

A Guide To TrapDoor

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Chapter 1

A Guide To TrapDoor

1.1 A Guide To TrapDoor

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1.2 Introduction

1. Introduction

This manual is a description of TrapDoor Amiga, explaining how to set up the software in order to send and receive mail and attached files. Please refer to the documentation of other Fidonet packages, for example oMMM, ConfMail, Foozle or even better, the manual for TrapToss, for additional information on file attaches, netmail routing, echomail and other topics you are missing in here.

If you are new to Fidonet, we recommend to read TrapDoor's Fidonet Manual (FidoNet.Man) first.

Please read the entire manual before using TrapDoor.

TrapDoor is a FidoNet-compatible front mailer for Amiga systems. It transfers mail from/to other FidoNet-compatible systems using WaZoo DietIfna and ZedZap technique as well as the lowest common FidoNet protocol, FTS-0001 (Lotek). It also features the latest EMSI (Electronic Mail Standard Identification) handshake that allows two mailers to exchange lots of interesting information at session startup, for example AKA addresses.

TrapDoor handles both sending and receiving of files and mail packets and is fairly easy to set up and use. It works well with high speed modems, and includes all the features found on standard FidoNet mailers, such as making and processing of filerequests, password-protected mail sessions, automatic nodelist lookup and much more.

1.3 Installation

2. Installation

TrapDoor is a CLI based application; it can't be run from Workbench. It accepts a wide range of keywords that allow an easy and accurate configuration.

Upon invocation, TrapDoor will try to find a file "TrapDoor.cfg" in the current directory or in "MAIL:". This file should contain your default configuration data for TrapDoor, like your system's name, your nodenumber etc. (The option of saving the configuration data within the program file, which was available in earlier versions of TrapDoor, has been removed.) You should set up at least the NAME, NODE, SYSOP, BOSS, and CALL parameters.

If you wish to change any parameters from the settings in your configuration file, just list the appropriate configuration keywords on the command line when you invoke TrapDoor.

Please note that the keywords are neither case nor position sensitive.

1.4 The Keyfile

2.1. The Keyfile

TrapDoor is a Shareware program. The unregistered version will pop up requesters at the start and end of the program, and you will have to click some buttons with your mouse, or press some keys. Also, a few other functions are disabled in the unregistered version:

- it will exit after every call
- it will not respond to file requests

Once you register, you will receive a so-called keyfile (to "unlock" your TrapDoor), which will make these requesters go away and enable all features of TrapDoor.

For more information about "Shareware", and the registration process, please see the "Registration" chapter.

1.5 Point Setup

2.2. Point Setup

In a typical Amiga point setup, the installation of TrapDoor will merely consist of a few steps. If you are not familiar with FidoNet and FidoNet Point Systems at all, please read TrapDoor's FidoNet Manual (FidoNet.Man) first.

1. Copy the executable "TrapDoor" to a directory where you store your executable files. Copy "traplist.library" to "LIBS:".
2. Create a new subdirectory, and assign "MAIL:" to it, if you do not already have one. Create subdirectories "MAIL:Inbound" and "MAIL:Outbound".
 - 2a. If you have already registered TrapDoor, and you have a keyfile called "TrapDoor.key", copy this to your "MAIL:" directory.
3. Copy the default configuration file to MAIL:TrapDoor.cfg. There is an example Point configuration file in the Examples/ directory, called Point.cfg.
4. Use a text editor to edit MAIL:TrapDoor.cfg to suit your system. (You can use Ed or MicroEmacs for that purpose.) Most important, change the NAME, NODE, BOSS, CALL and PASSWORD parameters.
5. That's it, you're done. Type "TrapDoor Call Boss" to call your boss system.

1.6 Node Setup

2.3. Node Setup

A FidoNet node is more complicated to set up. First, follow

the steps in the "Point Setup" section. In addition to the directories created there, you will also need to setup a directory for the FidoNet nodelist. Create it on any partition large enough for at least 3 Megabytes of additional disk space, and assign "Nodelist:" to it. Now study the manual for TrapList and compile the FidoNet nodelist. (If you do not have a nodelist yet, you should use TrapDoor or a terminal program to obtain one from another FidoNet node.)

Next, you need to create a scheduling script in which you tell TrapDoor to call out on certain days or during certain hours and what systems to call. This is usually done with a cron-like utility. Cron is a tool which executes other programs at regularly scheduled times.

There is a good cron from TelePro Technologies. It is called TPTCron and freely available from many bulletin boards. TPTCron has successfully been used in many installations with TrapDoor.

The main idea in a node setup is to run TrapDoor in answer mode. It will accept incoming calls and wait for ARexx commands. Then, you use cron to run "TrapPoll" every so often. TrapPoll is a tool that will scan your outbound directory to see what mail has to be delivered to which nodes, and send ARexx commands to TrapDoor to cause these nodes to be called. If you have TrapPoll executed by cron every ten minutes, TrapDoor will make outgoing calls until all mail and files have been sent, or until an accounting limit was reached (see the "Accounting" chapter for a description of the accounting system).

By properly setting up your crontab file, you are able to exactly specify at what times TrapDoor should place outgoing calls, and when it should just sit around and wait for incoming calls. Also, you can run other scripts from cron that change TrapDoor's settings (like switching to BBSMODE ZMH during the Zone Mail Hour).

Please see the Scripts/ directory for many example scripts for running a node.

1.7 The Modem

2.4. The Modem

The Modem must be Hayes compatible. Other modem command standards are currently not supported.

A word about cabling: you will need a seven-wire RS232C cable, that is one that supports at least RxD, TxD, CTS, RTS, DTR, DSR, DCD and last but not least, Gnd. Anything less (or other connections) may not have the desired effect, although the strict requirements which TrapDoor poses on the DSR signal can be bypassed by use of the NODSR keyword. Also, seven wire handshake can be disabled with NO7WIRE.

Be sure to set up your modem so that dropping DTR causes a hangup, and a return to command state -- even better a complete reset. If you don't do this, TrapDoor will be incapable of hanging up correctly! On almost all Hayes compatible modems this can be achieved with AT&D3, a few may require changes to their DIP switch settings or S-registers. Please consult the manual that comes with your modem if you feel unsure.

Also, take care that your modem should respond to successful connects with a "CONNECT XXXX" message (where XXXX is the baudrate), not just "CONNECT" (except at 300 baud). If your modem returns only "CONNECT", TrapDoor assumes that the connection takes place at 300 baud. On most Hayes compatible modems you will have to use ATX1 or higher. If your modem returns "CONNECT FAST" (Trailblazer modems do), TrapDoor will continue to operate at the baudrate specified in the BAUD statement.

When DTR is set high, DSR should follow. In case your modem is reacting too slowly, try adjusting the SLOWMODEM parameter. If your modem cannot properly handle DSR at all, use the NODSR setting.

Some modems require a substantial delay between the "AT" prefix and the actual command string. If this is the case with your modem, put at least one tilde ("~") character between the "AT" prefix and the command. This will cause TrapDoor to wait a short time before sending the rest of the string. Fine tune the time with SLOWMODEM. Some modems also require a substantial delay after a reset (caused by DTR drop or ATZ) before they respond to commands again -- insert tilde characters where appropriate!

1.8 Example Modem Settings

2.5. Example Modem Settings

These example setups for widely-used modems should get you started quickly.

1.9 Ordinary 2400 Baud Modems

2.5.1. Ordinary 2400 Baud Modems

Set your modem to:

```
E1  echo modem commands
Q0  display result codes
V1  verbose results
X1  or higher
&C1 DCD follows carrier detect
&D3 reset on dtr drop
```


&S0 DSR always on

To setup your modem, enter a terminal program and set the baudrate to 2400 baud. Then type

```
AT&FE1Q0V1X4&C1&D3&S0&W
```

and press return. Your modem is now set up for use with TrapDoor.

In your TrapDoor.cfg file, use the lines

```
BAUD 2400
SLOWMODEM 10
MODEMINIT "~~AT~Z|~"
MODEMHANGUP "~|^"
MODEMDIALPRE "~~AT~DP"
MODEMDIALPOST "~|~"
MODEMANSWER "~~AT~A|~"
```

1.10 US Robotics Courier HST Modems

2.5.2. US Robotics Courier HST Modems

These are the settings for a Dual Standard HST modem. If you have the HST only or V.32 only version of the Courier, just set the parameters that apply to your modem only.

USRobotics Courier 14400 HST Dual Standard NRAM Settings...

```
DIAL=PULSE B1 F1 M3 X7
BAUD=19200 PARITY=N WORDLEN=8

&A3 &B1 &G0 &H1 &I0 &J0 &K3 &L0
&M4 &N0 &P0 &R2 &S0 &X0 &Y1

S02=043 S03=013 S04=010 S05=008
S06=007 S07=060 S08=002 S09=006
S10=007 S11=070 S12=050 S13=001
S15=008 S19=002 S21=010 S22=017
S23=019 S24=150 S26=000 S27=000
S28=008 S38=000

STORED PHONE #0:
               #1:
               #2:
               #3:
```

To setup your modem, enter a terminal program. Select the baudrate at which you want to "lock" your modem, usually 19200 baud. (Warning: the serial.device of the Amiga - up to AmigaOS 1.3.3 - can not keep up with 38400 baud. Unless you have a faster processor, like a 68020 or 68030, you will get lots of transmission errors if you choose a higher baudrate than 19200.) Then type

```
AT&FM3X7&A3&B1&H1&K3&R2S13=1S15=8&W
```

and press return. Your modem is now set up for use with TrapDoor.

In your TrapDoor.cfg file, use the lines

```
BAUD 19200 LOCK
7WIRE
SLOWMODEM 10
MODEMINIT "~~ATZ|"
MODEMHANGUP "|^"
MODEMDIALPRE "~~ATB1DP"
MODEMDIALPOST "| "
MODEMANSWER "~~ATB0S7=30A|"
ARQSTRING "ARQ" SNIFFARQ
```

1.11 Internal Supra 2400zi Modems

2.5.3. Internal Supra 2400zi Modems

Set your modem to:

```
E1 L2 M1 Q0 V1 X4 B0 Y0
&C1 &D3 &G0 &J0 &L0 &M0 &P0 &S0

S0=0 S2=43 S3=13 S4=10 S5=8 S6=2 S7=20 S8=2 S9=6
S10=14 S12=50 S25=5 S26=1
```

To setup your modem, enter a terminal program that can talk to "modem0.device" and set the baudrate to 2400 baud. Then type

```
AT&FE1Q0V1X4&C1&D3&S0&W
```

and press return. Your modem is now set up for use with TrapDoor.

In your TrapDoor.cfg file, use the lines

```
SERIALNAME "modem0.device"
BAUD 2400
SLOWMODEM 10
MODEMINIT "~~AT~Z|~"
MODEMHANGUP "|^"
MODEMDIALPRE "~~AT~DP"
MODEMDIALPOST "|~"
MODEMANSWER "~~AT~A|~"
```

1.12 Supra V.32bis

2.5.4. Supra V.32bis

Users of this modem recommend to set ATS95=2W2. We have not tested this modem.

1.13 ZyXEL Modems

2.5.5. ZyXEL Modems

These are the settings for a ZyXEL 1496 E modem, ROMs 6.11a or higher. If you have one of the other models, the parameters are the same.

Current Setting.....

B0	E1	L1	M1	N1	Q0	V1	X7				
&B1	&C1	&D3	&G0	&H3	&J0	&K4	&L0	&M0	&N0	&P0	&R1
									&S0	&X0	&Y1
*B0	*C0	*D0	*E0	*F0	*G0	*I0	*L0	*M0	*P9	*Q2	*S0

S00=000	S01=000	S02=043	S03=013	S04=010
S05=008	S06=003	S07=060	S08=002	S09=006
S10=015	S11=050	S12=000	S13=000	S14=002
S15=002	S16=000	S17=018	S18=000	S19=000
S20=001	S21=242	S22=000	S23=121	S24=034
S25=000	S26=000	S27=156	S28=068	S29=000
S30=000	S31=017	S32=019	S33=000	S34=030
S35=000	S36=000	S37=000	S38=008	S39=000
S40=000	S41=000	S42=002	S43=000	S44=000
S45=000	S46=000	S47=000	S48=004	S49=000

To setup your modem, enter a terminal program. Select the baudrate at which you want to "lock" your modem, usually 19200 baud. (Warning: the serial.device of the Amiga - up to AmigaOS 1.3.3 - can not keep up with 38400 baud. Unless you have a faster processor, like a 68020 or 68030, you will get lots of transmission errors if you choose a higher baudrate than 19200.) Then type

```
AT&FX7&D3S42.1=1S48.2=1&W
```

and press return. Your modem is now set up for use with TrapDoor.

In your TrapDoor.cfg file, use the lines

```
BAUD 19200 LOCK
7WIRE
SLOWMODEM 25
MODEMINIT "~ATZ|"
MODEMHANGUP "|^"
MODEMDIALPRE "~ATDP"
```

```
MODEMDIALPOST "|"
MODEMANSWER "~~ATA|"
ARQSTRING "ARQ" SNIFFARQ
```

1.14 Basics

3. Basics

This chapter is intended to give you a quick overview about the operation of TrapDoor and certain selected topics. If you wish to look up a specific command keyword, please see the reference section "Configuration Commands".

1.15 FidoNet

3.1. FidoNet

FidoNet is a world-wide network of many "FidoNet-compatible" bulletin boards, which communicate with each other using "mailers". TrapDoor is one of these mailers, it allows you to send and receive FidoNet mail and files.

If you are not familiar with FidoNet, or certain terms used in this manual, please see "TrapDoor's FidoNet Manual" (FidoNet.Man) and the glossary there.

1.16 Mailer Operation

3.2. Mailer Operation

A mailer transfers mail bundles and/or files to/from another FidoNet system. You (or other mail packing software) prepare the outgoing mail and files in a so-called "outbound directory". You then tell TrapDoor to call another FidoNet system. TrapDoor will use the modem to place a telephone call there, then proceed to transfer mail/files with built-in protocols. Also, TrapDoor will receive mail and files that are waiting at the other system for you. These incoming data will be stored in the "inbound directory", from where you (or the mail tossing software) can further process the mail and files.

A more detailed description of this process and the interaction between TrapDoor and mail processing software is given in TrapDoor's FidoNet Manual.

1.17 Nodelist

3.3. Nodelist

A "nodelist" is a directory listing all (or parts of) the nodes in FidoNet. It stores the names of systems and sysops, the node numbers, and the telephone number for each node. TrapDoor can use the nodelist to look-up telephone numbers before placing an outgoing call.

A separate program called "TrapList" is used to process the nodelist before TrapDoor can reference it. TrapList builds index files for the nodelist, which TrapDoor later uses. For more information on TrapList and how to compile/index nodelists, please see "TrapList's Faaaast Manual" (TrapList.Man).

Point systems do not necessarily need a nodelist, as they only call one single "boss" system, the telephone number of which can be stored in TrapDoor's configuration file.

1.18 Compatibility

3.4. Compatibility

A sensitive point in every FidoNet mailer is "compatibility". FidoNet uses at least three different handshake methods and more than three different transfer protocols. Not every mailer implements all of them, and so it is very important that mailers automatically detect the capabilities of the other system and switch to the correct handshake and protocol. This detection phase is also one of the sources of most errors and failures to establish a proper connection between two FidoNet systems.

TrapDoor has been extensively tested with other mailers, including various versions of BinkleyTerm, D'Bridge, FrontDoor, Paragon and TrapDoor itself. It should work fine with most systems.

There are two additional notes about compatibility, however. The EMSI handshake method sometimes causes problems with some BBSs with an integrated mailer, such as some older versions of Opus or Paragon. Should you repeatedly experience strange hangups with such a system, you should disable EMSI using the NOEMSI keyword and try again. Especially older versions of Paragon are known to not work correctly with EMSI. If you regularly call such a system, you might want to set up a "custom configuration" for that system (see the next chapter).

Second, the FTS-1 "Lotek" protocol is very often poorly implemented in other mailers. TrapDoor uses a very strict version of this protocol, and behaves exactly according to the specifications. Other mailers with errors in their FTS-1 protocol code fail with TrapDoor. Two known cases are Tabby, a Macintosh mailer, which fails completely, and old versions of TIMS, an MS-DOS mailer, which sometimes failed to transfer the names of inbound files. (Newer versions of TIMS are fine.)

TrapDoor will name the files "Unnamed.File", "Unnamed.File,1", "Unnamed.File,2" etc. Also, in the case of unnamed files, the files themselves may have some Ctrl-Z (hex 1A) characters at the very end, padding their size to an even multiple of 128 bytes.

