

# CARACOLIX

## HitMan

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## Introduction

HitMan gives anybody the ability to track and accrue downloaded materials from an Internet server. Experience and knowledge are not longer a requirement to be able to monitor remote operations.

Suppose you want to know how many people is visiting determinate pages of your web site or you are a software developer and want to know how many people is downloading your software. You know the first thing you need is a server that allows you to run perl scripts (at least). Then you need to create, install and test the script before making sure everything works as expected. But what happens if your files are on a server that does not let you in control of the scripts? or what if you really don't want to make a script at all nor install third party scripts you don't understand? Or you just want to monitor some of your site's statistics in a simple manner.

With HitMan you don't need to install nor setup complicated scripts on a remote server to be able to account the hits on your pages or the amount of files downloaded from the server. You don't even need to acquire assistance from experimented engineers to track and analyze visitors preferences from complicated data sheets.

HitMan even more exciting features let you do all that from your desktop without even opening your browser, login in the control panel or researching illegible data.

HitMan presents you with the data you really want to know. Not more and never less.

This is done by setting up an account with HitMan service. Once the account is created, every click on a link will be accounted by HitMan and later directed to the correspondent file.

The syntax for a typical HitMan account is

<http://www.caracolix.com/cgi-bin/hitman.cgi?acc=account&flnk=file.ext>

In other words this is the only thing you need to set up in your pages.

For example, suppose you have a link to a file available for download named picselections.zip

The html tag that makes the file downloadable is `<A HREF="www.yourserver.com/thedirectory/anysubdirectory/picselections.zip"/>`

By using HitMan your html tag will look something like this:

`HREF="www.caracolix.com/cgi-bin/hitman.cgi?acc=youraccount&flnk=picselections.zip"/>`

As you can see, by using HitMan you also hide the real location of your downloads directory and of course the location where your file really resides. This, by itself is worth more than any other feature since it enhances your server security.

The same benefits are available for other type of documents as html pages, executable files, Adobe Acrobat documents, Macromedia Director and Flash to name a few.

Once an account is set up you can add and remove links to the HitMan server through the HitMan desktop interface. Once that step is completed, you can reformat your links to work with HitMan and use the interface at any time to monitor your files activities.

HitMan automatically monitors your account counters every half an hour -default- and logs any changes so you can view those changes through the interface at any time.

Lets begin learning about the simple HitMan interface

## The Menus

File | Options | Window | Help

Those are HitMan main menus. Each menu holds a few commands and functions described bellow.

File menu

**Save Account**

**Preferences**

**Exit**

**Save Account** is used only once; Right after you sign up for new service.

This command saves your username and account number on your computer so every time HitMan starts it already knows what it needs to log in and retrieve your data.

**Preferences** displays a screen where you can tell HitMan the best and flawlessly way to work in your computer. There are just a few settings which optionally need to be configured:

**AutoLoad:** If this is set, windows will load and run HitMan every time after the computer is reboot.

**Save Logs:** If set, HitMan will log everything.(only good for testing)

**Check for Updates:** HitMan will check to it parent server for software version updates.

**Start Minimized:** If set, when HitMan starts it appears minimized.

**Always display slots left:** If set, the remaining slots will be displayed all the time.

**Update Stats:** Here you can tell how often you want HitMan to gather counters information. The minimum allowed is 30 mins. which is also the default.

**Default Url:** You can enter here the full URL to your files. If this field is filled you will not need to retype it every time you add a new file for tracking.

**Exit:** Use this command to close HitMan (if necessary). Note that HitMan does not need to be running all the time for the counters to be working. Your HitMan interface is used only to monitor for changes and to download the current status of the counters.

## **Options Menu**

### **Manage Links**

#### **Create HitMan Link**

#### **Refresh Stats**

#### **Sign-Up**

#### **Upgrade**

**Manage Links** opens a screen where you can Import links from pages and Add and Remove links from the HitMan remote server.

On this screen you also set your username and account number. Remember to select Save on the File menu right after you entered that information.

Adding a link is the same as creating a counter for a new file.

The minimum information HitMan needs is:

- The file name for the file to track.
- The complete url where the file can be found
- A Friendly name for that file.

The complete url to the file has to be entered on the "Path to file including the file name" field. Remember that HitMan can track any type of file. Since a common html to a zip, exe, pdf, swf or just a .gif and so on.

Once this line is filled up, HitMan will know the file name you want to track and will show this name on the Filename field. If the information on that field is not correct, do not change it from there. All changes need to be done on the "Path to file including the file name" field.

Enter a Friendly Name for the file on the Friendly Name field. This can be any name or short phrase to remind you what the file actually is.

**Monitored Links:** Do not type on this field. The use of this field is explained later. Filesize field is not used on this version so you can leave it blank if you want. If you want to use it as a reminder for the actual file size, go ahead it will not interfere with other settings.

### **Create HitMan Link**

This command properly formats the HitMan link so you can insert it in your source document right away. For this command to be available, a selection has to be made on the Monitored Links box on the Manage Links screen.

