PowerBBS for Windows

Version 3.5

User's Guide

Thanks from Russell Frey, author of PowerBBS...
Glen, for giving me the initial introduction to BBSing (even if it was on an Apple). Sorry, guys, no port is being prepared for that!
Stace, for assuring me that I wasn't crazy in all the hours I've spent on this project.
Special thanks to Bill Ebina and Ronny Brodin for all their hard work!
Brad Friedman, the graphics guru who inspired the new look.
The PowerBBS Beta Testing Team for keeping me on my toes!
And, of course, I would like to thank all of the PowerBBS Sysops who have helped this program grow through many years of work.

Thanks from James Carr, author of this manual...
To my wife, Marci: Thanks for pointing out my mistakes without driving me crazy, for cooking dinner when it was my turn, for reading over 200 pages of non-fiction, for saying *Are you sure that's clear enough?,* and just for being you.
PowerBBS sysops Richard Dawson and Hughes Glantzberg for their work on previous manuals.
PowerBBS sysops Rob Henderson, Mark Newton, and Dave Cagle, for contributing to this manual.
Russell Frey, for letting me do this my way.
Brad Friedman, for reminding about the little details.
Mom and Dad, for never telling me something couldn't be done.
Thanks to callers to my BBS, The Ladies Room, for putting up with over 30 alpha and beta releases.
And, of course, thanks to all the PowerBBS sysops whose comments and suggestions inspired me to write this manual.

PowerBBS for Windows User's Guide
Table of Contents

1 Getting Started

1.1 Welcome

Welcome to PowerBBS for Windows! You are about to enter the wonderful world of being a sysop (System Operator). This experience will prove to be a fascinating, rewarding, and possibly profitable experience. You have made an excellent choice with PowerBBS for Windows. Our software is very powerful and flexible, yet it is easy to use and configure.

The default installation of PowerBBS provides you with a BBS upon which you can build your own. Though you could put this default installation on-line in a very short time, it is better to take your time and plan things out. You will have a lot of decisions to make. Do you want your BBS to be centered around files? Messages? Teleconference? Games? Do you want to allow minors on to your BBS or only adults? Will your callers have to pay to use your system? How many nodes (lines) will your BBS have?

As you can see, you have a lot to think about. Take your time. Sketch out a plan for your BBS. Use it as a guideline when configuring PowerBBS. You can always change things later, but it is best to do things right the first time (isn't it always?).

The single best suggestion I can make is to call as many other BBSs as possible, especially PowerBBS systems. We've even listed a few PowerBBS systems in the appendix of this manuall.You will get a lot of good ideas from other sysops. Though I don't recommend stealing screens from other sysops, you can still use their ideas to create your own screens. If you really like a screen, ask that sysop if you can have a copy of it. Don't be offended if he says no. After all, a lot of hard work goes into making attractive screens. However, some sysops are very generous and will be glad to help out. Just be sure to offer something in return.

> **PowerTip:** *PowerBBS sysops are a great bunch of folks! We all do our best to help each other out. It's okay to ask another sysop for help, but don't try to get another sysop to do all of the work for you. After all, it's your BBS, not his!*

A lot of time and effort went into this version of PowerBBS. We did extensive alpha and beta testing to ensure that this product was as smooth and as powerful as possible. Does that mean there won't be any bugs? No. There's never been a software package that was totally bug free. However, at the time of release, our beta testing team composed of experienced PowerBBS sysops, most of whom are programmers, were not aware of any bugs. All features were tested before releasing this software. We tested PowerBBS on systems running single lines and multiple lines on both single computers and networks. We had beta testers whose systems centered on files, forums, teleconference, doors, PowerLang programs, FrontDoor, and just about anything else you can imagine. We're very confident that we've caught as many problems as humanly possible.