1.19 Custom Configuration Entries

3.5. Custom Configuration Entries

Sometimes it is desirable to use a special custom configuration when calling a certain node. For example, if you regularly connect to a Paragon system which cannot handle EMSI, you will want to disable EMSI when calling that node.

TrapDoor allows you to set up such custom configuration entries. There is a utility called "setconfig" to store a configuration string for a certain node number. For example, to disable EMSI for 2:314/471, enter

```
setconfig 2:314/471 "NOEMSI"
```

Custom configurations are very flexible. For example, you might have to use special modem settings to call some node. Using the setconfig utility, you enter

```
setconfig 3:504/132 "BAUD 7200 MODEMDIALPRE \ on one
                    ATS42.3=1X29S133=45DT" / line
```

Or, to override a telephone number from the nodelist:

```
setconfig 2:253/500 "CALL 0044-44-123-1234"
```

Here is another trick: if a node has been marked as -Undialable- in the nodelist, TrapDoor will refuse to call it. It will instead display something like "The Mad House (2:310/6) is undialable". If you know the telephone number of that system, you can enter

```
setconfig 2:310/6 "CALL 0043-1-556-7863 COST 833"
```

It is important that you specify the COST parameter here. Give it the cost per minute for that call.

If you lose track of your custom configuration entries, the listconfig utility will list them all:

```
Node      : Config
-----
2:310/6.0 : call 12341234 cost 6700
2:512/17.0 : MODEMDIALPRE ATS7=60B0X7DP NOEMSI
1:125/111.0 : NOEMSI
```

```
Total 3 nodes in database
```

1.20 Accounting

3.6. Accounting

TrapDoor can keep a count of all outgoing calls and incoming calls, on a per node basis, and the cost for those calls. When you have enabled accounting (see the (NO)ACCOUNTING keyword), TrapDoor will maintain a database of

- the number of outgoing calls to a node
- the number of incoming calls from a node
- the number of successful sessions with a node
- the number of failed sessions with a node
- the number of BUSY signals when calling a node
- the number of NO CARRIER signals when calling a node
- the number of VOICE signals when calling a node
- the total cost of all outgoing calls to a node
- the TrxID (a timestamp) of the last successful connection with that node

The "listacct" tool will display all the accounting information, and "clearacct" will reset it, either on an individual basis or for all nodes.

By using the ACCTMAX keyword, you can specify maxima for all of the above accounting items. You can set limits, and TrapDoor will refuse to call a node when at least one of the limits is exceeded. For example, you could set the maximum for the number of failed sessions to 2, and TrapDoor will refuse to call a node again after two failed connects (where a connection was made, but the carrier was lost before the successful end of the session).

1.21 Security

3.7. Security

It is often important to make sure that a particular system is really who it claims to be. For that reason, TrapDoor can use passwords to protect mail sessions. You can set up a password for each node you regularly exchange mail with, and TrapDoor will check the password every time this node calls you. If the password which the other end sends and the password that is stored in the local database do not match, TrapDoor will hang up, or, if the password for an AKA address is wrong, it will simply "forget" that AKA and will continue the session without sending mail or files for the AKA address.

The "setpasswd" tool allows you to set up or remove passwords. For example, to setup a password of "vienna" for 2:313/28, enter

```
setpasswd 2:313/28 "vienna"
```

TrapDoor will always compare passwords using a

case-insignificant match. It will, however, send out passwords exactly as you typed them, in case the other end does not use a case-insensitive compare.

To protect you from losing your password database in case of a system crash, you can also enter "Password" statements in your TrapList configuration file and have TrapList set up all your passwords. This is described in more detail in the manual for TrapList.

If you are running a private system, and you do not want to receive calls from any other nodes except the ones with which you have established passwords, you can set up a secret password using the PASSWORD keyword. Other mailers will only be able to connect to your system if either (a) they know the secret password or (b) you have set up another password for them (using setpasswd) and they send the latter one.

If you are running a public FidoNet node, do not use the PASSWORD configuration keyword.

1.22 File Tagging

3.8. File Tagging

Another security feature of TrapDoor is "file tagging". Each received file will be tagged with a "Secure" field in the filenote, if it was received either from a node listed in the nodelist or from a node with which a password was set up. The "Secure"-Tag will contain either "NL" or "PW" or both "NL,PW" depending on the particular security measures under which the file was received. This can be used by a mail tosser to toss only mail from password-protected sessions automatically, for example.

Also, every file received will be tagged with the node number of the system from which it was received, in a "From" field.

Every FidoNet session will be assigned a unique number. This number will be recorded in the log file, and all files received in this session will be tagged with a "Trx" field listing this unique "transaction id".

If files were renamed during the receive operation (for example, because the file already existed), the original filename will be stored in another field in the filenote, tagged as "FileName".

1.23 Refusing and Pickup Preferences

3.9. Refusing and Pickup Preferences

The Emsi handshake allows for "Refusing" and "Pickup Preferences". These features work only when an Emsi handshake was chosen at the beginning of the session.

Refusing means that a system may refuse to receive certain files or certain mail packets at specific times. A system may refuse

- file requests
- compressed mail
- file attaches
- all of the above

TrapDoor will respect these wishes and not send the appropriate items, unless NOALLOWREFUSING is in effect.

Pickup Preferences means that another system may choose what mail or files to pick up from TrapDoor. A system may want to pick up mail and files

- for all presented addresses
- for the primary address only (no AKAs)
- no pickup at all

TrapDoor will respect these preferences and only send the requested items. (NO)ALLOWREFUSING does not affect this behaviour.

To set up your own Refusing or Pickup Preferences, use the FORBID and PICKUP keywords. The default is to pick up mail for all presented addresses, and to not refuse to receive anything.

1.24 The Keyboard

3.10. The Keyboard

TrapDoor features sophisticated keyboard handling, including the ability to assign arbitrary configuration commands to function keys.

One of the most important keys is probably the ESC (Escape) key. Pressing this key during a session will abort it. TrapDoor will hangup as soon as possible and either return to answer mode, or, if the call was not initiated from answer mode, exit. When TrapDoor is idle and you press the ESC key, it will reset the modem.

Next, TrapDoor makes use of the Alt (Alternate) key for system functions. When TrapDoor is idle and waiting in answer mode, you can activate a number of things via Alt-key sequences. The Alt key works like a shift key: you have to hold it down while pressing another key. These are the Alt key sequences that TrapDoor understands:

Alt-A ... immediately Answer the phone.

Alt-C ... reread the Config file "MAIL:TrapDoor.cfg".
This is useful if you have changed the config file
and want to reset TrapDoor to the new settings.
Alt-Q ... Quit, same as Alt-X.
Alt-R ... Reset modem.
Alt-S ... toggle Showrexx mode (see SHOWREXX keyword).
Alt-X ... eXit, same as Alt-Q.

If you get stuck and cannot remember a certain key, just press

HELP pop up the Help display.
Please note that TrapDoor will wait for the Help
window to close before it exits.

From the main help window, you can select "Settings" or "Keys". "Settings" will give you a short summary of all the current settings of your TrapDoor, "Keys" will show you a summary of all standard key assignments of TrapDoor. Select "Done" when finished reading. From the "Keys" display, you can also choose "F-Keys" which will show you a summary of the current function key assignments.

Function key assignments can be put on any of the function keys (reasonable, eh?). These are the keys in the topmost row of your Amiga keyboard, beside the ESC key. The FKEY keyword is used to assign function keys. When you press a function key, and there is an assignment for it, TrapDoor will send the string assigned to that key to its own ARexx port. From there, the assignment will be processed. That way, you can put things like "Call 2:310/6" or "NOEMSI" on your function keys, or you can start external programs with the "Run" and "Spawn" keywords.

Always remember that hitting a function key will cause TrapDoor to send an ARexx-message to itself. Thus, it will only process that keystroke when it is idle in answer mode. (It will actually process the keypress immediately, but the ARexx-message will be waiting at the ARexx-port until TrapDoor reads it when it comes back to the "Waiting for call" state.)

1.25 Return Values

3.11. Return Values

When TrapDoor returns to the calling program, the following returncodes indicate its success or failure:

0 ... everything successfully completed.
5 ... some minor problem occurred
Either no session could be established (BUSY, NO CARRIER, VOICE etc.) or something went wrong during a session (timeouts, too many retries, carrier lost etc.). This can only occur if you do not start TrapDoor in answer mode, but immediately tell it to make a call, i.e. TrapDoor Call 2:310/6.

```
20 ... some fatal error prohibited any further action.
    TrapDoor could not open its window, screen, serial
    device or timer device, allocate memory or other
    necessary items.
```

More detailed result codes are available through the ARexx interface. See the STATUS command.

1.26 Fax and Voice Support

3.12. Fax and Voice Support

TrapDoor can detect special "fax connect" and "voice connect" messages from the modem and run some external software to receive incoming fax or voice calls. See the description of the FAXSTRING, FAXCOMMAND, VOICESTRING and VOICECOMMAND keywords.

1.27 Automatic Buffer Sizing

3.13. Automatic Buffer Sizing

Some people have been complaining about the CPU usage of TrapDoor. The new feature of Automatic Buffer Sizing (ABS for short), if enabled, will try to reduce the CPU load of TrapDoor during Zmodem receiving.

1.28 ARexx

3.14. ARexx

TrapDoor includes an ARexx port -- while in answer mode waiting for incoming calls, TrapDoor also accepts ARexx messages. The port name, which is also called the "host name" in ARexx parlance, is "TrapDoor", unless you change it with the REXXNAME keyword. Use this name in Rexx "Address ..." statements to select TrapDoor.

All commands and keywords listed in the "Configuration Keywords" section can be sent to the ARexx port and will be understood, although some might not behave as expected. (For example, if you change SERIALNAME while in answer mode, TrapDoor will not switch to the new device. Instead, you should terminate TrapDoor and run it again with a different setup.)

Apart from that, almost everything that can be set up from the command line (or a config file) can also be done via the ARexx port.

Some commands can only be used from ARexx (or TrapTell). Those keywords are marked with

(+) ARexx only command

Attempts to use them from the CLI will cause nothing but an error message.

Usually, ARexx commands will be executed whenever TrapDoor is idle and waiting for a call. Some ARexx commands can also be sent for immediate execution. In that case, the command will be executed immediately, no matter whether or not TrapDoor is just connected to another system and a mail session takes place. For immediate execution, the command must be prepended with an "at" character ("@"). Such keywords are marked with

(@) asynchronous execution possible

Here are a few examples:

```
/* This is a Rexx script to call my boss. TrapDoor must
   already be running in Answer mode. */
```

```
options results
address "TrapDoor"
```

```
"Call Boss"
"Status D"
say "Modem returned" RESULT "from the last call."
"Status X"
say "The last call terminated with error" RESULT"."
```

Should you happen not to have a copy of ARexx handy, no problem -- the tool TrapTell simulates an ARexx server, sending a message to TrapDoor and waiting for the results.

Here is an example. It stops a running TrapDoor by sending it a "Quit" command.

```
TrapTell "Quit"
```

Here's another example. First, we start up TrapDoor in answer mode, but we do not want it to react to incoming calls, so we set the RINGS limit very high. Immediately after launching TrapDoor, we wait a few seconds so TrapDoor has time to initialize everything and open its ARexx port.

```
run TrapDoor answer rings 50000
wait 5 secs
```

Then, I'd like to call node 1:200/300 and get the connect result string:

```
TrapTell "call 1:200/300"
TrapTell "status d"
```

Try it, you should soon become familiar with that method of

controlling programs. There are some example AmigaDOS scripts that use the TrapTell command in the Scripts/ subdirectory on the distribution disk (or in the distribution archive) and there are some more ARexx programs that make use of TrapDoor's ARexx port in the rexx/ subdirectory.

1.29 Dial Scripts

3.15. Dial Scripts

Sometimes, the built-in modem dialer in TrapDoor is not sophisticated enough. It will do fine for a normal telephone link between two nodes, but in some cases, two nodes might be linked via a packet switched network, a private network exchange, PCP, Telnet, Datex-P or whatever else there is.

In these networks, it is usually necessary to log onto the network, identify yourself, and then select the network address or data telephone number with which you'd like to connect. Then, the network system will connect you, and only after that you will be able to establish your normal FidoNet session.

TrapDoor features a tiny script language to accommodate this method of communication. You will have to write ARexx-scripts for your specific data network using the STIMEOUT, SWRITE, SMODEM, SLINE, SCLEAR and SWAIT commands. As soon as you have connected to the other FidoNet system, you issue the STARTSESSION command. Then, TrapDoor will take over again and proceed with a normal FidoNet session.

Here is a short example:

```
/* This is a Rexx script to connect to some other system
   via a custom data network. TrapDoor should already be
   running in Answer mode. */

address "TrapDoor"

STIMEOUT 10
SMODEM "~~ATZ|"      /* initialize the modem */
SWAIT OK
STIMEOUT 60
SMODEM "ATDP1234"     /* call the data network */
SWAIT CONNECT
SWAIT "login:"        /* wait for login prompt */
SWRITE "mad max"||d2c(13) /* send username */
SWAIT "password:"
SWRITE "secret"||d2c(13)
SWAIT "*"             /* wait for prompt */
SWRITE "c 345-17635132#"||d2c(13)
```

```
SWAIT "connection ok"  
STARTSESSION          /* begin the session */
```

1.30 Multiple Lines

3.16. Multiple Lines

TrapDoor can be run on multiple telephone lines. In order to reduce memory usage, we recommend making TrapDoor resident. This is achieved with the AmigaDOS Resident command as in

```
Resident Mail:bin/TrapDoor      ; or wherever TrapDoor  
                                ; resides on your system
```

Next, you have to start each invocation of TrapDoor with different parameters for SERIALNAME or at least SERIALUNIT, and REXXNAME. TrapDoor will refuse to open if the serial device or the ARexx portname is already in use.

Let us assume your configuration file contains, among other things, the statements

```
SerialName "serial.device"  
SerialUnit 0
```

Now, the commands

```
Run TrapDoor SerialUnit 1 REXXName "TrapDoor-1"  
Run TrapDoor SerialUnit 2 REXXName "TrapDoor-2"  
Run TrapDoor SerialName other.device REXXName "TrapDoor-3"
```

will start three copies of TrapDoor. The first one will use serial.device, unit 1, and its ARexx-port will be named "TrapDoor-1"; the second will use serial.device, unit 2, "TrapDoor-2"; and the third one will use a special serial device named other.device, unit 0, and an ARexx-port of "TrapDoor-3".

It is often useful to have separate configuration files for multiple lines, and change not only the above parameters, but also things like the window positions and sizes (LOGWINDOW, STATWINDOW) etc. Also note that there is a special SCREENMODE TRAPDOOR, which is very much like SCREENMODE CUSTOM, the difference being only that all invocations of TrapDoor will open their windows on the same shared TrapDoor-screen. (The first invocation of TrapDoor will open the screen, and the screen will close only after the last copy of TrapDoor has been shut down.). If you are using Kickstart 2.04 or higher, you can also use the new SCREENMODE PUBLIC, which works identically to SCREENMODE TRAPDOOR, but takes advantage of the KS 2.04 "Public Screens". That means that other programs can also share the TrapDoor screen, or TrapDoor can be made to run on other public screens.

To send ARexx-commands to a specific copy of TrapDoor, use the ARexx ADDRESS command to select the port name. Here is an example:

```
/* This ARexx-script closes down TrapDoor on line 3 */  
  
address "TrapDoor-3"  
"quit"
```

If you use TrapTell or TrapPoll, use the -p switch to select the portname, for example:

```
TrapTell -pTrapDoor-3 "quit"
```

1.31 Logfile Buffering

3.17. Logfile Buffering

Older versions of TrapDoor (up to 1.80) would flush the logfile after every single line of log. This would slow down the program, especially when the logfile grew large. Thus, TrapDoor now allows you to configure a maximum number of lines and a maximum number of seconds, during which the logfile will not be flushed. If any of the two values has been exceeded, and a new line is written to the logfile, the file will be closed and reopened, thus forcing all data to be written to the disk.

This is a two-edged sword: on the one hand, your system will become speedier if you don't let your logfile be flushed so often; on the other hand, if your system crashes for any reason, part of the logfile might not have been updated on the disk and you might just miss the important information that lead to the crash. So, you should flush the logfile at least after 10 seconds or so or after 10 lines of information.

The logfile will always be flushed before an external program is run, so that the external software can add data to the TrapDoor logfile. Also, the logfile will be kept flushed when TrapDoor is idle waiting in answer mode.