The resulting command line can be easily copied to the clipboard and pasted later it into a html page.

### **Refresh Stats**

Use this command if you really need to update the local information for all your counters. Avoid using it too much since the overuse may affect remoter operations.

### **Format for export**

Simply formats and displays items and their counters status on a text box to easily export to other applications.

### **Sign-Up**

This displays a screen where you can gather information about the sign-up process and allows also to sign-up with the service.

### **Upgrade**

On this screen you can learn on how to upgrade your account in case you need to get more slots.

### **Window**

#### **Daily Status**

#### **Current Status**

#### **Import Links**

#### **Service Status**

### **Daily Status**

This screen displays a grid divided in days/hours. Day tags are displayed as columns and hours as rows. On this screen you can see your counters progresses

by day and hour. The information presented shows changes since the last hour in which a data download took place.

Use the pull down arrow to switch the display between tracked items.

The default display is for the current month. You can switch to a previous month to view past operations provided HitMan was installed on or before that month. This data is kept locally in your computer. References to past days or months are not stored on HitMan's server.

If at any time you change your computer or change the hard drive and want to keep the previous months records, install HitMan on the new computer from scratch and then copy the Data directory "as is" to the root folder.

## **Current Status**

On this screen the items tracked are displayed by their friendly name. On the second column is the current count and on the third the changes since the last time HitMan received data from the server. In the last column the full path to the file is shown for reference.

## **Import Links**

This command will import and display all links found on a html document resident on a web site. Once the links are displayed you can select the ones you want to use and HitMan will format them for uploading to the HitMan server.

## **Service Info**

This screen presents you with additional information regarding HitMan operation. On this screen you can see the date you signed up for service, the date your service expires, the amount of slots left, the amount of bytes transferred between your console and the HitMan server on the date and since the first run. The amount of files being monitored, when was the last check and how long until the next.

There is also an Account Status display that shows if any action is taken against your account. (i.e.: a tag like "Suspended" will appear if the account was suspended for misuse or other violations to the service) and Other status will display miscellaneous information if necessary.

## **Operation**

Now that we know what menus and commands there are available we can learn how to use the interface.

## **Signing up for service**

To enable all HitMan remote operations signing up for service is mandatory. After you sign up you receive an account number in addition to detailed information on how to access the service features.

The combination of account number and your chosen username work as a key lock so only you can access and operate the system. For this reason it is very important that you do not give away your username. The account number will be shown as part of the link to the file so don't worry about this.

Try to create a username that has no much to do with your company name or your own name so in case some one attempts to access your hits informatio, they will fail. A good choice is to follow the same guidelines as for passwords.

To sign up for service either select Sign-up on the Options menu or go to:  
<http://www.caracolix.com/HitMan/signupinfo.html>

After signing up you will be contacted by a Caracolix Media representative (not an automated email).

## **Uploading a link**

If there is a different screen being shown, select Manage Links from the Options menu.

Make sure your Username and Account number are displayed on their respective fields.

On the "Path to the filename including the filename" field enter the URL to the file and include the filename with the correct extension.  
For example: <http://www.caracolix.com/files/hitman.zip>

Move the focus to another field by pressing the Tab key or click on the Friendly Name field. On this field enter a name or short phrase briefly describing the file. This information remains local and is good only for you to remember what the file was.

The Reference field will automatically be filled with the file name that the URL points to. You can leave this name or change it to a reference name. That reference is what visitors see when clicking or hover on the link. This is also the reference that the HitMan server recognizes and forwards to the correct address. The reference can be a single word or a short phrase.  
If you use either a reference or a file name, the "Path to the filename including the filename" field; has to end with the file name the link has to load.

Urls concatenation is permitted. If you need to redirect to a different page or script,



add that url to the end of the last argument (file name or reference).

After those three fields are correct, click on the ADD button. The Submit button will become enabled just then. If the Submit button is not enabled it means HitMan can not recognize you as a member. In such case you need to contact support.

#### [Important](#)

Press the Submit button. HitMan will upload that information to the HitMan server. Check the status of the transfer (at the bottom of the screen) to confirm the information was sent.

At that time you also notice the Slot indicator has decreased one unit. This means you have just used a slot. Those are the remaining slots. If at any time you need more slots, check the [upgrade screen](#) for more information.

To add more links repeat the explained procedure. You can upload as many links as slots you have remaining. When you used up all slots you can acquire more if necessary or replace one used for a new one at your convenience.

Every link is available right after you ADD them to the server. Just at that point you can direct the link on your page to interact with the HitMan server link.

**Related topic:** [Create HitMan Link](#)

## **Deleting Links**

Before deleting a link from the HitMan server it is recommended that you redirect the link on the origin page. In other words, you need to change the link on your page so when the deletion is effective users don't find a broken link. This happens because after you delete a link from the HitMan server the target URL does not longer exists.

To delete a link, select Manage Links from the Options menu. Select the file's friendly name from the pull down field and click on the REMOVE button. If the necessary information is available the Submit button will be enabled. Press that button when you are sure the information is correct.