> **Note: If you think you have found a bug, contact the Support BBS and let us know. We'll look into it and try to get a fix out as quickly as possible.**

About this manual

With the exception of the chapter on Telnet and a section on Planet Connect, this manual was written entirely by me, James Carr. Because PowerBBS has changed drastically over the last few revisions, I tossed out the old manuals and started from scratch. I'd like to thank PowerBBS sysop Richard Dawson for writing earlier manuals for PowerBBS. Without those manuals, I never would have learned anything about PowerBBS! *Thanks, Richard.*

I've been with PowerBBS since the early days. In the spring of 1994 I took over Tech Support for PowerBBS. After answering hundreds, even thousands of questions, I've learned what confuses sysops the most. I've tried to expand those topics in this manual even as the author of PowerBBS, Russell Frey, tried to make those features easier to use. The result is over 200 pages of valuable information. Chances are that if you have a question, it is already answered in this manual. Save yourself time, aggravation, and long distance charges and give this manual a thorough reading. If you're still unclear about a topic, please feel free to post a message on the Support BBS. I'm always glad to help

> **PowerTip:** *I thought I knew a lot about PowerBBS. After writing this manual, I've learned even more. Even if you've been with PowerBBS for a while, read this entire manual. You might be surprised at*

what PowerBBS can do!

If you have the shareware version of PowerBBS, you are probably reading the manual that comes in Windows Write format. Write is a very limited program. I was unable to duplicate the layout of the original printed version using Write. However, the shareware manual includes the complete text of the bound manual. I used Ami Pro 3.01 for Windows for the printed version of the manual. The printed version uses a different font scheme and visual layout that is much easier to read. If you are planning on registering PowerBBS, do it now. The printed version is much easier to read!

> **Note: The shareware version of the manual does not include any graphics. Even though Write can support graphics, we simply did not have room in the PowerBBS archive for the graphics. The graphics alone take up three megabytes of disk space uncompressed. When I ask you to refer to a graphic, simply pull up that same screen in Config.**

PowerBBS Now and in the Future, by Russell Frey

I'm very excited about this release of PowerBBS. Many long hours and hot cups of coffee went into this release. My beta testing team was very helpful (almost too helpful). I'd like to send many thanks to Ronny Brodin and Bill Ebina for their programming work. I'd like to thank Brad Friedman for his assistance in putting together the new local screen for PowerBBS. I'd also like to thank James Carr for putting together a top notch manual. I'm also very grateful to the other members of the PowerBBS Beta Testing Team who spent many hours testing my programming skills. Nice work, fellas! Finally, I'd like to express my gratitude to Gerral Reeves for his File List Manager. Even though we have replaced his version with our own version written in Pascal, you are welcome to contact Gerral on the Support BBS for more information about his product.

I sincerely hope you enjoy PowerBBS. Any suggestions you have will be greatly appreciated. As we worked on PowerBBS 3.5, we were also working on our top secret project, PowerBBS for Windows 4.0. This next version of PowerBBS, due out in the fourth quarter of 1994, will support a graphical user interface for your callers! We will supply PowerBBS sysops with a Windows based terminal package to distribute to their callers. A caller using this terminal program will see dialog boxes, windows, scroll bars, graphics, and even hear sounds when calling a PowerBBS 4.0 system. What's more, PowerBBS 4.0 will still support your existing ANSI callers and DOS doors. Look for more information in the coming months.

PowerBBS Software Developers Kit

PowerBBS for Windows source code is no longer being distributed. However, we offer a software developers kit for PowerBBS for Windows. With this kit you will be able to write C or Pascal DLLs for PowerBBS. These DLLs will integrate directly with PowerBBS to allow you to create games and other utilities. Distributed with the shareware version and registered versions of PowerBBS are three files: POWRDLL.PAS, POWRDLL.C and POWRDLL.H. These files are freeware and may be distributed as long as no remuneration is required.

Manual corrections and late breaking news

Look for a file called POWRNOTE.WRI in your \POWRBBS\ directory. It contains manual corrections and late breaking news about PowerBBS.