1.32 OwnDevUnit.library Support

3.18. OwnDevUnit.library Support

Since version 1.84, TrapDoor now features support for OwnDevUnit.library. This is a freeware library that goes in your LIBS: directory and manages access to the serial port between multiple programs.

Imagine your TrapDoor is running in answer mode, idle, and waiting for a call. Now you want to make an outgoing uucp call.

Fortunately, the AmigaUUCP package by Matt Dillon also supports `OwnDevUnit.library`, and so you simply have to start `"uucico"` to make the outgoing call. Through `OwnDevUnit.library`, `uucico` will automatically let TrapDoor know that it wants the serial port, and TrapDoor will close it and relinquish it to `uucico` until `uucico` is done. At that point, TrapDoor will reopen the serial port, reinitialize the modem, and will be ready to accept new incoming calls or place outgoing calls.

Support for `OwnDevUnit.library` is automatic. If the library can be opened, TrapDoor will use it.

Note a few details: While the serial device has been "taken away" from TrapDoor, it will be in a "sleeping" state and reject most ARexx messages. With the exception of the asynchronous commands (those that start with an @ character), TrapDoor will return all ARexx messages with a result code of 50 in this mode.

`OwnDevUnit.library` is not provided with TrapDoor. It can be found on Fish Disk 650, for instance.

1.33 Configuration Commands

4. Configuration Commands

All configuration keywords are listed in the section "Keywords". They can be used either in the configuration file or on the command line. The keywords are neither case nor position sensitive.

The meanings of the special notes

- (+) ARexx only command
- (@) asynchronous execution possible

are explained in the "ARexx" chapter.

If you wish to include space characters (blanks) in a string parameter, you must surround the string with double-quote characters, as in

```
SYSOP "Maximilian Hantsch"
```

The backslash (`'\'`) is used as an escape-character. For example, if you want to include a double-quote within a string, you need to use

```
NAME "The \"quoted\" node"
```

Of course, if you need a single backslash in a string, you need to escape it too, so you have to double each occurrence:

```
BANNER "A Slash / and a Backslash \\ ..."
```


1.34 Embedded Percent-Commands

4.1. Embedded Percent-Commands

The AFTERSESSION, BBSCOMMAND, DIALER, FAXCOMMAND, FREQUEST, RINGCOMMAND and VOICECOMMAND keywords allow you to specify a command-string that will be executed. In these command-strings, the following embedded %-commands are permitted. All of them are case-sensitive.

```
%a ... aka of the remote system (one aka per %a)
%A ... all akas of the remote system (space separated)
%b ... baudrate (between computer and modem)
%B ... baudrate (of the actual connection)
%C ... full CONNECT message from the modem
%s ... serial device name
%u ... serial device unit number
%f ... serial device flags
%r ... unique random number (timestamp)
%l ... name of logfile
%Z ... zone number of the other system
%N ... net number of the other system
%F ... fido node number of the other system
%P ... point number of the other system
%n ... complete FidoNet address of the other system
%S ... name of Sysop of other system
%R ... name of the ARexx port of this TrapDoor
%p ... name of the public screen
%I ... name of inbound directory
%O ... name of outbound directory
%d ... direction: 1 if inbound call, -1 if outbound call
%% ... %
```

For the FREQUEST keyword, the following sequences are allowed in addition to the above:

```
%i ... name of the .REQ file (input file)
%o ... name of the .RLO file (output file)
```

Please note that %b and %B are equivalent unless you use LOCK. In that case, %b will reflect the LOCKed baudrate, whereas %B will give you the baudrate of the actual connection (that was returned by the modem in a "CONNECT XXXX" message).

1.35 Modem Commands

4.2. Modem Commands

All the modem commands (MODEMINIT, MODEMDIALPRE, MODEMDIALPOST, MODEMANSWER and MODEMHANGUP -- all explained later on) accept a few special characters in the configuration string. These are:

```
~ ... short delay
```

```
^ ... drop DTR, wait a while, raise DTR again
| ... send a carriage return character
\ ... escape character, send next character as is
```

All other characters will be sent to the modem unchanged and without any further action.

As with configuration keywords, the backslash ('\') is used as an escape-character for the following character, which is then just sent out unchanged. For example, if you need to send AT~Z4 to your modem, use

```
AT\~Z4|
```

If you put this command into the configuration file, beware that the backslash needs to be escaped there. So you would have to use

```
MODEMINIT "AT\\~Z4|"
```

which gets even worse if you need to send a backslash to the modem. For example, some modems know commands such as AT\N0. In the configuration file, this needs to be written as:

```
MODEMINIT "AT\\\\N0|"
```

1.36 Keywords

4.3. Keywords

This section lists each configuration keyword and ARexx command that TrapDoor understands and explains the parameters and function of each keyword. The keywords are listed in alphabetical order. Boolean keywords, which can be preceded by "NO" are listed under their main name; for example (NO)DIETIFNA is listed under "D".

1.37 (NO)7WIRE

4.3.1. (NO)7WIRE

Enable/disable 7-wire cabling. This will instruct the serial device to use (or not to use) the CTS and RTS signals. If you are using high speed modems with data compression, such as a US Robotics Courier HST, you must use 7WIRE handshake and you must set your modem to "hardware handshake" mode, otherwise various difficulties will arise. This keyword defaults to 7WIRE.

Examples: 7Wire
 No7Wire

1.38 ABORT signals

4.3.2. ABORT signals

Abort is the ARexx equivalent of ^C, ^D, ^E and ^F. To "simulate" such a keypress, just send an "ABORT k" message, where k can be any of C, D, E or F. Multiple signals are OK, i.e. "ABORT CDEF" works as intended. For example, to terminate a TrapDoor that runs in answer mode, use "ABORT F".

- (+) ARexx only command
- (@) asynchronous execution possible (@ABORT)

Example: TrapTell "Abort F"

1.39 (NO)ABS

4.3.3. (NO)ABS

Enables/disables Automatic Buffer Sizing. If this is turned on, TrapDoor will try to reduce its CPU usage during Zmodem receiving. ABS has no effect whatsoever on Telink/DietIfna/Xmodem/FTSI sessions, on the YooHoo or EMSI handshake or on Zmodem sending. It defaults to NOABS.

Examples: ABS
NoABS

1.40 (NO)ACCOUNTING

4.3.4. (NO)ACCOUNTING

Turn accounting on or off. When enabled, TrapDoor will keep track of the number of calls made to a node, the total cost of all outgoing calls to that node, the number of calls received from that node, the number of successful and failed sessions as well as the number of calls that failed because of BUSY, NO CONNECTION or VOICE modem result strings. This keyword defaults to NOACCOUNTING.

Example: Accounting

1.41 ACCTMAX limits

4.3.5. ACCTMAX limits

When accounting is enabled, TrapDoor, when instructed to call a certain node, will check whether or not this node exceeds the accounting limits set by this keyword.

The limits parameter, a single string enclosed in quotes, sets

- the maximum costs,
- the number of calls out,
- number of failed sessions (where a connection could be established, but the carrier was lost before the successful end of the session),
- number of "busy" results,
- number of "no connection/no carrier/no dialtone" results,
- number of "voice" results,

in that order. To disable a certain limit, just set it to minus one. This keyword defaults to ACCTMAX "-1 -1 -1 -1 -1 -1".

Example: AcctMax "100 50 10 -1 -1 0"

sets the limits for further outgoing calls to

- Total cost thus far ≤ 100 .
- Number of calls made ≤ 50 .
- Number of failed sessions ≤ 10 .
- Number of BUSY, NO CONNECTION doesn't matter.
- Number of VOICE ≤ 0 (i.e. don't call when there was VOICE only once).

1.42 ADJUST factor

4.3.6. ADJUST factor

NOTE: the following explanation is only valid for AmigaOS up to 1.3. The serial device has been dramatically improved in AmigaOS 2.04. If you have AmigaOS 2.04 or higher, set ADJUST to zero or leave it out completely. The value defaults to AJUST 0.

Unfortunately, the Amiga serial.device software has a small problem with baudrates: not only will it calculate the value to stuff into the baudrate register of the serial hardware incorrectly and therefore use baudrates that are a bit offset from the correct value, but also this behaviour is different on NTSC and PAL machines, which makes it even worse.

Some modems will work fine with such slightly wrong baudrates, others will not tolerate this and give a lot of transmission errors. By the way, this - it seems - is the main reason why programs such as BinkleyTerm Amiga fail to work with high-speed modems.

TrapDoor offers you a cure for such problems: ADJUST allows you to specify how much TrapDoor will vary any given baudrate before it passes it on to the serial.device. This value should be given in thousands (1/1000). An example: at a value of -11, a baudrate of 2400 will be adjusted to $2400 - 1.1\% = 2400 - 26.4 = 2373.6$ baud. This value will be rounded to an integer and passed to the serial.device, which will then miscalculate the values

for the hardware registers and set the hardware to almost exactly 2400 baud.

Normally, you should leave this parameter at the default value. If you are using AmigaOS 1.3 or lower, and you seem to have serial problems, try setting it to -11, or maybe even something else. Experiment!

Example: Adjust -11

1.43 AFTERSESSION command-string

4.3.7. AFTERSESSION command-string

As soon as TrapDoor finishes a FidoNet session with another mailer, and hangs up the modem, it will call the command you specify here. There may be embedded %-commands, which will be substituted by the parameters of the session that just ended; a list of them can be found in the chapter "Embedded Percent-Commands". To turn off the AFTERSESSION command, use AFTERSESSION "" or omit the statement completely. The default is to have no AFTERSESSION command.

Examples: AfterSession "run Execute Script:CheckInbound"
AfterSession ""

1.44 AKA akalist

4.3.8. AKA akalist

During the EMSI handshake, not only your main address, but also a list of other "also-known-as" addresses will be sent to the other system. Using the AKA keyword, you can specify all your AKA addresses. <akalist> should be a single string, listing all your other addresses.

There is a limit of 20 AKAs for your system. The default is to have no AKAs.

Example: Aka "2:3160/0 2:31/0 27:47/11"

1.45 (NO)ALLOWREFUSING

4.3.9. (NO)ALLOWREFUSING

Enables (disables) AllowRefusing mode. Default is ALLOWREFUSING.

When AllowRefusing is enabled, TrapDoor respects the other end's wishes in the EMSI handshake. When the other end states it

does not want to receive any compressed mail, for example, TrapDoor won't send it. With NoAllowRefusing, TrapDoor will always send what has to be sent. This keyword defaults to ALLOWREFUSING.

Examples: AllowRefusing
 NoAllowRefusing

1.46 ANSWER

4.3.10. ANSWER

Forces TrapDoor to operate in "answer mode". TD will then wait for a call, answer the phone and try to start a session with the remote system. While in answer mode, TrapDoor will accept commands via its ARexx interface.

Example: Answer

1.47 ARQSTRING string

4.3.11. ARQSTRING string

Tells TrapDoor what string the modem returns when it connects to another modem under an error-control protocol. HST modems, for example, return the string "ARQ" as in "CONNECT 9600/ARQ/HST/HST".

You must setup the correct ARQSTRING for your modem when you use FLOATLOCK and/or SNIFFARQ.

Example: ArqString "ARQ"

1.48 (NO)AUTOADJUST

4.3.12. (NO)AUTOADJUST

When AutoAdjust is set, TrapDoor will try to move or resize its status and/or log window to make them fit on screen, should their position and/or size be inadequate for the screen on which TrapDoor opens. This works only under KS 2.04 and higher. The default is NOAUTOADJUST.

Examples: AutoAdjust
 NoAutoAdjust

1.49 (NO)AUTOOVERSCAN

4.3.13. (NO)AUTOOVERSCAN

When using the SCREENMODE CUSTOM, SCREENMODE TRAPDOOR or SCREENMODE PUBLIC option, switching this on forces TrapDoor to open its screen not to the standard NTSC or PAL size, but to the maximum size of the Workbench screen. If you use a program like "MoreRows" to expand your Workbench screen (under Kickstart 1.2/1.3) or use extended Overscan settings under AmigaOS 2.04 (or higher), and you would like TrapDoor to use the same expanded screen size, use this parameter. This keyword defaults to NOAUTOOVERSCAN.

Examples: AutoOverScan
NoAutoOverScan

1.50 (NO)BACKGROUND

4.3.14. (NO)BACKGROUND

When BACKGROUND is turned on, TrapDoor will open its screen behind all other screens. Also, when the log and status window are opened, they will not be activated, so your currently activated window will stay activated. The default is NOBACKGROUND.

Examples: NoBackGround
BackGround

1.51 BANNER bannerline

4.3.15. BANNER bannerline

This line will be sent to the other side when TrapDoor answers a call. This typically identifies your system, says "hi", or tells human callers to hang up.

Instead of a single line, TrapDoor can also send a text file. In that case, use "<filename" as your BANNER (where filename should indicate your banner file). Note that your banner file should not be too long. A few lines will suffice. TrapDoor will automatically convert LFs to CRLFs when sending the file.

Examples: Banner "TrapDoor Development, online 00:00-06:00"
Banner "<mail:banner.txt"

1.52 BAUD baudrate

4.3.16. BAUD baudrate

This is the baudrate to initially talk to the modem -- after power-on or a reset. This speed may change during a session, when you did not lock the baud rate (see LOCK) and a different speed is reported by the modem.

Example: Baud 2400

1.53 BBSCHAR character

4.3.17. BBSCHAR character

This option was included to allow for other "drop-to-the-BBS" keys, especially useful for users on machines that do not have an ESC key (some Macintosh models, C64). The ascii value you indicate here will be recognized and treated as if it were ESC, in addition to the ESC key.

There are three ways to specify the character:

- decimal ASCII code: just specify the decimal digits of the ASCII code
- hexadecimal ASCII code: use a dollar sign ("\$\$") followed by the hexadecimal ASCII code
- the ASCII character itself: either prepend it with a single quote ("'"), or use just the character if it does not conflict with the other options (such as the dollar sign).

The default is BBSCHAR '!'.

Examples: BBSChar 35
BBSChar \$21
BBSChar !
BBSChar '!'

1.54 BBSCOMMAND command-string

4.3.18. BBSCOMMAND command-string

This is used to set the command line that TrapDoor will execute to start a BBS. There may be embedded %-commands, which are described in the chapter "Embedded Percent-Commands".

When a human caller presses ESC, the %-commands will be replaced with the corresponding value and then the resulting string will be executed.

BBSCOMMAND will only be used if the BBSMODE is set to SPAWN or EXIT.


```
Examples: BBSCOMMAND "immed TR0 %b %B"
          BBSCOMMAND "uucico -r0"
```

1.55 BBSINOUT device

4.3.19. BBSINOUT device

This can be used to set stdin and stdout for the BBSCOMMAND to something else than those of the initial CLI from which TrapDoor was started. Just set it to any valid AmigaDOS device, like AUX:

To switch off this feature, use BBSINOUT "". The default is to not use BBSINOUT.

Example: BBSInOut AUX:

1.56 BBSMESSAGE text

4.3.20. BBSMESSAGE text

With this keyword, you can override the standard messages that TrapDoor sends out just after the banner has been sent to a human caller. As you can see in the description of BBSMODE, TrapDoor will usually send a different message depending on the BBSMODE. You can override this message with the BBSMESSAGE command.

A text you set up with BBSMESSAGE will be in effect until another BBSMESSAGE command is sent to TrapDoor. Your BBSMESSAGE text will even stay active if you change BBSMODE. So don't forget to set up the right BBSMESSAGE in your (ARexx) scripts when you switch BBSMODE!

To re-establish the original behaviour (i.e. TrapDoor will automatically select a suitable text depending on the BBSMODE), use BBSMESSAGE "". This is also the default.

```
Examples: BBSMessage "Bitte druecken Sie zweimal Escape."
          BBSMessage "This system is closed until 5:30."
          BBSMessage ""
```

1.57 BBSMODE mode

4.3.21. BBSMODE mode

There are four modes available for connecting a BBS to TrapDoor. The default is BBSMODE NONE.

NONE ... There is no BBS, TrapDoor will display
"Mail only system -- please hang up" to

human callers.

SPAWN ... TrapDoor will use the BBSCOMMAND setting to start the BBS when a human caller enters an ESC character. When the command returns, TrapDoor will reinitialize the modem and continue to wait for a call.

EXIT ... TrapDoor will start the BBSCOMMAND just as with SPAWN, but as soon as the command returns, TrapDoor will exit.

ZMH There is a BBS, but at the moment, human access to the BBS is closed due to "Zone Mail Hour". TrapDoor will display "Mail only period -- please call later" to human callers.

