

# Logging into Furcadia with Telnet

Telnet is a tool most computer users never hear of, let alone use it for any kind of purpose. Nevertheless, this tool can prove to be helpful in certain kinds of diagnostics - mainly when it comes to verify connectivity to a remote server, or in case of Furcadia, to make sure that the server really works and allows you to log into it. Certain kinds of problems with Furcadia are best verified with Telnet and sometimes you might want to use it. This document will explain you how.

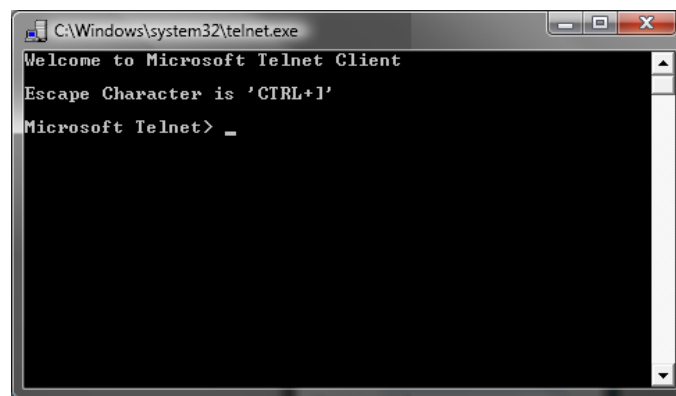
## Starting Telnet

To start telnet (and at the same check if it exists<sup>1</sup>), do the following:

1. Click **START->Run...** or press the **WIN+R** key combination to start the Run dialog.
2. In the Run dialog, type **telnet** and press ENTER

**Note:** If you get a dialog box that says *"Windows cannot find 'telnet'..."*, then you might need to enable it first. See the [Enabling Telnet Client](#) section for instructions and repeat from step 1 when done.

If telnet successfully starts, the following window will show up (see **Figure 1**) and you can proceed to the [Logging In](#) part. If for some reason, this window doesn't show up, but you get an error instead, then double-check your spelling or seek assistance.



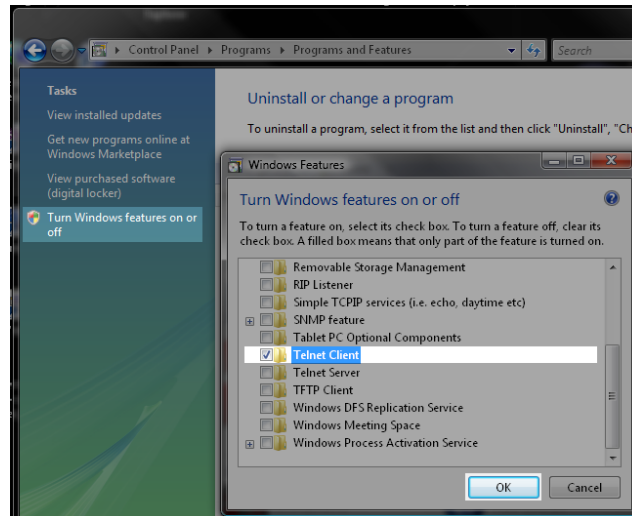
**Figure 1: Microsoft Telnet**

## Enabling Telnet

If your Telnet successfully started and you see the window above, you can skip this section and proceed to the [Logging In](#) part. Otherwise, go through the following steps to enable the Telnet client:

1. Click **START->Control Panel**
2. If you use the classic view, click on **Programs and Features**.

3. If you use the "Control Panel Home" view instead, click on **Programs** and then **Programs and Features**.
4. On the side menu of Programs and Features, click **Turn Windows features on or off**. (It has a shield icon to the left of the text)
5. Locate a feature called **Telnet Client** and make sure it is selected (see **Figure 2**).
6. Click OK and Telnet should be enabled.



**Figure 2: Enabling Telnet**

## Logging In

Before you go through the login procedure, keep in mind that if you make a typo, you will not be able to undo it with the BACKSPACE key! If you do make a typo, press **CTRL+]** key combination and go back to the first step.

1. In the telnet window, type **connect lightbringer.furcadia.com 6500** and wait for a response from the server.
2. If you get a connection error instead, then either the Furcadia server is not accessible at the moment or a firewall (aka: "internet security") program is blocking your access to it.
3. In order to log in, type **connect *character|name character\_password***

**Note:** Spaces in character names are written as pipe characters ( | ) instead! You can write one by pressing **SHIFT+ \**. Spaces in password are replaced with an underscore ( \_ )

Your login attempt can result in the following responses, each meaning something else:

- **#####** - login successful - you have logged into your character and entered the game.
- **]#xxxx 0 Whoops! The username and password did not match...** - either you have entered a wrong character name or a wrong password. Don't forget the rules - spaces in names are replaced with |, spaces in passwords are replaced with \_, passwords are case-sensitive (meaning **This** is not the same as **THIS**) and if you made a typo and used the BACKSPACE key, it didn't help you.

- `]#xxxx 0 Goodbye.` - this is a typical "Access Denied" error. If you entered everything correctly, then it often means that your username/password is correct, but your character is suspended and is not allowed to log in. To get more information as to why you were suspended or the nature of this error, please contact the Guardians at [guardians@furcadia.com](mailto:guardians@furcadia.com) and tell them in detail what happened.

**Note:** This error will also show up if you specified more than just your username and password (i.e.: **connect Artex Password Something**). If you made such a mistake, then simply repeat the login procedure correctly.

- `]#xxxx 0 Invalid query.` - the syntax of the **connect** command is wrong and you might have made a mistake in your login text. You should try again without mistakes this time.

That's all to it. There can be other messages you can see from your login attempt, but these four are the most common.

To learn more about the Furcadia communication protocol, visit the resources section of the [Related Links](#) thread on [Furcadia Forums](#).

**1.** Microsoft Windows Vista and higher disable Telnet initially and you may need to re-enable it before use. It is disabled for "security reasons", but looking for what those reasons are left me with no explanation whatsoever.