1.2 Tech Support and ordering information

PowerBBS has a four line Support BBS for PowerBBS sysops. This BBS is the hub for all activity related to PowerBBS. If you need help with a problem, this is the place to go (after looking in the manual, of course). When calling the Support BBS, be sure to place your message in the proper forum. We divide up our message files into different areas to make it easier to find messages. You should periodically call the Support BBS to check for the latest updates to the PowerBBS files. Though we do our best to avoid bugs in our software, they sometimes sneak past our beta testers. We will do our best to fix these bugs quickly and post a fix on the Support BBS.

> **PowerTip:** *Before posting a message, scan or search the messages to see if your question has already been asked, which is usually the case. You will get your answer immediately instead of waiting for a response from Tech Support.*

Product Support BBS: (516) 822-7396 (up to 14400)
                                                            (516) 822-7568 (up to 28800)
Internet: Support: James_Carr@PowerBBS.Win.Net
                          Product Information: Russell_Frey@PowerBBS.Win.Net

PowerBBS for Windows User's Guide

Compuserve: 71155,2035

Do not use the CompuServe address for Tech Support! Only use this address to notify us if you are having problems connecting to our Support BBS. *Thanks!*

Voice Support Line: (516) 938-0506

Orders only line: (800) 242-4775 U.S.

                                         (713) 524-6394 Local and international calls

                                         (713) 524-6398 Fax

U.S. Mail: Russell Frey

                                         35 Fox Court

                             Hicksville, NY 11801

Getting the most out of Tech Support

PowerBBS is large in that our software is very popular, but it is small in that we are still a shareware company. We cannot offer voice support except under the most dire and drastic of circumstances. However, we will do our best to answer Tech Support questions posted on the Support BBS within two working days. Under normal circumstances you will get a response within one working day, sometimes less.

Even though you can send messages to the Support BBS via Internet, that is not the best method for getting support. We only pick up our Internet mail twice a day. Add in the time between your BBS tossing Internet mail and the time it takes it to get processed by your provider and you can see that it could possibly take a day to reach us and another day for the response to get back to you. Besides, we often have bulletins and broadcast messages to our callers informing them of late breaking news. If you don't call the Support BBS, you will never see those messages!

Use a QWK Mail reader

The Support BBS offers QWK Mail downloading and uploading. Shareware QWK Mail readers are available on the Support BBS and almost every other BBS. QWK Mail will allow you to download mail from the Support BBS. You can then read the mail off-line and compose messages to send back. You will then call back and upload your replies. This process is very fast. With a 14400 modem, the whole process of downloading and uploading mail will take just a couple of minutes.

> **PowerTip:** *If you have a question or problem, call the Support BBS and download all of the messages in the related forum and read the messages off-line. Chances are very good that you will find the answer you are looking for without having to leave a message!*

Ordering information

The latest pricing information for PowerBBS is contained in a file called REGISTER.WRI located in your \ POWRBBS\ directory. We reserve the right to change the pricing of PowerBBS and our related products at any time. Be sure to call the Support BBS for the latest pricing information.

PowerBBS is Shareware

Shareware is a method of distributing software; it is not a type of software. PowerBBS is distributed via the shareware method. This means that you are permitted to acquire a copy of PowerBBS and try it out. If it doesn't suit your needs, simply discontinue using it. However, if it does suit your needs, you are legally and morally obligated to register the software after a reasonable trial period. We consider 30 days a reasonable trial period.

Registering the software requires sending in a payment to the author or paying by credit card via our toll free product order line. Upon registration you will receive a registered version of our software and a bound manual that includes an index and table of contents.

To encourage registration, the shareware version of PowerBBS uses two methods to remind the sysop that he must register the software. First, whenever a caller logs on to your BBS, he will be notified that you have not registered the software. Second, each caller will have 45 days to test out your BBS. When that 45 day period is up, that caller will only be allowed 10 minutes on per day, no matter what you have set for that security level. We feel that 45 days is more than sufficient for a sysop to evaluate PowerBBS. The registered version of PowerBBS will not do the above.

Licensing

Users of PowerBBS for Windows must accept this disclaimer of warranty: PowerBBS for Windows is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and fitness for any purpose. The author assumes no liability for damages, direct or consequential, which

may result from the use of PowerBBS for Windows.