Examples: BBSMode Spawn
 BBSMode None
 BBSMode ZMH

1.58 (NO)BEEPDISPLAY

4.3.22. (NO)BEEPDISPLAY

When BEEPDISPLAY is enabled (the default), TrapDoor will flash the screen when the modem sends a CONNECT message. You can disable this with NOBEEPDISPLAY.

Example: NoBeepDisplay

1.59 BOSS zone:net/node.point

4.3.23. BOSS zone:net/node.point

Specifies the FidoNet address of your boss, as in "2:310/3". Please be careful as not to leave out the zone and point information when your boss node is capable of four dimensional addressing.

Note: the setting of BOSS also specifies what mail will be sent to the other system when you call out using a telephone number. So, if you are calling 2:310/3 with "TrapDoor call 0043-1-454330" to request a file, you have to set BOSS to 2:310/3 for that call, too.

Just to be on the safe side: if you are running a node, set this to your own address.

Example: Boss 2:310/6

1.60 CALL number | fido-address

4.3.24. CALL number | fido-address

Tells TrapDoor to call out. The number dialed can either be set in the configuration file with another CALL statement, or given directly in the command line: when the string following the CALL keyword is not BOSS, it will be interpreted as the number to call. Otherwise, the number from the configuration file will be used.

If you have enabled nodelist support (see NODELIST), you can also specify a FidoNet node number instead of the telephone number. Please note that you always have to prepend a zone number to the node number, as TrapDoor will use the zone-separating colon (":") to distinguish node numbers from phone numbers. When TrapDoor detects that you have given it a node number, it will consult the nodelist to find out the telephone number, the password and the baudrate (unless LOCKed) for that node and use these settings.

Here are a few examples:

To call your boss using the telephone number and node number you have specified in the configuration file, use:

```
TrapDoor Call Boss
```

Note that you should have the statements

```
Call 603-8532 Boss 2:310/6
```

somewhere in your config file.

To call another system that is not your boss, don't forget to change the BOSS keyword as well as other settings such as password, baud rate, etc.:

```
TrapDoor Call 454330 Boss 2:310/3 Password ""
```

If you want to call a certain FidoNet node via the nodelist, just use

```
TrapDoor Call 2:310/3
```

and TrapDoor will figure out the password and other important configuration data for that node from the nodelist. Note that you have to have nodelist support enabled for this function to work (see NODELIST).

Examples: Call Boss

```
Call 0043-1-556-7854
```

```
Call 2:310/6
```

(@) asynchronous execution possible (@CALL)

@CALL can be used to trigger a call if this TrapDoor is not currently busy with another session. You can send TrapDoor the asynchronous @CALL command, and it will report either OUTGOING or INCOMING if it is already making or taking a call, CLOSED if it has closed its serial device due to another program using it, SPAWNING if TrapDoor is waiting for an external program to return, or it will return the string CALLING if your @CALL statement is executing. So basically, @CALL is a combination of @STATUS S and a CALL command, but the operation is atomic. This is necessary for external schedulers.

Example: @Call 2:253/400

1.61 COLORS palette-specification

4.3.25. COLORS palette-specification

1.62 COLOURS palette-specification

4.3.26. COLOURS palette-specification

When you use SCREENMODE CUSTOM, SCREENMODE TRAPDOOR or SCREENMODE PUBLIC (see SCREENMODE), you can change the colours with this option. The palette specifier looks rather like a window specification, starting with colour 0 (the background colour) and continuing to colour 3. The value for each colour is given in decimal, using the formula

$$\text{colour} = \text{red} * 256 + \text{green} * 16 + \text{blue}$$

where red, green and blue specify the intensity of each colour (0 is none, 15 is highest intensity). As an alternative, each value can also be given in hexadecimal notation, if prepended with a dollar sign ("\$").

If you don't specify the colours yourself (i.e. if you omit the COLOURS statement), TrapDoor will use the colours of the Workbench screen.

Examples: Colours 2730/0/2560/10
Colors \$aaa/\$000/\$a00/\$00a

1.63 CONCEPTS

4.3.27. CONCEPTS

Display some ideas about the concepts of ShareWare. Also tells you how to register your copy of TrapDoor (and why to register). Read this!

Example: Concepts

1.64 CONFIG config-file

4.3.28. CONFIG config-file

This is for people with a command-linophobia. It allows you to put yet another config file in your favorite config directory in addition to the standard "TrapDoor.cfg" that TrapDoor looks for. The format of such a file is just the same as that of the command line -- only that linefeeds will be ignored. Also, you may have comments embedded in the config file. Just precede them with a semicolon (";"), and TrapDoor will ignore the rest of the line starting at the semicolon.

Please note that even if you specify a different config file with the CONFIG keyword on the commandline, TrapDoor will always read TrapDoor.cfg (in the current directory) or Mail:TrapDoor.cfg first, and then continue to process whatever was specified on the command line.

Also note that several config files chaining one to the other are quite possible -- but you may have to increase your stack size when you have a try at this. Also note that a recursive config file (i.e. calling itself) is a rather bad idea since you may not have set your stack size to plus infinity.

Example: Config Mail:TrapDoor.cfg

1.65 COST cost-value

4.3.29. COST cost-value

This allows you to specify a default cost for calls. This cost will be in effect if you do not use a nodelist. This cost factor should be in units/min.

You can also use COST to allow calls to undialable nodes. Use a special config to set up the CALL and COST parameters, and your TrapDoor will be able to call that node. This is also explained in the chapter "Custom Configuration Entries".

Example: Cost 400

1.66 CREDITS

4.3.30. CREDITS

Displays some "About" information. Read this first -- it will tell you a bit about this program and its authors.

Example: Credits

1.67 DIALER command-string

4.3.31. DIALER command-string

Use this if you have a custom dial-out program that will perform special PCP-dialing, for example. If a string other than "" has been specified and TrapDoor is about to call out, instead of sending a dial command to the modem, TrapDoor will call the external command. When the external program returns, TrapDoor will immediately start the session handshake, just as if the IMMEDIATE option had been used.

To turn off the special DIALER feature and use the built-in modem handling, use DIALER "" or omit the statement completely. There may be embedded %-commands, these are described in the chapter "Embedded Percent-Commands".

Examples: Dialer "callpcp"
Dialer ""

1.68 DIALTIMEOUT seconds

4.3.32. DIALTIMEOUT seconds

Specifies the time in seconds how long TrapDoor will wait for a CONNECT, BUSY, NO CARRIER, VOICE or ERROR response from the modem after sending a dial command. If the given timeout expires, TrapDoor will give up waiting and re-initialize the modem.

The default is 120 seconds.

Example: DialTimeOut 120

1.69 (NO)DIETIFNA

4.3.33. (NO)DIETIFNA

Enable (disable) DietIfna mode. Choose this, when you only transfer small files or when the line quality is rather poor since it might then be faster than ZModem. The default is DIETIFNA.

Examples: NoDietIfna
DietIfna

1.70 (NO)DIRECTZAP

4.3.34. (NO)DIRECTZAP

Enable (disable) DirectZap mode. DirectZap is a slight variant of the ZedZap transfer protocol, which is a slight variant of Zmodem -- on large files, this is the fastest protocol TrapDoor has to offer. Like ZedZap, DirectZap will automatically switch block sizes depending on modem speed and quality of the line. It will also resume an interrupted transfer if possible.

DirectZap only works in EMSI mode and only if the other side also supports it. Also, DirectZap only works on 8-bit transparent lines. You should disable it (use NODIRECTZAP) if you are working over a non-transparent line like a packet-switching network, for example. The keyword defaults to DIRECTZAP.

Examples: NoDirectZap
DirectZap

1.71 DISPLAYID integer

4.3.35. DISPLAYID integer

Specify the mode in which TrapDoor should open its screen. This works only under Kickstart 2.04 and above. The number after the DISPLAYID keyword may be a decimal or hex number (hex numbers are to be preceded with a '\$' sign), and should be one of the mode ids from <graphics/modeid.h>. Below are a few useful mode ids.

Note that if you use DISPLAYID, the keywords INTERLACE and AUTOOVERSCAN have no effect. If you do not specify DISPLAYID, TrapDoor will use a Hires screen, either interlace or not depending on the (NO)INTERLACE keyword.

Examples: DisplayID \$19000 ; NTSC Hires
DisplayID \$29000 ; PAL Hires
DisplayID \$19020 ; NTSC Superhires
DisplayID \$29020 ; PAL Superhires
DisplayID \$19004 ; NTSC Hires Interlace
DisplayID \$29004 ; PAL Hires Interlace
DisplayID \$19024 ; NTSC Superhires Interlace
DisplayID \$29024 ; PAL Superhires Interlace
DisplayID \$39024 ; VGA Productivity
DisplayID \$39025 ; VGA Productivity Lace
DisplayID \$39020 ; VGA Productivity Dbl (AA)
DisplayID \$69024 ; Euro72 Productivity
DisplayID \$69025 ; Euro72 Productivity Lace
DisplayID \$99000 ; DblNtsc Hires (AA)
DisplayID \$99005 ; DblNtsc Hires Lace (AA)
DisplayID \$a9000 ; DblPal Hires (AA)
DisplayID \$a9005 ; DblPal Hires Lace (AA)

```
DisplayID $41000 ; A2024 10 Hz
DisplayID $49000 ; A2024 15 Hz
```

1.72 DROPBBSSECS seconds

4.3.36. DROPBBSSECS seconds

When TrapDoor cannot detect a Fidonet handshake after DROPBBSSECS seconds, it will assume the caller is a human and pass the call to the BBS just as if the human had pressed Escape twice. You may not set DROPBBSSECS to anything lower than 10 seconds. The value defaults to 20 seconds.

Example: DropBBSecs 45

1.73 (NO)DSR

4.3.37. (NO)DSR

After TrapDoor opens the serial.device, it will wait a short while (depending on SLOWMODEM) and then sample the DSR line. This line should be activated when a valid data set (i.e. a functioning modem) is connected to the serial line. If TrapDoor doesn't find DSR activated, it will report "modem not ready" and abort. This is the default.

There are a few modems that cannot properly handle DSR. For these modems, use the NODSR setting. Note that when using NODSR, TrapDoor can't tell whether the modem is powered-on, on-line and ready.

Also note that if you have not connected DSR to the modem (if you have a wrong/bad cable), RTS/CTS handshake might not work correctly. This is due to the way the Amiga serial.device handles things.

Examples: NoDsr
Dsr

1.74 (NO)EMSI

4.3.38. (NO)EMSI

Turns the EMSI handshake on or off. The default is on.

Note that the EMSI handshake is the newest of all Fidonet protocols. Although EMSI is designed to be backwards compatible to older mailers, some fail when presented an EMSI handshake packet. If you experience any session handshake failures with other mailers, try again with EMSI disabled (use the NOEMSI

switch).

If you regularly call a node that cannot handle EMSI, you can set up a custom configuration string for that node. See the chapter "Custom Configuration Entries".

Examples: NoEmsi
 Emsi

1.75 (NO)ESCAPERESETSMODEM

4.3.39. (NO)ESCAPERESETSMODEM

When you press the Escape key during a session, TrapDoor will immediately stop the transfer and hang up the phone. With ESCAPERESETSMODEM set, it will also send the MODEMINIT command afterwards. With NOESCAPERESETSMODEM (the default), TrapDoor will only hang up and wait for further instruction; you will have to press Escape a second time to re-initialize the modem.

Example: NoEscapeResetsModem

1.76 (NO)FASTEMSI

4.3.40. (NO)FASTEMSI

Per default, FASTEMSI is enabled and this is what TrapDoor has been doing all the time since it could do EMSI: immediately after the connect, it will try to detect whether the other system can do EMSI, and if the other end indicates this, it will immediately start the handshake.

This "fast" variant of EMSI can however, under very rare circumstances, give problems. One of the things that might lead to problems are asterisks ('*') in banner texts. If you call a system and repeatedly experience EMSI handshake failures, try turning off "fast" emsi with the NOFASTEMSI switch.

When fast EMSI is turned off, EMSI handshakes will be a little bit slower (about 1-2 secs).

Examples: FastEmsi
 NoFastEmsi

1.77 FAXCOMMAND commandline

4.3.41. FAXCOMMAND commandline

When TrapDoor detects a fax connect (it looks for FAXSTRING in messages from the modem), it will spawn this external program.

Using this technique you can run your fax software to accept incoming fax calls, while at the same time allowing ordinary modem callers to go to the bulletin board or to run a FidoNet session with your system. There may be embedded %-commands in the string, these are described in the chapter "Embedded Percent-Commands".

This will also work on outgoing calls. You can use the embedded percent command "d" to tell your fax software if this is an outgoing or incoming call.

Example: FaxCommand "Fax %d"

1.78 FAXSTRING string

4.3.42. FAXSTRING string

Tells TrapDoor what string the modem returns when it connects to a fax machine or another fax modem using the fax protocol. Some fax modems, for example, return the string "FAX" as in "CONNECT FAX"; others return "+FCON". You must setup the correct FAXSTRING for your modem when you use the FAXCOMMAND keyword.

Examples: FaxString "FAX"
 FaxString "+FCON"

1.79 FKEY function-key-assignment

4.3.43. FKEY function-key-assignment

Assign a configuration command string to a function key. The keyword must be followed by a single string, starting with the number of the function key (F1=1, F2=2,...; Shift-F1=11, Shift-F2=12,...), followed by a colon (":"), followed by the assignment.

If you wish to include spaces in the assignment, the argument must be enclosed in double-quotes; to include quotes within the quoted string, use the backslash ("\") as an escape character.

Examples: FKey "1:Emsi"
 FKey "11:NoEmsi"
 FKey "5:Call Boss"
 FKey "6:Run CE"
 FKey "7:Run \"Execute Scripts:Import\""
 FKey "8:Run \"TrapPoll +r\""

1.80 (NO)FLOATLOCK

4.3.44. (NO)FLOATLOCK

HST modems support a mode (&B2) in which they will drop the DTE baud rate (the baud rate used between modem and computer) when a connection is made without error-correction, but will keep the DTE baud rate locked on a connection with error-correction. FLOATLOCK allows you to use this mode.

If you have FLOATLOCK enabled, whenever TrapDoor reads a CONNECT xxx string from the modem, it will try to find the ARQSTRING string in the CONNECT result. If it finds it, it will keep the baudrate locked, otherwise it will switch to the baudrate found in the CONNECT string. You have to have LOCK enabled when you wish to use FLOATLOCK.

To turn off FLOATLOCK mode, use NOFLOATLOCK or omit the statement completely; it defaults to NOFLOATLOCK.

NOTE: we do not recommend using FLOATLOCK. Instead, set your HST to &B1 and S15=8. This can provide slightly higher throughput on non-ARQ connections than using &B2 and FLOATLOCK.

Examples: FloatLock
NoFloatLock

1.81 (NO)FORBID...

4.3.45. (NO)FORBID...

Select what type of mail/files you do not want to be sent. In an EMSI handshake, TrapDoor will ask the remote system to not send these files (the other end may override this with the NOALLOWREFUSING switch):

- FORBIDXMAIL Compressed mail and file attaches
- FORBIDFREQ File requests
- FORBIDALL All of the above

The default is to not forbid anything.

Examples: ForbidXMail
NoForbidFreq

1.82 FREQUEST command-string

4.3.46. FREQUEST command-string

Sets the command to be executed as a file-request server on received file requests from remote systems. There may be embedded %-commands, these are described in the chapter "Embedded Percent-Commands".

The called command should then read the remote's request from the %i file, perform any action that it wants to do, and write a list of files that it wishes to send to the other side (including directory path) to the %o file.

To turn off the file-request capability, use FREQUEST "". This is also the default.

Please note that the answering of file-requests is disabled in unregistered versions of TrapDoor. The external file-request server will not be called.

Examples: FRequest "rx frequest %i,%o,%l"
FRequest ""

1.83 HELP

4.3.47. HELP

Output some descriptive text, explaining the usage and commandline syntax of TrapDoor.

Example: Help

1.84 (NO)IMMEDIATE

4.3.48. (NO)IMMEDIATE

If you specify IMMEDIATE, TrapDoor will not care about modem commands, dialing, resetting the modem etc, but will go directly and immediately to the session handshake (EMSI, YooHoo or TSynch). So, if you have two Amigas connected via a serial cable, you can use TrapDoor to transfer files between them.

On the first machine, start TrapDoor with

```
TrapDoor ANSWER IMMEDIATE NODSR
```

TrapDoor will start up, open the serial device, ignore the DSR line (which has not been set high at that time because the other computer has not opened its serial device yet) and wait for approximately 30 seconds for a session handshake.

