Useful for getting back to an interesting Web site.

DNS
Domain Name Server. The servers used to translate names on the Internet to their numeric addresses. It is like a giant book that translates Internet addresses from names (such as www.sega.com) to the real number addresses used by Web servers.

Email
An electronic mail message.

ISP
Internet Service Provider. The company that connects you to the Internet.

POP
Point of Presence. A place that your modem dials to connect to your ISP.

POP3
Post Office Protocol 3. The protocol or language used to retrieve mail on the Internet.

Screen Saver
A feature for helping to prevent damage to the phosphor of a television screen.

SMTP
Simple Mail Transport Protocol. The protocol or language used to send mail on the Internet.

Toll Call
A call that costs per minute. Local phone calls are normally not billed per minute, but toll calls are. However, if your local phone service charges by the minute, you will be charged at your normal phone rate even when connecting to a local dial up number.

URL
Uniform Resource Locator. The address of items on the Internet. Web URLs usually start with "http://".

Visual Memory Unit (VMU)
An external memory card that connects to the Dreamcast controller.

Web Server
A computer connected to the Internet that provides the information displayed on your Dreamcast Web Browser.

World Wide Web
The collection of information served by all the Web servers connected to the Internet.

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Comer, D.E. and D.L. Stevens [1994], "Internetworking with TCP/IP Vol. 2: Design, Implementation, and Internals,i Prentice-Hall, Englewood Cliffs, New Jersey.

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