Commercial users of PowerBBS for Windows for any kind of remuneration must first contact PowerBBS at the address on the registration screen of the shareware version for authorization. This authorization will automatically be granted to distributors recognized by the Association of Shareware Professionals as adhering to the guidelines for shareware distributors. Such distributors may begin distributing PowerBBS for Windows immediately upon authorization. All distributors should maintain contact with PowerBBS to ensure that they are distributing the latest release.

By using PowerBBS for Windows software you agree to this license.

Pass it along

You are encouraged to pass along copies of the shareware version of PowerBBS for Windows to others for evaluation. However, you may not alter the original files in any way. Please post a copy of PowerBBS for Windows on your BBS for others to download. *Thanks!*

The ASP

This program is produced and distributed by a member of the Association of Shareware Professionals (ASP). The ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to:

ASP Ombudsman
545 Grover Road
Muskegon, MI 49442-9427

1.3 Installation

PowerBBS is distributed on two disks or in two separate archives. See the file INSTALL.TXT for more information about installation.

Upgrades

If you are upgrading from a previous version of PowerBBS, you will not lose any of your work as long as you select the Upgrade option from the install program.

Registered version

If you install the registered version over the shareware version, choose the upgrade option from the install program. You will not lose any work you have done on your BBS.

Hardware considerations

At the very least you will need a 286 with 4M of RAM to run PowerBBS. If you intend to run DOS doors, you must have at least a 386 with 4M of RAM. We recommend that you have at least 8M of RAM on your computer for optimum performance. See the chapter on hardware and software for more details.

For each node of PowerBBS that will receive outside callers you will need to have a separate phone line and modem. Contact your phone company and ask them about special lines for BBSs.

Software considerations

You must have Windows 3.0, 3.10, or 3.11 to run PowerBBS. You may also use Windows for Workgroups. We recommend that you have the most recent version Windows if at all possible. PowerBBS for Windows has been known to function under Windows NT. However, we do not directly support sysops using Windows NT. We will do our best to assist you if you have a problem. Be aware, however, that PowerBBS has not been thoroughly tested for Windows NT. At this time an Windows NT version of PowerBBS is not planned.

AUTOEXEC.BAT and CONFIG.SYS

Edit your path statement in AUTOEXEC.BAT to include the directory in which you install PowerBBS. For example:

```
PATH C:\;C:\WINDOWS;C:\DOS;C:\POWRBBS
```

The only entries you may need to make to AUTOEXEC.BAT are those entries required by third party programs such as FrontDoor and external file transfer protocols. See the documentation for those programs for more information.

In CONFIG.SYS you must increase your FILES setting to at least 90. PowerBBS uses lots of files as will some of the doors you will run. Add another 15 to the FILES statement for each additional node of PowerBBS. You will also need to load the DOS SHARE.EXE program to prevent PowerBBS and other programs from modifying the same files at the same time, which may cause errors with your BBS. For example:

```
FILES=90
INSTALL=C:\DOS\SHARE.EXE /L:50
```

Windows settings

See the chapter on hardware and software for more information on Windows settings.

1.4 Test your installation

After you have successfully installed PowerBBS you will have a new program group called PowerBBS. The two icons you will use the most are the PowerBBS icon and the Config icon. The PowerBBS icon actually starts PowerBBS. The Config icon starts the PowerBBS configuration program, which is explained in greater detail later in this manual.

Before starting PowerBBS, take a quick look at the program properties for that icon. Click once on that icon and then select File, Properties from the menu. If you have installed PowerBBS on your C: drive, you will see the following information:

Name: PowerBBS
Command Line: POWRBBS.EXE C:\POWRBBS\POWRBBS.DAT
Startup Directory: C:\POWRBBS

The important thing to note here is the command line. It starts PowerBBS with a data file (POWRBBS.DAT). This data file comes with PowerBBS. You will edit it with the Config program. It contains all of your setting for PowerBBS. If you add an additional node of PowerBBS, you must create a second icon to start PowerBBS. It's command will be similar except that it will use a different configuration program. You will start an additional copy of PowerBBS for each node on your system. We will discuss more about this elsewhere in the manual. Click OK to close the Program Properties dialog box.