Now, on the other computer, run

```
TrapDoor CALL BOSS IMMEDIATE
```

TrapDoor will open its windows, and within a few seconds you should see the banner line of the other system appear in the status window. TrapDoor will then go on as usual with the session handshake and the actual file transfers.

IMMEDIATE has another use: if you send IMMEDIATE to a TrapDoor which is waiting in answer mode, it will react just as if it had just detected a RING from the modem. TrapDoor will send out the MODEMANSWER command and take an incoming call.

This keyword defaults to NOIMMEDIATE.

Example: Immediate

1.85 INBOUND inbound-mail-directory

4.3.49. INBOUND inbound-mail-directory

This should point to the directory where incoming files will be put. The default is "Mail:Inbound". Make sure that the TrapDoor inbound directory is the same as the one for your mail tosser, or your attempts to import mail will fail miserably. Additionally, TrapDoor uses this directory for temporary files during receiving and for files that store information about aborted/interrupted file transfers, so that receiving these files can be resumed in the next ZedZap session. For more information, see the chapter "Inbound Directory".

Examples: Inbound "Mail:Inbound"

1.86 (NO)INTERLACE

4.3.50. (NO) INTERLACE

Specify whether TrapDoor should open its screen in the interlace mode or not. It defaults to NOINTERLACE.

Examples: NoInterlace
Interlace

1.87 (NO)KEEPALL

4.3.51. (NO) KEEPALL

1.88 (NO)KEEPXMAIL

4.3.52. (NO) KEEPXMAIL

These two keywords disallow (allow) the sending of files and mail to the other system on incoming calls. KEEPALL suppresses the sending of all kinds of mail and files, whereas KEEPXMAIL

will allow the sending of mail packets (.PKT files), but no compressed mail or files will be sent.

Please note the difference between the FORBID.. and the KEEP.. keywords. FORBID will ask the other system in the EMSI handshake not to send certain kinds of files, whereas KEEP will turn off the sending of these types of files on your own system, and only on incoming calls. Even with KEEP in effect, your system will deliver all mail and files on outgoing calls.

Per default, everything will be send and nothing kept. Both keywords default to NO.

Examples: KeepAll
 NoKeepXMail

1.89 (NO)KIWIPULSE

4.3.53. (NO)KIWIPULSE

Applies a special number translation to the dial string before sending it to the modem. Special feature for kiwi people with vanilla modems. Defaults to NOKIWIPULSE.

Examples: NoKiwiPulse
 KiwiPulse

1.90 (NO)LISTEN

4.3.54. (NO)LISTEN

LISTEN is a synonym for NOUNLISTEN and NOLISTEN is a synonym for UNLISTEN. Please see the description of the (NO)UNLISTEN command for a detailed explanation of these keywords.

1.91 (NO)LOCK

4.3.55. (NO)LOCK

Lock (do not lock) the baudrate. If the baudrate is locked, and TrapDoor receives a "CONNECT XXXX" message from the modem, TrapDoor will not adjust the baud rate to XXXX, but continue to operate at the rate specified with the BAUD keyword. Use this for buffered modems that convert the baud rates internally (for example, HST). Be sure to also configure the modem for a locked baudrate in that case (i.e. on HSTs, use &B1). This keyword defaults to NOLOCK.

Examples: NoLock
 Lock

1.92 LOG level:text

4.3.56. LOG level:text

Upon receipt of this ARexx command, TrapDoor will write the specified text with the specified log level to the log file.

(+) ARexx only command
(@) asynchronous execution possible
!!! not yet implemented !!!

Example: Log "3:Filerequest TRAPDOOR -> files:TD_1_50.LZH"

1.93 LOGCALLERID filename

4.3.57. LOGCALLERID filename

When LOGCALLERID is in use, TrapDoor will log all strings that the modem sends between the first and the second RING into the given file. External software can then be used to parse the data in that file and act upon it. This allows BBS software to receive CallerID information, for example.

Since the CallerID data is sent between the first and second RING, you will need to set at least RINGS 2. To switch off CallerID logging, specify an empty string for the filename (""). This is also the default.

Examples: LogCallerID Mail:CallerID.log
LogCallerID ""

1.94 LOGFILE filename

4.3.58. LOGFILE filename

Sets the name of the logfile. The default is "Mail:TrapDoor.Log".

Example: Logfile "Mail:TrapDoor.Log"

1.95 LOGLEVEL group:level

4.3.59. LOGLEVEL group:level

Sets the amount of logging information to be put into the logfile. There are ten logging groups, each of which deals with a different part of messages (such as modem, outbound, session protection, file transfers, general messages, external messages etc.). Each group maintains its own loglevel, which ranges from

0 to 7. A list of all log messages together with their groups and levels can be found in the file "LogMsgs.doc".

The groups:

0	Debugger	?	debugging messages, internal errors
1	Link	-	line is too bad, baudrate too low
2	Transfer		receiving xyz.txt, cps rates
3	System	!	deleting file xyz.txt, user break, out of mem
4	Modem	~	NO CARRIER, BUSY, RING, VOICE
5	Session	=	Begin of session, picking up mail, session aborted, giving mail to, session connect time, cost
6	Security	*	bad password, unlisted system, node is undialable
7	Outside	x	spawning dialer, executing aftersession, spawning bbs
8	Information	:	sysop, name, aka, place, flags, using, trxid
9	Scheduler	+	waiting for call, incoming call detected, calling node

The levels:

0	Silent	minimum logging
1	Terse	terse logging
2	Discreet	normal logging
3	Verbose	detailed logging
4	Talkative	extensive logging
5	Excessive	very much logging
6	Annoying	even more logging
7	Monologue	maximum logging

Two (Discreet) seems to be a rather nice logging level and is the default for all groups. You might want to turn on more detailed logging in the Security and Information groups.

Examples: Loglevel 5:3
Loglevel 4:4

1.96 LOGWINDOW window-specification

4.3.60. LOGWINDOW window-specification

Use this keyword to change the position and size of the log window that TrapDoor opens. The window specification looks rather similar to a normal AmigaDOS CON:, RAW: or NEWCON: specification, but omit the device name and the window name. The correct format is: LeftEdge/TopEdge/Width/Height i.e. something like 0/20/640/150

Example: LogWindow 0/20/640/150

1.97 (NO)MAXBAUD

4.3.61. (NO)MAXBAUD

If turned on, the MINBAUD parameter will automatically be set to the baudrate of the called system (found in the nodelist) or the own baudrate (set with BAUD) on outgoing calls, whichever is lower. The default is NOMAXBAUD.

What is this good for? Let us assume you have a 2400 baud modem, and you wish to call a node that is also capable of 2400 baud. His nodelist entry also says he can do 2400 baud. Now, if you call him, sometimes, when line noise appears just when the modems negotiate the connect speed, this may cause a connection only at 1200 baud, or even worse, at 300 baud. If you have MAXBAUD enable, TrapDoor will immediately hang up in such a case.

On the other hand, if you are using an HST modem, and you are calling a system with a Trailblazer PEP modem, you might have problems when you use MAXBAUD: if the nodelist entry for the PEP modem specifies 9600 baud, TrapDoor will hang up if the connect speed is lower than 9600 baud. But: HST modems and PEP modems use a different high speed protocol and can only talk at 2400 baud to each other. So, TrapDoor will hang up every time you call such a system.

You have to decide whether the usage of MAXBAUD is appropriate for you or not. You can also set up custom configuration entries to select specific MINBAUD values for selected nodes. See the chapter "Custom Configuration Entries" for more details.

Note: setconfig <node> NOMAXBAUD won't work. See the chapter "Bugs? Poof! They're all features!".

Examples: NoMaxBaud
 MaxBaud

1.98 MAXLOGLINES number

4.3.62. MAXLOGLINES number

This allows you to specify the number of log-lines that will be buffered, i.e. after so many lines have been written to the logfile, the file will be flushed (closed and reopened, in order to force all the data to disk).

If you set this to 0, the behaviour is as in TrapDoor 1.80 and earlier (and this is also the default): the logfile will be flushed after every single line.

Example: MaxLogLines 5

1.99 MAXLOGSECS seconds

4.3.63. MAXLOGSECS seconds

This specifies the number of seconds that may expire before TrapDoor will flush the logfile. It will actually flush it when the next line is written to the logfile.

If you set this to 0, the behaviour is as in TrapDoor 1.80 and earlier (and this is also the default): the logfile will be flushed after every single line.

Example: MaxLogSecs 7

1.100 MINBAUD baudrate

4.3.64. MINBAUD baudrate

Minimal baudrate to establish a connection. Connections at baud rates below this limit will not be allowed, no matter if incoming or outgoing. TrapDoor will hang up immediately if the baud rate is lower than the value specified. Defaults to 300.

Example: MinBaud 1200

1.101 MODEMANSWER modem-answer-string

4.3.65. MODEMANSWER modem-answer-string

Modem answer string like "AT~A|". For special characters like "~", "^" and "|" that are allowed in the string, see chapter "Modem Commands". The total length of the string may not exceed 100 characters.

This string is sent to the modem whenever TrapDoor detects a "RING" and wants to answer the phone. The default is MODEMANSWER "~~AT~A|~".

Example: ModemAnswer "ATA|"

1.102 MODEMDIALPRE modem-pre-dial-string

4.3.66. MODEMDIALPRE modem-pre-dial-string

Modem dial string such as "AT~DP" or "AT~DT". For special characters like "~", "^" or "|" that are allowed in the string, see chapter "Modem Commands". The total length of the string is limited to 100 characters.

This string is sent to the modem whenever TrapDoor wants to dial a number. After sending this string, TrapDoor will send the telephone number to dial, followed by the MODEMDIALPOST string. The default is MODEMDIALPRE "`~~AT~DP`".

Example: `ModemDialPre "ATDP"`

1.103 MODEMDIALPOST modem-post-dial-string

4.3.67. MODEMDIALPOST modem-post-dial-string

Final part of the modem dial string such as "`|`". For special characters like "`~`", "`^`" and "`|`" that are allowed in the string, see chapter "Modem Commands". The total length of the string is limited to 20 characters.

This string is sent to the modem after the telephone number, when TrapDoor wants to dial a number. Also see the description of MODEMDIALPRE. The default is MODEMDIALPOST "`|~`".

Example: `ModemDialPost "|"`

1.104 MODEMHANGUP modem-hangup-string

4.3.68. MODEMHANGUP modem-hangup-string

This string will be sent to the modem whenever TrapDoor wants to hang up the line. There are many methods to accomplish this, including the strange "`~~~+++~~~ATH|`" method. We do not recommend this. If you have configured your modem according to the descriptions in the chapter "The Modem", it should hang up as soon as DTR is lowered. So, the recommended hangup string is "`|^|`". This is also the default.

For special characters like "`~`", "`^`" and "`|`" that are allowed in the string, see chapter "Modem Commands". The total length of the string is limited to 40 characters.

Example: `ModemHangup "|^|"`

1.105 MODEMINIT modem-init-string

4.3.69. MODEMINIT modem-init-string

This string will be sent to the modem during the initialization phase of TrapDoor. Things like "`AT~S7=20|`" can be done here. For special characters like "`~`", "`^`" and "`|`" that are allowed in the string, see chapter "Modem Commands". The total length of the string is limited to 160 characters.

TrapDoor will also check if it gets any response from the modem after sending this init string. The modem should at least send something like "OK". In fact, any carriage-return terminated string from the modem will suffice.

If TrapDoor is unable to detect a response from the modem, it will report "Initializing modem failed" and exit. The default is MODEMINIT "~~AT~Z|~".

Example: ModemInit "ATZ|"

1.106 MODEMRESETINTERVAL minutes

4.3.70. MODEMRESETINTERVAL minutes

Per default, TrapDoor resets the modem by sending the MODEMINIT command every 15 minutes if it has nothing else to do. Using this switch, you can set the time in minutes between automatic modem resets. Specifying a very large number (-1 for example), will yield no automatic resets.

Example: ModemResetInterval 15

1.107 NAME board's name

4.3.71. NAME board's name

Name of this system -- to be sent to the other system during the beginning of a mail session. The length of the string is limited to 60 characters.

Example: Name "The Mad House -- TrapDoor Development"

1.108 NODE zone:net/node.point

4.3.72. NODE zone:net/node.point

Sets your own FidoNet address.

For points:

If your boss uses a mailer that is not point smart, be sure to insert your private pointnet number here and not your full address. In this case, you should not use your complete four dimensional address (2:310/3.24), but rather the fake pointnet addressing method "2:3000/24".

FrontDoor, D'Bridge and newer versions of BinkleyTerm on the other hand do already support the four dimensional addressing method. Use your full address then.

For nodes:

Just set this to your own address.

Examples: Node 2:310/3.14
Node 2:310/6

1.109 NODELIST nodelist-directory

4.3.73. NODELIST nodelist-directory

Set this to the directory where you keep your nodelist files. TrapDoor understands only nodelist files generated by its own nodelist processor, TrapList. TrapDoor needs the library "traplist.library" to access the nodelist, so make sure it is in your LIBS: directory.

To disable the nodelist support in TrapDoor, use NODELIST "". This is also the default.

Examples: Nodelist "Mail:Nodelist"
Nodelist ""

1.110 OUTBOUND outbound-mail-directory

4.3.74. OUTBOUND outbound-mail-directory

This should point to the directory where outgoing files are kept. It should contain all the necessary #?.REQ, #?.FLO, #?.HLO and #?.CLO files and the associated mail bundles. TrapDoor will automatically maintain and delete these files as they get sent out. The default is "Mail:Outbound". For more information, see chapter "Outbound directory".

Example: OutBound "Mail:Outbound"

1.111 PASSWORD password

4.3.75. PASSWORD password

Specifies the password to be used for mail sessions. The default is no password.

On an outgoing call, if your password does not match the password that the other system has set up for you, you will be disconnected at the session handshake.

On incoming calls, if the password of the remote system does not match the password you specified here, this will be detected

during the session handshake, recorded in the log file and the caller/callee will politely be shown the way out (i.e. disconnected).

If Nodelist support has been enabled by setting the NODELIST parameter, passwords will be fetched from there, unless the other system is not found in the nodelist.

Example: Password "secret"

1.112 PICKUP what

4.3.76. PICKUP what

Select what mail and files to pickup (receive) from the remote system. These "Pickup Preferences" will only work if an EMSI handshake was used at the beginning of the session. There are three possible pickup values. The default is PICKUP ALL.

- ALL Pick up mail and files for all of my addresses
 (primary address + AKAs)
- PRIMARY Pick up mail and files for the primary address only
- NONE Do not pick up mail or files at all

Examples: Pickup Primary
 Pickup All
 Pickup None

1.113 PUBSCREENNAME name

4.3.77. PUBSCREENNAME name

If you use SCREENMODE PUBLIC, this keyword allows you to specify the name of the public screen that TrapDoor should use. If a public screen with this name already exists, TrapDoor will open its windows there. If it does not exist, TrapDoor will open one.

Expert Notice: when TrapDoor opens the public screen, it will AllocVec() a buffer for the screen title. If any other program than TrapDoor closes the public screen, a few bytes of memory will be lost. If you are confused now and don't quite understand what I mean, just ignore it. :-)

PUBSCREENNAME defaults to "TrapDoor".

Example: PubScreenName "Hugo"

1.114 QUIT

4.3.78. QUIT

This tells TrapDoor to exit (when waiting in answer mode) and is exactly the same as "ABORT F" or pressing Alt-X or Alt-Q.

- (+) ARexx only command
- (@) asynchronous execution possible

Examples: Quit
 @Quit

1.115 (NO)QUIET

4.3.79. (NO)QUIET

If enabled, TrapDoor will run quietly in the background without opening any windows, screens etc. The logfile will still be written and you can still send ARexx commands to a TrapDoor running in QUIET mode. The default is NOQUIET.

Examples: NoQuiet
 Quiet

1.116 REDIALDELAY seconds

4.3.80. REDIALDELAY seconds

This specifies the amount of time TrapDoor spends idling between calls to a system. Note that TrapDoor will not accept incoming calls while in "redial" state, so this option is only suited for points and will only work if you start TrapDoor with "TrapDoor Call ..." (i.e. you do not start it in answer mode). The default is 123 seconds.

Example: RedialDelay 120

1.117 RESET

4.3.81. RESET

This forces TrapDoor to reset/reinitialize the modem.

- (+) ARexx only command

Example: Reset

1.118 RETRIES count

4.3.82. RETRIES count

When calling a system, this instructs TrapDoor not to exit on a failed call (eg. line is busy), but to try it thus often again. Between the calls, TrapDoor will spend REDIALDELAY seconds waiting. Note that this automatic redialing does not apply if you place the call from within ANSWER mode. You have to start TrapDoor directly with the CALL parameter. The default is to not retry.