Some times you may notice that the Submit button lags to be enabled. This is because HitMan's will attempt to connect and verify some remote information before agreeing to let you use the command.

If you remove the wrong link by mistake, just retype the necessary information and upload it again. Don't worry for the logs. They will not disappear. Logs and counter information are permanent in your computer and remotely. If you want to remove

them from your computer you have to manually delete them with Windows file explorer.

For your data sake, counter information resident on HitMan's remote server is permanent and you can not delete it. Don't worry If you no longer need that data; It presence does not affect the rest of your operations. This means that if you have used the digits counter display to display counting information in some page, the information will still be available even if you no longer want to keep track of the source file. If at some point in the future you want to track it again, the counter information will be as it was the last time it received a hit.

Note that for as long as HitMan is running, entries displayed on the Current Status screen will remain, even if you have deleted them. This is a safety measure in case you delete an entry by mistake.

### **The RESET Button.**

This button is used only to clear the displayed information. It has no other effect.

## **Monitoring**

After you finish uploading links and you make the appropriate changes on your pages you can start monitoring the activity.

Select **Current Status** option on the Window menu

This screen will present you with some of the information you previously entered when uploading the links. In addition the current count for each file will be shown. This information will be updated once every hour if you left the default value on the configuration screen. Otherwise, your values will prevail.

If the values are zero, it means no one has requested that file (yet).

The Change column displays any changes on the amounts from the last time it consulted the data on the server with it previous one. Again, if the field is empty it means there was no change.

Every time the Interface consults with the remote server, it will store the download information on disk. This information is used on the Daily report screen.

On this screen you can monitor the amount of requests for a file based on hours and days of the month.

To access this screen select **Daily Status** on the Window menu.

This screen displays a grid divided in days/hours. Day tags are displayed in columns and hours as rows.

The information presented shows changes since the last hour in which a data download took place.

Use the pull down arrow to switch the display between tracked items.

To see data from a different month, select the month you want from the selection arrow.

## **Important considerations and tips**

Always use HitMan to generate the link you will insert in your source document. Caps do matter. HitMan's service is character sensitive. This means that if an entry has the wrong cap it will not work.

If any button has a RED background it means the function is disabled. This happens specially when the application is in demo mode or if there is a problem with the account.

Do not abuse the system. Accounts can be punished for abuse or other violations.

Remember you can use a file name for the link or any name or short string. See the sample page on the demo server. More about this bellow.

HitMan's page counter display AKA "digits" is an optional complimentary tool. You are not obligated to use it for the system to work.

If you leave HitMan running and you get disconnected from your Internet provider, HitMan will automatically reconnect when necessary after you reconnect to the Internet. If after a period of time you notice it did not connect missing a scheduled data retrieval, you can reestablish operations by selecting Refresh Stats on the Options menu.

Some times you may notice that the Submit button lags to be enabled. This is because HitMan's will attempt to connect and verify some remote information before agreeing to let you use the command.

## Complimentary Tools

### On-site counter display

You can also display, optionally, the state of your counters on your web site. This is done by adding a single line of code to any of your pages. Doing this, you allow your page's visitors to see how many times a page was shown or how many downloads a certain file had so far. You can show the state of one or more files on the same page if you want.

The Hits display is full of neat features and you can tailor it to your pages style with individual settings for each page where you display it so it blends with the page's own style.

On each counter display you can set the font and background color, font name and size, font bold or normal.

You can also set to display a text message in the same space. For example you could add the word "visitors" or "Hits" or "Downloads" or "Happy customers" so when the counter display shows, it will read something like this: "23651 happy visitors".

You can also chose between any of seven ready-made styles or just use the default.

To see the styles and samples stop by (clicking this will open in another window) <http://www.caracolix.com/HitMan/digitshelp.html>



### Testing before signing up - Demo server

You are welcome to try and test HitMan software for as long as you want. For this matter we have set up a special account you can use for testing purposes.

In the Manage Links screen type **Demo** into the Username field and **cm00001** on the Account number field and select Save on the File menu. HitMan will automatically import settings, configurations and links so you can see the application working.

While on this demo mode, the Add and Remove commands are disabled so the demo works for everyone. All other functions are enabled.

The page <http://www.caracolix.com/HitMan/test.html> works along with the desktop interface for this demo.

Note that all the links on that page point to the HitMan server but ultimately the result calls to a different address for each one of them. Click on those links to see it working.

Those clicks also generate a hit on the server which can be tracked with your HitMan desktop interface.

Have in mind when reviewing hits on the interface that other people may be trying it at the same time so the numbers you see may be higher than 1 hit. (the hit you made when clicked on the link)

When you are finished playing on demo mode and you are ready to [sign up](#) for your own account, select Reset Demo on the File Menu. This is very important so everything works to the perfection. The Reset Demo option will only be available when the interface reads Demo on the User account field.

The Reset Demo option is only available when HitMan is working in demo mode.

## **Contacts:**

Caracolix Media: <http://www.caracolix.com/>

HitMan Service: <http://www.caracolix.com/HitMan/>