Start it up

Double click on the PowerBBS icon to start up PowerBBS. The default installation of PowerBBS is not set up to use a modem, so you don't have to have a modem to get started. The PowerBBS local screen looks like this:

Along the right hand side of the local screen are four buttons.

Local Logon will allow you to log on to your BBS the same way your callers will.

Reset Modem will reset your modem. Since PowerBBS resets the modem each time you start it up and between each call, you will rarely need to use this button.

Quick Logon will allow you to quickly get into your BBS. It will automatically enter your sysop name as you have entered in Config under Sysop. You will be asked for your password, which you entered when you installed the software. After you enter your password you will be at the Main menu.

Shut Down Node is used to shut down that node of PowerBBS. If that node of PowerBBS is set to use a modem, you will be asked whether or not you want to take the modem off-hook so no one can call in.

Go ahead and log on

Click the Local Logon button and log on to your BBS. You will see the opening screen and be asked for your name and password. Proceed with the logon until you are at the Main menu. By default you have the security level automatically given to new users. However, you're in the big time now. You're a sysop! So go ahead and make yourself a sysop.

User Record

Click on the first button on the toolbar at the top of the screen or select User, User Record from the menu. This is the screen you will use to update your callers while they are on-line. Click on the pick list button next to access and select 150 as your new security level. Set your Expiration Access to be 150 as well. Finally, set your Expiration Date as 00-00-00 which means your access will never expire.

While you're here, take a look at the other options. You can increase or decrease the current callers time on-line and give the caller credits (if you run a credit system). The check boxes along the bottom are used to give callers access to private forums, which is discussed later. The information in the top section of this screen is for informational purposes

only. You cannot modify that information from this screen. Click OK to save your changes.

Sysop Menu

Click on the Sysop menu. You will see several options. The options that are gray are not available while a caller is on-line. Notice that these options are the same as the four buttons along the side of the local screen. Click on the Node Status option. This will show you the current status of all of the nodes currently running. Since you are running just one node right now, you will just see your name listed here. Double click the control menu button in the upper left corner of this dialog box to close it. You can also use the fourth button from the left on the toolbar to see the Node Status screen.

Click on the Sysop menu again and select View Activity Log. Each node of PowerBBS has a separate log that tells you what's been happening on your BBS. You will see the information about what you have done so far during this call. Click the OK button to close this dialog box. By the way when a caller is not on-line, the local screen will display the contents of the activity log.

> **Note: PowerBBS will display only the last 200 lines of your activity log. If you need to see more than that you will need to use a text editor. Look in Config under File Locations #1 for the name and location of this file.**
>
> ***PowerTip:*** *If your activity log seems to be off by a single character, chances are it is getting too large. Use the delete button from Sysop, View Activity Log, to delete it and start a new one. However, you may want to use PKZIP to zip up this file before deleting in case you need it later. See the appendix for useful utilities for working with the activity log.*

User Menu

The first option under the User Menu is Chat. Use this option to interrupt the current caller and enter a split screen chat. The third button from the left on the toolbar does the same thing.

The next option is Time. Use the option to quickly add or take away time from the current caller. User Record will display the graphical User Record screen we saw earlier.

The last option is Hang Up Caller. Use this option to hang up on the current caller. You will see a dialog box with three options. Yes will send a message to the caller that you are disconnecting them from the system and hang up on him. No will still hang up on the caller, but it will send "trash" characters to the caller as if it was line noise that broke the connection instead of you. The last option is Cancel, which will not do anything to the caller. You can also use the fifth button from the left on the toolbar to hang up the caller.

Text Menu

The first option is Paste From Clipboard. If you have copied text from another program, you can paste that text to the current caller. However, she must be somewhere where she can receive the text, such as entering a message.

The next option is Paste from File. This will allow you to paste the contents of a text file to the caller. The last option is Capture to File. This will capture the current screen to a text file.