Example: Retries 5

1.119 REXXNAME portname

4.3.83. REXXNAME portname

Using this configuration keyword, you can select the ARexx port name (the "host address" in ARexx terminology) of TrapDoor. If you run TrapDoor on multiple lines, be sure to set up a different REXXNAME for every invocation. TrapDoor will not start up if the port name is already in use. The default rexx port name is "TrapDoor".

Example: REXXName "TrapDoor"

1.120 RINGCOMMAND commandline

4.3.84. RINGCOMMAND commandline

This command will be spawned whenever TrapDoor detects a "RING" from the modem. When it returns, TrapDoor will answer the call (if RINGS "RING"s have passed). You can use it to trigger some sound effects, if you like. The default is RINGCOMMAND "", i.e. to not spawn any command.

Example: RingCommand "rx \"address upd play 12\""

1.121 RINGINGS number

4.3.85. RINGINGS number

This is the number of times TrapDoor will allow another system to keep the phone "ringing" on an outgoing call. TrapDoor increments a counter every time it receives the string "RINGING" or "RRING" from your modem. When the counter exceeds the number specified with RINGINGS, TrapDoor will hang up, report the call as "NO ANSWER", and account it as an unanswered call (similar to

"NO CARRIER"). Per default, TrapDoor will never abort a call because of the RINGINGS count.

Please note that not all modems support this feature.

Example: Ringings 3

1.122 RINGS number

4.3.86. RINGS number

Number of rings to wait before answering an incoming call. To turn off the answering feature, you can set this to any high-enough value (RINGS 5000 will probably never answer the phone).

This keyword defaults to RINGS 1.

Example: Rings 1

1.123 RUN command-string

4.3.87. RUN command-string

Causes TrapDoor to execute the given command asynchronously. If the command includes spaces, it must be enclosed in double-quotes; to include quotes within the quoted string, use the backslash ("\") as an escape character. Embedded Percent Commands can also be used here.

TrapDoor will not wait until the command returns, but merely continue to process ARexx messages and answer incoming calls. This is the big difference to the SPAWN keyword. In fact, "Run XXX" is exactly the same as "SPAWN \"Run XXX\"".

(+) ARexx only command

Examples: Run "ed mail:TrapDoor.cfg"

Run "echo \"This command was started from TrapDoor.\""

1.124 SCLEAR

4.3.88. SCLEAR

This command will clear the serial (receive) buffer.

(+) ARexx only command

Example: SClear

1.125 SCREENMODE mode

4.3.89. SCREENMODE mode

This allows you to specify the screen where TrapDoor opens its windows. There are five possible modes; the default is SCREENMODE WORKBENCH.

WORKBENCH -- TrapDoor will open its windows on the workbench screen.

CUSTOM -- TrapDoor will open its own screen and place the windows there.

TRAPDOOR -- Similar to CUSTOMSCREEN, TrapDoor will open its windows on its own screen. However, if you have multiple TrapDoors running at the same time, all invocations of TrapDoor will share the same "TrapDoor" screen. The screen will only close when the last copy of TrapDoor quits running.

PUBLIC -- Similar to TRAPDOOR, but will use a Kickstart 2.04 Public Screen instead of the proprietary and undocumented method that SCREENMODE TRAPDOOR uses. Thus, other programs can open their windows on the public TrapDoor screen, too. Or you can also make TrapDoor open its windows on a foreign public screen if you use SCREENMODE PUBLIC in conjunction with PUBSCREENNAME (to define the name of the public screen that TrapDoor should use).

ACTIVE -- TrapDoor will use the screen with the currently active window and open its windows there. Note that this is rather dangerous as TrapDoor cannot control when the other program will close the screen. If this happens, TrapDoor will try to write to a screen that no longer exists and this will in most cases immediately crash the machine.

In spite of these restrictions, SCREENMODE ACTIVE looks very nice in conjunction with Chameleon, a wonderful message editor written by Jürgen Hermann. Try sticking the following command into your 'CE.CFG' file:

```
External CustomScreen "Call Boss" \  
    "TrapDoor call boss screenmode active"
```

Now start Chameleon, pull down the "External" menu, select this item and see for yourself ...

Examples: ScreenMode Workbench
 ScreenMode TrapDoor

1.126 SCREENTOBACK

4.3.90. SCREENTOBACK

Will cause the TrapDoor screen to move behind all other screens.

- (+) ARexx only command
- (@) asynchronous execution possible

Example: ScreenToFront

1.127 SCREENTOFRONT

4.3.91. SCREENTOFRONT

Will cause the TrapDoor screen to move to the front of all other screens.

- (+) ARexx only command
- (@) asynchronous execution possible

Example: ScreenToFront

1.128 SERIALBUFSIZE size-in-bytes

4.3.92. SERIALBUFSIZE size-in-bytes

This keyword can be used to set the serial receive buffer. It defaults to 8192 bytes.

Example: SerialBufSize 4096

1.129 SERIALFLAGS serial-flags

4.3.93. SERIALFLAGS serial-flags

If you use some other device than "serial.device", you might need to change this, too. Consult the documentation that came with your other device or use the default of zero.

Example: SerialFlags 0

1.130 SERIALNAME serial-device-name

4.3.94. SERIALNAME serial-device-name

If you happen to have a modem connected to some other device than the standard Amiga "serial.device", you can use this parameter to set up the correct device name. Usually, the

default of "serial.device" will just be about perfect. For Supra 2400zi modems, use SERIALNAME "modem0.device".

Example: SerialName "serial.device"

1.131 SERIALUNIT serial-unit-number

4.3.95. SERIALUNIT serial-unit-number

If your modem is connected to some other unit number than zero (on the device you set with SERIALNAME), change this appropriately.

Example: SerialUnit 0

1.132 (NO)SHARED

4.3.96. (NO) SHARED

(Don't) Open the serial device in shared mode. If you are running TrapDoor in conjunction with a BBS program or similar, you need to switch the serial device to SHARED mode, so that both programs can have it open at the same time. The default is NOSHARED.

Examples: NoShared
 Shared

1.133 (NO)SHOWREXX

4.3.97. (NO) SHOWREXX

In SHOWREXX mode, TrapDoor will display all ARexx commands that it processes in the status window. The default is NOSHOWREXX.

You can toggle showrexx mode from the keyboard using Alt-S.

Examples: NoShowRexx
 ShowRexx

1.134 SLINE

4.3.98. SLINE

This command will receive one line of text from the serial port and return it in the ARexx RESULT variable. The timeout

specified with `STIMEOUT` will be used.

(+) ARexx only command

Example: `SLine`

1.135 SLOWMODEM modem-command-delay

4.3.99. SLOWMODEM modem-command-delay

Some modems won't understand incoming data at full speed while in command mode. Others take some time after a reset (`ATZ` or `DTR` dropped) until they will react to incoming commands again. If your modem doesn't seem to understand the commands TrapDoor is trying to send, feel free to change (increase) this parameter. Also see chapter "The Modem" for some suggested values. `SLOWMODEM` defaults to 10.

`SLOWMODEM` changes a number of timings in TrapDoor, the most important being:

- (a) the time that TrapDoor waits between lowering and raising of DTR when it tries to reset the modem or hang up,
- (b) the time that TrapDoor waits when it encounters a tilde ("`~`") character in a modem command string (`MODEMINIT`, `MODEMDIAL`, `MODEMANSWER`).

Example: `SlowModem 7`

1.136 SMODEM modem-command

4.3.100. SMODEM modem-command

This ARexx-only command will send a command to the modem. It is similar to `SWRITE`, but the specified string will be run through the modem command processor first, allowing the use of "`~`", "`^`" and "`|`" special characters. For more information about these characters, see chapter "Modem Commands".

(+) ARexx only command

Example: `SModem "~~AT~H1|~~"`

1.137 (NO)SNIFFARQ

4.3.101. (NO)SNIFFARQ

If you have a modem that will detect MNP, LAP-M, V42 and similar error-correction protocols, you can enable `SNIFFARQ`.

With SNIFFARQ, TrapDoor will minimize session-startup delays.

The default is NOSNIFFARQ. You should not use SNIFFARQ with modems that have no error correction. You must specify the correct ARQSTRING for your modem if you use SNIFFARQ.

Examples: NoSniffArq
 SniffArq

1.138 SPAWN command-string

4.3.102. SPAWN command-string

Causes TrapDoor to execute the given command. If the command includes spaces, it must be enclosed in double-quotes; to include quotes within the quoted string, use the backslash ("\") as an escape character. Embedded Percent Commands can also be used here.

TrapDoor will wait until the command returns. It will not execute any other ARexx commands, nor will it answer incoming calls while the command is executing.

(+) ARexx only command

Examples: Spawn "ed mail:TrapDoor.cfg"
 Spawn "echo \"Spawned from TrapDoor!\""

1.139 STARTSESSION

4.3.103. STARTSESSION

When TrapDoor receives this command, it will immediately start waiting for a banner line from the remote system, then begin with the session handshake.

This command is intended to be used in outdialing scripts as the final command, giving control to TrapDoor to begin a session.

(+) ARexx only command

Example: StartSession

1.140 STATUS what

4.3.104. STATUS what

Depending on the argument, this command will return various information about the state TrapDoor is in, the result of

previous calls etc.

The following status specifiers are recognized:

C ... Returns the cost of the last call made.

D ... Reports the result string of the dial (or call), such as
BUSY, NO DIALTONE, CONNECT 2400.

F ... Reports the number of files that have been sent and
received during the last session, separated by a slash
('/').

N ... Reports the node number that the last session was had
with.

S ... Reports the serial status of TrapDoor, which indicates
whether TrapDoor is currently waiting for a call,
answering a call, making an outgoing call, waiting for
an external program to return or whether it has the
serial port closed. Valid return values are:

IDLE: TrapDoor is idle, waiting for a call.
OUTGOING: TrapDoor is making an outgoing call.
INCOMING: TrapDoor is answering an incoming call.
CLOSED: TrapDoor has closed its serial port;
 another program is using it.
SPAWNING: TrapDoor is currently spawning an external
 program and waiting for it to return.

U ... Reports the "deafness" status of TrapDoor. It will
return either UNLISTEN or LISTEN depending on the
current status of TrapDoor (set with (NO)UNLISTEN).

X ... Queries the status of the last call. It returns an
integer number, where:

0: everything okay
1: (internal) unused
2: protocol error (too many retries)
3: (internal) end-of-transmission, Telink complete
4: (internal) file skipped
5: user break (Ctrl-C or ESC)
6: carrier lost
7: disk i/o error
8: remote canceled transmission
9: internal program error
10: human caller (BBS user) detected
11: remote didn't answer
12: (internal) object in use, can't send
13: node not found in nodelist
14: accounting limit reached
15: node is undialable
16: no response from modem while dialing
17: baudrate too low
18: BUSY
19: VOICE

```
20: NO DIALTONE
21: NO CARRIER
22: RINGING limit (NO ANSWER)
23: RING (incoming call detected while dialing)
24: ERROR
```

(+) ARexx only command
(@) asynchronous execution possible

Examples: Status D
 @Status S

1.141 STATWINDOW window-specification

4.3.105. STATWINDOW window-specification

Similar to LOGWINDOW, this changes the position and size of the status window.

Example: StatWindow 30/155/580/37

1.142 STIMEOUT timeout

4.3.106. STIMEOUT timeout

Sets the timeout, in seconds, for the SWAIT and SLINE commands.

Example: STimeout 3

1.143 (NO)STRIPDASHES

4.3.107. (NO)STRIPDASHES

A few modems do not allow dashes ("-") in dial strings. The Fidonet nodelist, however, contains dashes. Specifying STRIPDASHES will tell TrapDoor to remove all dashes from dial strings before sending them to the modem.

Example: StripDashes

1.144 SWAIT string

4.3.108. SWAIT string

Waits until the given string is received on the serial line, or until the timeout set with STIMEOUT has expired.

Example: SWait "login:"

1.145 (NO)SWEPULSE

4.3.109. (NO)SWEPULSE

Applies a special number translation to the dial string before sending it to the modem. Special feature for swedish people with non-swedish modems. The default is NOSSWEPULSE.

Examples: NoSwePulse
SwePulse

1.146 SWRITE string

4.3.110. SWRITE string

Sends the given string to the modem. The string will be sent as given, without any modification.

Example: SWrite "Mad Max"

1.147 SYSOP sysop's-name

4.3.111. SYSOP sysop's-name

Sysop's name, will be sent to the other system during session negotiation. The length of this string is limited to 20 characters in the YooHoo/WaZoo handshake and to 30 characters when using EMSI.

Example: Sysop "Maximilian Hantsch"

1.148 TASKPRI priority

4.3.112. TASKPRI priority

Use this to select the AmigaDOS/Exec task priority of TrapDoor. Normal tasks operate at priority 0. It is often advisable to set the priority of TrapDoor to 1 or 2, so that mail sessions are not slowed down by other activity such as mail importing/exporting.

If the keyword is not used, TrapDoor will run at the priority of the invoking process.

Example: TaskPri 1

1.149 TESTFREQ

4.3.113. TESTFREQ

To be able to test your file request server programs and scripts, call TrapDoor with "TrapDoor testfreq". This will cause TrapDoor to look for a TrapDoor.FReq file in the inbound directory and, if one is found, call the file request server (specified with the FREQUEST keyword). The result of the file request server should be a .RLO file in your outbound directory, which you can check to see whether everything works all right.

Please note that the request file should be called "TrapDoor.FReq", or to be more exact, "<name-of-your-arexx-port>.FReq".

Example: TestFreq

1.150 (NO)TIMESTAMP

4.3.114. (NO)TIMESTAMP

If TIMESTAMP is switched on, TrapDoor will always use timestamps for converting 4D echomail bundle names to 2D for sending. Note: this might be incompatible with some old Echomail tossers when they are switched to "check security" mode.

If NOTIMESTAMP is in effect (the default), TrapDoor will try to use the standard hex net/node difference naming, unless:

- either system has a point address.
- the main addresses of the two systems are in different zones, but have the same net and node numbers.

"Fidonet peculiarities? Don't worry,
we got them all under control... ;-)"

Examples: NoTimeStamp
TimeStamp

1.151 (NO)TRAPZAP

4.3.115. (NO)TRAPZAP

Enable (disable) TrapZap mode. TrapZap is a slight variant of the DirectZap transfer protocol, which is a slight variant of ZedZap/Zmodem -- on large files, TrapZap is the fastest protocol TrapDoor has to offer. Like ZedZap and DirectZap, TrapZap will automatically switch block sizes depending on modem speed and quality of the line. It will also resume an interrupted transfer if possible. TrapZap also has an improved control flow to make error recovery easier and hopefully more successful in the

session turnaround phase. TrapZap also keeps the upper/lowercase spelling of the names of files being transferred and has a slightly faster protocol startup time when receiving.

TrapZap only works in EMSI mode and only if the other side also supports it. Also - like DirectZap - TrapZap only works on 8-bit transparent lines. You should disable it (use NOTRAPZAP) if you are working over a non-transparent line like a packet-switching network. The keyword defaults to NOTRAPZAP.

Examples: NoTrapZap
 TrapZap

1.152 TURNAROUND command-string

4.3.116. TURNAROUND command-string

TrapDoor will execute the given commandline when the session "turnaround" is about to take place. Session turnaround is when the sender and the receiver change sides, and files are transferred in the other direction afterwards. Since TrapDoor waits for the external command to complete before continuing with the session, it should return quickly. The default is to not execute any external command in the turnaround phase.

Examples: Turnaround "run Execute Scripts:TossMail"
 Turnaround ""

1.153 (NO)(UN)LISTEN

4.3.117. (NO) (UN)LISTEN

Per default, TrapDoor will be in the "listen" state and keep waiting for messages from the modem (RING etc.).

If you send TrapDoor a NOLISTEN or UNLISTEN ARexx message, you will make it terminate all its serial I/O. It will still keep the serial device open, but not send any I/O requests to it. In this mode, TrapDoor will keep hanging around idle until you send it a NOUNLISTEN or LISTEN ARexx message. If you tell TrapDoor to make an outgoing call, it will do so, but return to its silent UNLISTEN state as soon as the call is over.

Please note that NOUNLISTEN is a synonym for LISTEN and NOLISTEN is a synonym for UNLISTEN.

Examples: UnListen
 NoUnListen
 Listen
 NoListen

1.154 (NO)USESYSFONT

4.3.118. (NO)USESYSFONT

If enabled, TrapDoor will use the system screen font (proportional) for the TrapDoor screen instead of the default monospaced (non-proportional) system font. It defaults to NOUSESYSFONT.