> **Note: You cannot block off and copy text from the PowerBBS local screen.**

Options

There is only one option at this time: Pager. If Pager has a check mark next to it, your callers will be able to page you using the Page Sysop command. If it doesn't have a check mark next to it, the caller will be notified that you are not available and will have a chance to enter a message. Notice that the last button on the toolbar at the top of the screen toggles the pager as well.

Utilities

You can use the utilities menu to start either the Config, File List Manager, or PowerEdit programs that come with PowerBBS.

> **Note: PowerEdit comes with the Professional version of PowerBBS. If you have the shareware version of PowerBBS you must either register the Professional version or register PowerEdit directly from Bill Ebina on the Support BBS.**

The last menu

When a caller is on-line or you are in a local log on, PowerBBS will display the options for the current menu along the left hand of the screen. You can use these options to control the menus or type the actual letters. It is up to you.

> ***PowerTip:*** *While a caller is on-line, you can take over the keyboard. Just type. PowerBBS will accept input from the local keyboard or from the caller.*

<u>*Caller information*</u>
While a caller is on-line, you can see his current information listed at the bottom of the screen. At the very bottom of the local screen are the statistics for that node since you last started the program.

1.5 Sysop's Menu

The default installation of PowerBBS places Menu Command 33, Sysop's Menu in your Main menu. This command is only displayed to callers with security level 150 or higher. This is a special feature of PowerBBS. The default installation of PowerBBS uses 1 as the key to press to access this menu. Since you have already upgraded your status to sysop, log on locally and select 1 to start the sysop's menu.

<u>*DOS Utilities*</u>
The Drop to DOS function will start a batch file called REMOTE#.BAT where # is the number of the node you are on. If PowerBBS does not find a REMOTE#.BAT, it will run REMOTE.BAT. If it doesn't find that, it won't do anything. Drop to DOS will allow you to shell out to the DOS prompt. You will need a program called DOORWAY to be able to drop to DOS. It is shareware and is available on the Support BBS. The following is a sample REMOTE.BAT file:

```
****REMOTE.BAT****
C:
COPY C:\POWRBBS\DOORS\LIVE1\DOOR.SY C:\DOOrWAY
CD \DOORWAY
DOORWAY SYS /B:MZ /V:D /C:DOS
```

> **Note: You must have Doorway to use this batch file. See the chapter on doors for more information about DOOR.SYS!**

Perform DOS Function does not require Doorway. Select this option and then enter a DOS command. PowerBBS will shell out to DOS and run the command. When it is complete, PowerBBS will come back and display the results, if any, of that command. You will be able to see what is happening. You'll just have to wait until it's done.

Type a file will allow you have PowerBBS type the contents of any file on your system to your screen.

<u>*File Maintenance*</u>
This option will allow you to edit your file listings remotely. Basically, you will be able to add, remove, move, or edit each of your file lists remotely. Since PowerBBS comes with a Windows based File List Manager, you will hardly ever need to use this option on the sysop's menu. The commands within this option are self explanatory.

<u>*Sysop Menu*</u>
This option brings you to the heart of the sysop's menu. From here you can view the activity log of any of the other nodes in the system. Use this option to check up on your BBS when you are away. The List Users command will allow you to view a list of your callers by security level or search for a user.

You will spend the most time in the Update User option. From here you will be able edit the information on your user's account. To change an item for a user, enter the number of the item you wish to change. PowerBBS will then ask you for the new information for that field. If the field is an On/Off field, when you select that field, PowerBBS toggles that setting (on to off, yes to no).

If you have private forums on your BBS, use option 24 to give your callers access to those forums. You must do this if you have private forums. Place an asterisk under the appropriate forum number to give a caller access to that forum. Remove the asterisk to prevent a caller from accessing that private forum.

Use the Add option to add another user. This is handy to set up an account for a friend so they don't have to fill out the information when they call. Be sure to tell your friend his password!

Use Find to find a caller. You must type the full name of the caller to search. Use Jump to jump to a certain caller. Each caller has a unique number assigned to him. If you press Enter you will move to the next caller.

> **Note: You cannot update a caller who is currently on-line!**

1.6 Putting your BBS on-line

Play with PowerBBS

     Before you start configuring your BBS, play with PowerBBS for a while. Get a feel for how all of the commands operate. Decide what things your callers might or might not want. Read over the menu commands in the appendix. The default installation of PowerBBS doesn't install all of the commands.

Read the manual

     Before you start playing around, read the manual. I've tried to make the reading light and informative. Pay close attention to the **Notes** and **PowerTips**. They always include important information. Build your BBS a step at a time. Start with forums. Decide what types of messages you want on your BBS. Then move on to files. Decide how you want to organize your files. Messages and files are related to forums. Be sure you have a thorough understanding of this relationship.

     Pay very close attention to the chapters on modems and configuring Windows. It seems that 90% of the problems people experience are related to these two areas. Read over these chapters at least twice. It will be time well spent.

Pick a theme or leitmotif

     Leitmotif? I've always like that word. It simply means a dominant theme. The default screens that come with PowerBBS sort of follow a 3-D look. Though many people consider this a sleek look, myself included, it is hardly original. Try to come up with your own ideas. Call other BBSs and look around. If your BBS has a unique look, you will attract and keep more callers.

     For example, you may call your BBS the Sleepy Hollow Inn. Instead of calling a command Enter a Message, call it Drop a Note. Instead of Comment to Sysop use Note to Manager. Instead of having a Doors option, call it the Recreation Area. Instead of using Who's On-Line, use Lovers Lounge. You get the idea!

Color schemes

     Even though you have lots of choices for colors, you should pick two or three and use them throughout your BBS. It will give your BBS a smooth and attractive look. Once you decide on a color scheme, drawing your screens will be easy. But take your time. Use the default screens until you have a chance create your own.

Charging for access

     Though you may be tempted to charge for access to your BBS to cover your expenses, wait a little while before charging. Wait until you have worked out the kinks before asking for donations or subscriptions. Who wants to pay to use a BBS if it isn't done yet? Give new callers free trial memberships.

Be fair and responsive

     There's nothing worse than a sysop who doesn't read his mail. If a caller is kind enough to leave you a message, you should respond as soon as possible. After all, a BBS is an extension of your personality. Your callers will be more likely to pay for access if they think they are getting a good deal. Part of a good deal is the service they receive from you, the sysop.

     You may find you need to post rules on your BBS. That's fine, but don't post too many. Nothing turns away callers faster than a set of complicated rules. Since 98% of your callers will follow your rules whether you post them or not, you may choose not to post any at all. I simply tell my callers that if I get complaints about them or see them abusing the system, I will lock them out. Then I do. If they have paid me money, I give it right back.

Callers who drop carrier

     Some callers are rude and simply hang up the modem instead of using the Goodbye command. The problem with that is you never know if it was their fault or your fault. Some sysops post HELLO screens telling people not to drop carrier. This can be a big turn off to the majority of callers that log off properly.

     I have found a effective method for habitual "carrier droppers." The first time they do it I leave them a private message of concern. I explain to them that if they drop carrier, I think something is wrong with my system. I politely ask them to respond and tell me if they dropped carrier or not. I also casually chide them about using the Goodbye command.

     If they do it again, I send them a *public* message that everyone can read. This message is basically the same as the first, but a little stronger. If they don't respond, I assume that they are dropping carrier, not me. If they continue, I send

them a message that they will be locked out of my system if they continue to drop carrier. If they still continue, I lock them out.

I've never had to lock out a caller, and dropped carriers are not a problem on my BBS.

Note: This works for me. It may not work for you.

A final note

A BBS is a complicated program of interlocking parts. It is very much like a spider web where everything is connected in one way or another. I have attempted to bring these connections to your attention in this manual. PowerBBS is very flexible and powerful, yet it is easy to set up and use. You may find, however, that some feautures seem a little confusing at first. This is because we have given you numerous options to expand and customize your BBS the way you want it. Just take your time. It will all come together.