Examples: UseSysFont
 NoUseSysFont

1.155 (NO)USEUSERSHELL

4.3.119. (NO)USEUSERSHELL

This command will select whether TrapDoor passes external commands (such as FREQUEST, RINGCOMMAND, BBSCOMMAND, TURNAROUND and the like) to the standard AmigaOS system shell or to a user-selectable "UserShell" (such as WShell for instance). It defaults to NOUSEUSERSHELL.

1.156 VOICECOMMAND commandline

4.3.120. VOICECOMMAND commandline

When TrapDoor detects a voice connect (it looks for VOICESTRING in messages from the modem), it will spawn this external program. Using this technique you can run your voice software to accept incoming voice calls while at the same time allowing ordinary modem callers to go to the bulletin board or to run a FidoNet session with your system. There may be embedded %-commands in the string; these are described in the chapter "Embedded Percent-Commands".

This will also work on outgoing calls. You can use the embedded percent command "d" to tell your voice software if this is an outgoing or incoming call.

Example: VoiceCommand "VoiceAnswer %d"

1.157 VOICESTRING string

4.3.121. VOICESTRING string

Tells TrapDoor what string the modem returns when it senses a voice connect. You must setup the correct VOICESTRING for your modem when you use the VOICECOMMAND keyword.

Example: VoiceString "+VCON"

1.158 (NO)WAZOO

4.3.122. (NO)WAZOO

Enable (disable) WaZoo mode. With WaZoo disabled, TrapDoor will only attempt to connect using the FTS-0001 (Lotek) protocol or EMSI handshake. No YooHoo will be done. It defaults to WAZOO.

Examples: NoWaZOO
WaZOO

1.159 (NO)WRAPLINES

4.3.123. (NO)WRAPLINES

With WrapLines enabled, TrapDoor will try to wrap lines that are sent to the log window and continue them in the next line, if they are too long to be displayed on a single line. The logfile will be unaffected by the setting of this switch. Only the output in the window is reformatted. It defaults to NOWRAPLINES.

Examples: WrapLines
NoWrapLines

1.160 VERSION

4.3.124. VERSION

This ARexx-only command will return the version identifier of TrapDoor, e.g. "1.84".

(+) ARexx only command
(@) asynchronous execution possible

Example: Version

1.161 (NO)XMAIL

4.3.125. (NO)XMAIL

Enable (disable) eXtended Mail, whatever that is. There is a flag in the EMSI handshake packet called "XMA". The EMSI documentation is very unclear about what it means. Anyway, you got the choice now :-)

This keyword defaults to XMAIL, as this was the behaviour of TrapDoor 1.80.

Examples: NoXMail
XMail

1.162 (NO)ZEDZAP

4.3.126. (NO) ZEDZAP

Enable (disable) ZedZap mode. ZedZap is a slight variant of the ZModem transfer protocol -- on large files, this is one of the fastest protocols around. ZedZap will automatically switch block sizes depending on modem speed and quality of the line. It will also resume an interrupted transfer if possible.

ZedZap only works in WaZoo or EMSI mode and only if the other side also supports it. This keyword defaults to ZEDZAP.

Examples: NoZedZap
ZedZap

1.163 (NO)ZEDZIP

4.3.127. (NO) ZEDZIP

Enable (disable) ZedZip mode. ZedZip is the ZModem transfer protocol -- it will not switch block sizes, but use a fixed block size of 1kb. It will resume an interrupted transfer if possible.

ZedZip only works in WaZoo or EMSI mode and only if the other side also supports it. This keyword defaults to ZEDZIP.

Examples: NoZedZip
ZedZip

1.164 (NO)ZOOMFULLSIZE

4.3.128. (NO) ZOOMFULLSIZE

Select whether using the Zoom/Zip-Gadgets on TrapDoor's windows will cause them to become full-sized windows or shrink to a very small size. The keyword defaults to NOZOOMFULLSIZE, because this is what the behaviour of all TrapDoors up to version 1.83 was.

Please note that ZOOMFULLSIZE will not work when using SCREENMODE WORKBENCH. If you have AmigaOS 2.04 or higher, you can use

SCREENMODE PUBLIC

```
PUBSCREENNAME ""
```

or

```
SCREENMODE PUBLIC
PUBSCREENNAME "Workbench"
```

instead and ZOOMFULLSIZE will work again.

```
Examples: NoZoomFullSize
          ZoomFullSize
```

1.165 Example Setup

5. Example Setup

```
; *****
; **                                     **
; **   TrapDoor 1.83 Example Configuration File   **
; **                                     **
; *****

; This is my FidoNet node number

NODE 2:310/6.0

; here are my AKAs

AKA "2:3160/0 7:123/456 13:13/42"

; This is my node's name

NAME "The Mad House -- TrapDoor Development"

; This is the sysop's name

SYSOP "Maximilian Hantsch"

; Point setup: set up the password for your boss node here.
; Leave this unset (") to operate a node or set it to
; something else to not accept calls from unlisted nodes.

PASSWORD ""

; Here I set up the baudrate that TrapDoor should use to
; talk to the modem

BAUD 19200

; For modems that can lock the baudrate, use LOCK.

LOCK

; This is the minimum baudrate at which TrapDoor will
; keep a connection. If the modem responds with a
```

```
; "CONNECT xxx" message where xxx is lower than  
; the MINBAUD value, TrapDoor will hang up.
```

```
MINBAUD 300
```

```
; Point setup: set this to your boss' FidoNet address.  
; Set this to your own address when running a node.
```

```
BOSS 2:310/6.0
```

```
; Point setup: set this to the telephone number of your  
; boss. When operating with a nodelist, you can also put  
; the FidoNet address of your boss here and TrapDoor will  
; consult the nodelist to find out the phone number.  
; Note that TrapDoor uses the colon (":") in the FidoNet  
; node number to distinguish it from a telephone number,  
; so always specify the zone if you want to give it a  
; nodenumber.
```

```
CALL 2:310/6
```

```
; The path to your outbound directory where .FLO, .OUT  
; and such stuff is.
```

```
OUTBOUND "Mail:Outbound"
```

```
; The path to your inbound directory where incoming files  
; are put.
```

```
INBOUND "Mail:Inbound"
```

```
; If you specify a path here, TrapDoor will use this  
; directory to find nodelist index/extra files.  
; To disable nodelist support, use NODELIST "".
```

```
NODELIST "NodeList:"
```

```
; Use MAXBAUD to automatically adjust MINBAUD to the  
; highest possible baudrate.
```

```
MAXBAUD
```

```
; This is the number of rings that TrapDoor will wait  
; before answering the phone. If you don't want TrapDoor  
; to answer the phone, just set this to RINGS 9999.
```

```
RINGS 1
```

```
; A banner line that will be displayed to human callers.  
; Instead of specifying a string, you could also send out  
; a complete banner file here. The second line gives you  
; an example of that.
```

```
BANNER "TrapDoor Development, online Mon-Sun 00:00-06:00"  
; BANNER "<mail:Banner"
```

```
; This is the commandline that TrapDoor will execute when
```

```

; a user presses Escape to enter the BBS.
; To disable the BBS, use BBSMODE NONE or leave it out.

; BBSCOMMAND "DLG:immed TR0 %b %B -w"
; BBSINOUT ""
; BBSMODE SPAWN

; In addition to the Escape key, you can specify another
; character that users can press twice to enter the BBS.
; WARNING: Do not use an asterisk (*) here!

; BBSCHAR '.'

; This defines the name of the logfile for TrapDoor.

LOGFILE "Mail:TrapDoor.Log"

; Here are the loglevels for various logging groups.

LOGLEVEL 0:2      ; debugger
LOGLEVEL 1:2      ; link
LOGLEVEL 2:2      ; transfer
LOGLEVEL 3:2      ; system
LOGLEVEL 4:2      ; modem
LOGLEVEL 5:2      ; session
LOGLEVEL 6:7      ; security
LOGLEVEL 7:2      ; outside
LOGLEVEL 8:7      ; information
LOGLEVEL 9:2      ; scheduler

; I want faster logging.

MAXLOGSECS 5
MAXLOGLINES 10

; If you have a "slow" modem, set this to higher values.

SLOWMODEM 10

; MODEMINIT      will be sent to the modem to reset it.
; MODEMDIALPRE   will be sent to the modem to dial out,
;                followed by the phone number, followed by
; MODEMDIALPOST
; MODEMANSWER    will be sent to answer the phone.
; MODEMHANGUP    will be sent to hangup the modem.

MODEMINIT "~ATZ|~~~~"
MODEMHANGUP "||^|"
MODEMDIALPRE "~ATS7=60B1X7DP"
MODEMDIALPOST "| "
MODEMANSWER "~ATS7=25B0A|"

; If your modem is an error correcting modem, ARQSTRING
; tells TrapDoor what the modem returns when it
; establishes a connection under error control. If you
; have such a modem, you can also specify SNIFFARQ and
; handshakes can become a bit faster.

```

```
; ARQSTRING "ARQ"
; SNIFFARQ

; This informs TrapDoor which Amiga device is your
; serial device. For example, a Supra 2400zi modem
; needs SERIALNAME "modem0.device".

SERIALNAME "serial.device"
SERIALUNIT 0
SERIALFLAGS 0

; If you want to spawn a BBS, you must use the SHARED
; option. Otherwise, you can use NOSHARED to prevent
; other programs from using the serial device when
; TrapDoor has it open.

SHARED

; If your modem does not support the DSR line, use NODSR.
; Otherwise, use DSR and TrapDoor will be able to tell
; whether your modem is switched on or not.

DSR

; If you have a buffering modem, you need to have a full
; 7-wire cable and enable hardware handshaking with 7WIRE.

7WIRE

; Please read TrapDoor's manual for a more detailed
; explanation of the ADJUST parameter. If you are not
; sure what to do with it, leave it at -11.
; If you have AmigaOS 2.0 or higher, use ADJUST 0 or
; leave it out completely.

;ADJUST -11

; This tells TrapDoor what command to execute to handle
; incoming File Requests. Please consult the manual for
; a more detailed description.
; To turn off File Requests, use FREQUEST "".

FREQUEST "RequestHandler %i,%o,%l"

; This is the name of TrapDoor's ARexx port.
; If you have multiple lines, you need to change this
; for each line.

REXXNAME "TrapDoor"

; Where should TrapDoor put its windows?
; Note that on NTSC machines and their smaller screens,
; you will have to change the value of STATWINDOW.

LOGWINDOW 30/15/580/133
STATWINDOW 30/155/580/93
```

```
; STATWINDOW 30/155/580/44 ; use this on NTSC

; Use SCREENMODE CUSTOM to have TrapDoor open its own
; screen, SCREENMODE WORKBENCH to have it open its
; windows on the Workbench Screen, SCREENMODE ACTIVE
; to open the windows on the currently active screen,
; and SCREENMODE TRAPDOOR for special magic.
; If you have AmigaOS 2.04, you might also want to
; try SCREENMODE PUBLIC.
; Beware: Please read the instructions in the manual
; before using SCREENMODE ACTIVE.
```

SCREENMODE TRAPDOOR

```
; If you want TrapDoor to open its screen in the
; background, use BACKGROUND.
; To have it open the screen to the same size your
; Workbench Screen has (including overscan set with
; MoreRows), use AUTOOVERSCAN.
; If you don't want any screens or windows, use
; QUIET.
```

NOBACKGROUND
AUTOOVERSCAN
; QUIET

```
; For a nice colourful TrapDoor screen, change this as
; desired.
```

COLOURS 2560/4095/10/160

```
; Point setup: If a call to your boss fails (BUSY,
; VOICE, NO CARRIER ...), you can use these keywords
; to have TrapDoor redial automatically after a
; certain amount of time. Use RETRIES to set the maximum
; number of retries and REDIALDELAY to specify the number
; of seconds to wait between calls.
```

RETRIES 0
REDIALDELAY 3

```
; Enable accounting with ACCOUNTING and specify
; accounting limits. The template for ACCTMAX is:
; ACCTMAX "cost calls-out failed busy nocarrier voice"
```

ACCOUNTING
ACCTMAX "3000 20 2 20 5 2"

```
; Node systems: If you want your TrapDoor to automatically
; start in answer mode when you just "run TrapDoor",
; specify ANSWER
```

```
; ANSWER
```

```
; Some function key assignments
```

FKEY "1:EMSI"

```

FKEY "11:NOEMSI"
FKEY "2:WAZOO"
FKEY "12:NOWAZOO"
FKEY "3:ZEDZAP ZEDZIP DIRECTZAP"
FKEY "13:NOZEDZAP NOZEDZIP NODIRECTZAP"
FKEY "4:DIETIFNA"
FKEY "14:NODIETIFNA"
FKEY "5:BBSMODE SPAWN"
FKEY "15:BBSMODE ZMH"
FKEY "6:Run \"CE\""
FKEY "16:Run \"FFSA Node 2:310/6 ActiveScreen\""
FKEY "7:Run \"Execute DLGConfig:Batch/UnPackMail\""
FKEY "17:SMODEM |~ATH1|~~~~~|~ATH0|~"
FKEY "8:Run \"Execute DLGConfig:Batch/PackMail\""
FKEY "18:Run \"Execute DLGConfig:Batch/NComm.batch\""
FKEY "9:Run \"Execute DLGConfig:Batch/Poll\""
FKEY "19:acctmax \"-1 -1 -1 -1 -1 -1\""
FKEY "10:Run \"local\""
FKEY "20:Run \"getport -p tr0:\""

; NOTE: Not all possible configuration keywords are used
;       in this example configuration. Please see the
;       chapter "Configuration Commands" for a more
;       detailed and more complete description of
;       TrapDoor's configuration.

```

1.166 The Outbound Directory

6. The Outbound Directory

The outbound directory stores packet files (#?.OUT, #?.CUT, #?.DUT, #?.HUT), file attach files (#?.FLO, #?.CLO, #?.DLO, #?.HLO) and request files (#?.REQ).

TrapDoor uses two different methods of naming these files. First, there are the "compatibility" names for compatibility with older packers. Second, there are full 4-dimensional filenames for state-of-the-art software that wants to make use of full 4-dimensional FidoNet addressing.

1.167 2-dimensional Filenames

6.1. 2-dimensional Filenames

The first eight characters of the filename indicate the net and node number for which this file is designated. These numbers are encoded in hexadecimal and expanded to 4 digits each (leading zeros).

Zone and Point information is not included in these filenames. This is a major disadvantage, but unfortunately many older mail Scanners/Tossers for the Amiga only support this format.

1.168 4-dimensional Filenames

6.2. 4-dimensional Filenames

TrapDoor introduced the concept of four-dimensional filenames several releases ago and many program authors have taken up on it and have included support for this scheme in their software. These 4-dimensional files are named "zone.net.node.point.ext", with all fields in decimal.

1.169 Extensions

6.3. Extensions

File extensions tell TrapDoor how to treat a certain file.

1.170 Packet files

6.4. Packet files

These files contain packed mail (Note: not compressed (ARC)mail). This is often used for matrix mail, as these packets are easily built and matrix mail normally doesn't get so large that it needs compression. They are sent 'as is' to the other system. During the transfer, the name of such a file is changed to "abcdefgh.PKT", where "abcdefgh" is a unique 8-digits hexadecimal number (in fact, a timestamp).

```
#?.OUT ... Normal, meaning that this packet hasn't been
           processed further. If left unprocessed, it will
           be treated the same as a .DUT packet.
#?.HUT ... Hold this packet for pickup by the remote
           system.
#?.CUT ... The other system can receive Continuous Mail.
#?.DUT ... Direct, meaning the other system can NOT receive
           Continuous Mail.
```

1.171 Flow files

6.5. Flow files

Files are also sent through FidoNet. File attach files tell TrapDoor what files to send (or hold) for whom. File attach files are also called 'flow files' after the .FLO file extension.

Flow files store the path and name of files that should be sent to the other system. Each line in the flow file refers to one file. Additionally, there may be one of the following

special characters at the first position in the line (preceeding the path/name), indicating that the file needs special processing after sending.

Valid special characters:

```
# ... Truncate this file to zero length
^ ... Delete this file (with logging)
- ... Delete this file (without logging)
@ ... No special processing after sending (but allow
    filenote tagging -- see below)
~ ... Don't send this file (has been sent previously)
```

Examples:

```
DH0:Files/outgoing/special/sendme.zoo
t:trapdoor.zoo
#MAIL:Outbound/FFEB0034.M01
-t:delete.me
```

Flow file extensions are:

```
#?.FLO ... Normal, meaning that this flow file hasn't been
           processed further. If left unprocessed, it will
           be treated the same as a .DLO flow file.
#?.HLO ... Hold these files for pickup by the remote
           system.
#?.CLO ... The other system can receive Continuous Mail.
#?.DLO ... Direct, meaning the other system can NOT receive
           Continuous Mail.
```

1.172 Compressed Mail files

6.6. Compressed Mail files

These files are not automatically sent. Their names must be listed in one of the #?.?LO files. Usually, the filename of these files follows a 2-dimensional naming method: The first 4 hex digits contain the difference between the net numbers of the originating and the destination system, the second 4 hex digits the difference between the node numbers.

The extension of compressed mail files is built of the first two digits of the name of a weekday, i.e. MO, TU, WE, TH, FR, SA or SU, plus one decimal digit to prevent duplicates, for example, "MO3" or "FR0".

TrapDoor 1.80 and higher also support 4-dimensional compressed mail bundles. These are named just like the other 4-dimensional files, with the same extension as their 2-dimensional counterpart, for example "2.310.6.4.TU3". The names of 4-dimensional compressed mail files must be listed in #?.?LO files, just as with their 2D counterpart.

1.173 Request files

6.7. Request files

These files are sent to the other system 'as is' for further processing. Each line in these files contains the name of a file you'd like to request from the other system and possibly, following a space and an exclamation mark, a password for the file.

Example:

```
FILES
TRAPDOOR.ZOO
SECRET.ARC !ILBM
```

1.174 Examples

6.8. Examples

```
0136000b.out ... a normal mail packet for 310/11
01360003.clo ... a file attach file for 310/3, will be sent
                  as continuous mail
0136000c.hlo ... a file attach file, held for pickup by
                  310/12
```

Or, using the 4-dimensional naming scheme:

```
1.163.109.0.hut ... a normal mail packet, held for pickup
                    by 1:163/109
2.310.6.5.dlo ..... a direct file attach file for 2:310/6.5
2.310.6.4.MO2 ..... a compressed mail bundle for 2:310/6.4
2.246.3.0.req ..... a request file for 2:246/3
```

1.175 Outbound File Tagging

6.9. Outbound File Tagging

Similar to the tag fields that TrapDoor uses for incoming files (please see the next chapter for a detailed description of the tag system), TrapDoor also employs this tag scheme for outgoing files.

Sometimes TrapDoor sends out a file under a different name than the one the file has on the local harddisk. For example,

outbound mail packets (those that are called .OUT, .HUT, .DUT or .CUT) will be named .PKT when being transferred. TrapDoor records the new name in a "Name" tag in the filenote of these files, so that if a file transfer fails, and the file is transmitted a second time, the same name will be used again.

Sometimes it is undesirable that TrapDoor modifies a file's comment. TrapDoor will only change a filenote in the following cases:

- the file is a packet file in the outbound directory
- the file is listed in a flow file, and one of the special characters was specified. If truncating or deletion of the file is not desired, the special character "@" can be used to indicate that filenote tagging is allowed for this file.

TrapDoor will not modify a file's comment if the file is listed in a flow file without any preceding special character.

On the other hand, whenever TrapDoor starts sending a file, it checks the file comment for a "Name" tag. If one exists, the filename will be extracted and the file will be sent under that name. This will happen no matter where the file is stored or whether it was listed in a flow file.

This means you can make TrapDoor send out arbitrary files under any name you want. Just use the filenote command to set an appropriate "Name" tag. For example,

```
filenote RAM:testdir/myfile.txt "Name file-1.test;"
```

will tell TrapDoor to send the file "myfile.txt" as "file-1.test". You will need to list "RAM:testdir/myfile.txt" in a flow file as well, of course, so that TrapDoor knows what node the file is for.

1.176 The Inbound Directory

7. The Inbound Directory

The inbound directory stores all files received from other systems. TrapDoor does not associate inbound filenames with a certain meaning, this is left for the Scanner/Tosser software (i.e. TrapToss, ConfMail).

TrapDoor currently manages the inbound directory filenames & filenotes like this:

```
<filename> := <msdos_filename>
            '!. ' <msdos_filename> '!. ' <fido_adr>
<fido_adr> := <zone> '!. ' <net> '!. ' <node> '!. ' <point>
<zone>      := integer
<net>       := integer
```



```
<node>      := integer
<point>     := integer

<filenote>  := <field> <field> ...
<field>     := <tag> ' ' <contents> '; '
<tag>       := anything_except_space
<contents> := anything_except_semicolon
```

Currently defined tags are:

```
FileName
From
Length
Secure
Time
Trx
```

When a file comes in, it is received under a temporary filename. When the file has been received successfully, it is renamed to the final filename. Should a file with this name already exist, TrapDoor does the usual filename bumping (see "Bumping Filenames"), but stores the original filename in the filenote in a "FileName" field. Additionally, each inbound file is tagged with a "From" field in the filenote.

When a file transfer fails (carrier lost etc.), the temporary file is renamed to "!.filename.zz.nnn.ooo.pp", where <filename> is the original filename, and <zz.nnn.ooo.pp> is the FidoNet address of the sender. These files are also tagged with a "FileName" field in the FileNote. Additionally, TrapDoor adds a "Length" field to the FileNote, which specifies how long the file should be.

When TrapDoor begins to receive a new file, it tries to find a "!.filename.zz.nnn.ooo.pp" file that matches the incoming file. If such a file exists, and the filesize compares successfully (remember: "Length" tag in the filenote!), TrapDoor will resume transfer (ZedZap sessions) at the end of the file. FTS-1 and DietIfna can't resume transfer, but you can abort such a file transfer and later on resume with ZedZap.

When TrapDoor resumes receiving a file, it will first rename it to a temporary filename again and clear the filenote. Further actions are taken as described above.

The "Secure" tag stores the security measures under which a file was received. Files received from systems listed in the nodelist get the "NL" flag, and files received during password-protected sessions are marked "PW". Both flags can be set if a file was received from a listed system in a password-protection session, in which case they will be separated by a comma (",").

The "Trx" tag is used to store the Transaction ID of the session in which the file was received. Every session, or "transaction" with another system is associated with a unique identifier, the "transaction id". This identifier is also listed

in the logfile as "TrxID". A transaction id consists of one single hexadecimal number, plus possibly a slash and another hexadecimal number giving the transaction id which the remote system associated with this particular transaction. The latter is only shown if the other end sent us their transaction id, which can only happen in an EMSI handshake.

When a file is received with Zmodem (or any of its derivatives), the original date and time of the file is also transferred and will be stored in a "Time" tag by TrapDoor. The number behind the "Time" tag is a hexadecimal unix timestamp (seconds since 1.1.1970, midnight).

Please note that the order of the filenote fields is insignificant.

Examples:

Normal inbound file, received from a known node with password-protection:

```
ffeb0034.mol
: From 2:310/3; Secure NL,PW; Trx 27b23ba7;
```

Bumped inbound file:

```
ffeb0034.mol,1
: From 2:310/3; FileName ffeb0034.mol; Trx 27c138f7/27c138fb;
```

Aborted transfer:

```
!.ffeb0034.mol.2.310.3.0
: FileName ffeb0034.mol; Length 23862; Trx 27c139ae;
```

This format should be rather flexible if future extensions have to be added (limit is 80 chars for all the filenote fields), but still remains totally compatible with ConfMail & other utilities that assume MS-Dos style filenames.

1.177 Bumping Filenames

7.1. Bumping Filenames

TrapDoor does not overwrite inbound files. Instead, the incoming filename is "bumped", i.e. a unique name is created by cautiously modifying the original filename until a new, unique name is found.

Bumping proceeds like this:

- (a) If the filename matches "#?.?UT", it is renamed to a random "#?.PKT" file. This is necessary, as some MS-Dos software does not rename .OUT files into .PKT when transmitting them with the DietIfna protocol. Therefore, TrapDoor tries to correct this mistake. After this step, bumping continues at (b). [00bf13f4.OUT -> 27bc34f5.PKT]

The following steps will only be performed as long as the name

is not unique, i.e. as long as there exists already a file with that name.

- (b) If the filename matches "#?.PKT", it is given some random hexadecimal number plus the ".PKT" extension again. Thus, packet files stay packet files, even when bumped. Only if a unique name cannot be found within ten tries, method (d) is used for renaming the file. [27bc34f5.PKT -> 28c39d7f.PKT]
- (c) If the filename matches "#?.(MO|TU|WE|TH|FR|SA|SU)([0-9])", the very last digit of the filename is modified. If a unique name cannot be found by changing the last digit, method (d) is used. [00bf3f55.mo0 -> 00bf3f55.mo1]
- (d) If the filename is not unique, TrapDoor will append a comma (",") and a number. The number will be incremented as long as the name is not unique. [test.txt -> test.txt,1 -> test.txt,2 -> etc.]
- (e) continue at (d) until a unique name is found.

1.178 Bugs? Poof! They're all features!

8. Bugs? Poof! They're all features!

Most problems we have encountered are caused by wrong or incomplete RS232 cabling, modem settings, and last, but not least, people not reading the documentation. Be sure to especially examine the chapter about the modem carefully if you encounter problems. Please also read the frequently asked questions in file "TrapDoor.FAQ".

There is a minor inconvenience for people using NTSC Amigas: You have to change the default setting of STATWINDOW, as this window won't open on a standard non-interlaced NTSC screen.

If you find that you have trouble communicating with another Fidonet system, you might try using different protocols. Experiment with the (NO)EMSI, (NO)WAZOO, (NO)TRAPZAP, (NO)DIRECTZAP, (NO)ZEDZAP, (NO)ZEDZIP and (NO)WAZOO keywords.

(NO)MAXBAUD does not have any effect if used in custom configuration entries (set via setconfig). You need to set a MINBAUD value instead. So, instead of

```
setconfig 2:310/6 "NOMAXBAUD"      ; WRONG!
use
setconfig 2:310/6 "MINBAUD 2400"   ; much better.
```

TrapDoor usually runs with the standard 4000 bytes stack size. Should you experience strange hangups, crashes or Guru Meditations, try raising the stack size with the CLI command "Stack" before running TrapDoor.

If you place a call using a telephone number (as opposed to calling via a nodelist), be sure to also set the BOSS parameter to the node number of the system you are calling, and PASSWORD to the correct password (or "") for that node. Here is an example:

```
TrapDoor Call 02236-87178 Boss 2:310/48 Password ""
```

"Remember, any minor imperfections in this product are just evidence of its hand crafted nature."

1.179 Real Bugs

8.1. Real Bugs

When sending in bug reports, please state exactly under what circumstances the bug occurred, what equipment was used and what happened. If possible, please give us a step-by-step description of how to reproduce the bug. Statements like "TrapDoor sometimes crashes on my system" don't help us to track down the problem.

1.180 Past & Future

9. Past & Future

TrapDoor started back in spring 1989, when our boss got his first dual standard HST modem. Suddenly, BinkleyTerm Amiga stopped working, it could not successfully send/receive files. So mjl and I sat down and started writing a new mailer that would overcome this and many other disadvantages of BinkleyTerm Amiga, at that time the only mailer available for the Amiga. First, we created a point version; simple to use, it allowed you to setup a state-of-the-art point system. The point version was released in October 1989, and no major bugs have been found. That was version 1.11; Registered users were shipped 1.12, which was almost the same, except the ShareWare reminders, which always open when you start the unregistered version, had been removed in that version.

After the enormous feedback we received from the first version, we decided we'd go ahead and make TrapDoor a fully node-capable mailer. We implemented the basic FidoNet protocol that all mailers must support, FTS-1, added ARexx capabilities, bbs spawning, nodelist support and all the other nice features noone wants to miss anymore. The first node capable version of TrapDoor 1.50, was followed by TrapDoor 1.80 a year later. This

version enhanced the original node version with a couple of exciting new features: it offered new nodelist support via the `traplist.library`, improved ARexx commands, new bbs handling modes, special dialer and special node-dependent configuration options, EMSI session handshake, and lots more. As always, this node version could also be used in a point environment.

As always, bugs creep into software, and neither TrapDoor 1.80 nor the next version, 1.83 were totally bug-free. So we had to sit down and look into these little problems, plus include some more features here and there as they came in handy. So this is our fifth release version, and this number is also the reason for the name of this TrapDoor's manual.

Of course, development does not stop here. We will continue to improve TrapDoor and its related utilities to give you the hopefully most advanced mailer on the Amiga. Our future work will go especially in the direction of providing you with an integrated package which takes away a lot of the hassle currently involved in writing AmigaDOS or ARexx scripts to handle event scheduling and putting together the different tools necessary for a FidoNet system. Depending on your ShareWare registration efforts and our time permitting, one day there will hopefully be a much better and more beautiful TrapDoor II.

When this new and majorly improved TrapDoor becomes ready, already registered users will receive the new version for a moderate update fee.

1.181 Registration

10. Registration

TrapDoor is a copyrighted product that has been made available to you under the concept of "Shareware". It has never been, nor will it ever be in the "Public Domain". You are granted a limited licence in order to evaluate these programs. If, after a 3 or 4 week period of evaluation, you find that TrapDoor suits your telecommunication needs, please register. By cooperating with this concept you help to ensure continued development of this product.

Registered users will be shipped a disk with the latest release version of TrapDoor together with a keyfile. This keyfile, once copied to your system, will disable the ShareWare reminders that always open when you start or quit TrapDoor.

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No person(s) or businesses other than the authors are authorized to accept any registration or distribution fees in any form whatsoever, except the official registration and support centers as specified by the authors. The only people who

will be acknowledged as registered users are those who have sent ATS 350,- (plus another ATS 150,- if you send foreign cheques or money orders) to:

TrapDoor Development
Maximilian Hantsch
Matzleinsdorfer Platz 3-4/3/10
A-1050 Wien
Austria / Europe

or registered at one of the registration and support centers as specified by the authors. A list of these can be found in the file "SupportCenters.txt".

As one of the safest and possibly easiest ways to send in your registration fee from other countries, we would suggest an international postal money order -- your local post office will happily provide you with more information about this. It also has the advantage that the exchange of currencies is handled automatically and the surcharge is negligible.

Alternatively, you can either send us a Eurocheque payable to Maximilian Hantsch in Austrian Schillings or have your bank transfer the registration fee to the "Österreichische Postsparkasse (PSK)" (BLZ 60000), account 6.777.234, "Maximilian Hantsch". Beware: international transfers via banks are rather expensive.

Note: IF YOU SEND CHEQUES, PLEASE SEND ONLY EUROCHEQUES MADE OUT IN AUSTRIAN SCHILLINGS! We have to impose a surcharge of ATS 150,- on all other cheques, money orders or bank drafts.

Until now, we have accepted other foreign cheques, money orders and bank drafts as well, but our bank has raised the charge for these by more than 50% over the past two years to more than ATS 100,- per cheque. We can no longer afford this and are thus forced to pass on this charge. Sorry.

In any case, be sure to provide us with your name, address, fido-nodenummer and international phone number for our files. You can send this information via electronic mail, if you wish. If you don't mind, this data will be stored and processed in electronic form. There is also a sample registration form you can fill out in the file "Registration.txt".

Please allow up to eight weeks for delivery.

You, too, can have a receding hairline,
suffer a nervous breakdown,
and precipitate disputes with your spouse.
Here is all you need.

1.182 Politics

11. Politics

This chapter tells you about the allowed methods of Distribution for TrapDoor, about where to find Support, lists the exact terms of the software Licence, under which you may use the software, and finally, there is an important Disclaimer in this chapter too.

1.183 Distribution

11.1. Distribution

In a nutshell, TrapDoor may be distributed freely as long as the following restrictions are met:

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For more details, see the chapter called "Licence".

1.184 Support

11.2. Support

The latest version of TrapDoor (with all its associated tools) is always available for filerequest from FidoNet node 2:310/6, "The Mad House" under the magic filename "TRAPDOOR".

If you have any suggestions, bug reports etc., feel free to contact the authors of TrapDoor at the address given in the chapter "Registration". Additionally, you can reach us at:

Maximilian Hantsch	Martin Laubach
Fido: 2:310/6	Fido: 2:310/3.14
Uucp: max@madvie.co.at	Uucp: mjl@alison.co.at

Also, there is a FidoNet Echomail conference called TRAPDOOR, which should be available at major backbones. This conference is in English and intended for the users of TrapDoor. There, you can freely exchange your experience with TrapDoor, discuss future enhancements you would like to see etc. Both authors will participate in the conference and try to assist you. The availability of new versions of TrapDoor will be announced there, too.

1.185 Licence

11.3. Licence

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1.186 No Warranty

11.4. No Warranty

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1.187 Disclaimer

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"And you try to tell that the young people of today
and they won't believe you."

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