2 Configuration Program

The Configuration program for PowerBBS (Config) is what you will use to change the various options and settings for your BBS. The installation program created an icon in your PowerBBS program group to start this program and automatically load POWRBBS.DAT. This file is already set up with defaults, most of which should work just fine for you. This chapter will explain what each setting does and possibly refer you to another section of this manual for more information.

2.1 Overview

Every node of PowerBBS that you run requires a separate POWRBBS.DAT file. The most common way to name these DAT files is POWRBBS1.DAT, POWRBBS2.DAT where the number is the number of the node. You will use these DAT files to start up a separate instance of PowerBBS — one instance of PowerBBS per DAT file. In simple terms this means that you will have a separate icon to start PowerBBS for each node you run on your system. If you are running two nodes of PowerBBS then you will start PowerBBS twice — once for each DAT file.

> *PowerTip: If you intend to run more than one node of PowerBBS, configure the one node first and make sure everything is running to your satisfaction. Adding a second node will be as simple as copying the first node's DAT file, then making a few changes to items that must be different on each node.*

Multiple nodes

There is another chapter in this manual that discusses in greater detail running multiple nodes of PowerBBS. Please read that chapter if you intend to run multiple nodes. One important note to remember while reading this chapter or working in Config is that each item marked with an asterisk (*) **must** be different for each node on your BBS.

> **Note: Failure to ensure that items marked with an asterisk are different for each node will cause strange and annoying problems with PowerBBS. Do not start a second node of PowerBBS until you have double-checked to see if each and every one of these entries is different for each node.**

Working with Config

Config operates like a standard Windows program. There is an icon for each set of entries in Config. Click once on an icon to see and edit the options associated with that icon. You may also choose to get to these options from the Options menu in Config. Either method works and is acceptable.

Read through this entire chapter before attempting to work with Config. Sprinkled liberally are PowerTips and Notes that will make working with Config as painless as possible.

File Menu

Open will allow you to pick a file and open it for editing in Config. By default Config lists those files ending with the extension .DAT. There are other files on your system with this same extension, but they are not the actual DAT files for use with Config. You have to close the current DAT file before you can open another.

Close will close the currently open DAT file, and all associated files that have been edited. If there is no file open then this item will be gray and inaccessible.

Save will save the currently open DAT file, and all associated files that have been edited.

Save As will let you save the currently open DAT file with another name.

> *PowerTip: If you are planning to make a lot of changes in Config, use File, Save As and name the file with the extension BAK to save a backup. Then use File, Open to open the original DAT file and make your changes. If you mess up, you can always open the BAK file and try again!*

Exit exits the program!

PowerBBS for Windows User's Guide

<u>Options Menu</u>
General Options a list of all the information screens.
Forums Setup will open the Forums configuration screen, allowing instant access to one of the most important parts of a BBS.
Files Setup will startup the PBBS Files Manager program.
Menus Setup starts the Menu Editing portion of Config.
Language Setup starts the Language editor.

<u>Navigating the Configuration Program</u>
Whenever there is a check box for an option, *checked* indicates that the option is selected or "ON". If you leave the box blank, that option is not selected or "OFF". The term *clear* means to uncheck a check box. We use the term clear because that's what Microsoft uses. Besides that, uncheck sounds a little silly!

> **PowerTip:** *As in any Windows program you can use Tab to move from one field to another in Config. Tab moves you to the next field, Shift-Tab moves you to the previous field.*
> *When you use Tab to move to a field, the text in that field is highlighted. If you type anything while that text is highlighted, Windows will delete that text. If you hit Home, your cursor will move to the first character in that field. If you hit End, your cursor will move to the end of that field!*
> *When using Tab to navigate the fields, your cursor will also stop on check boxes. Windows shows you are at this field by displaying a small gray outline around that field. You can use the Spacebar to check or clear that check box.*

2.2 System Operator

The Sysop Information Screen holds four basic pieces of information.
> **Note: If you are a registered PowerBBS Sysop, be very sure to enter the Sysop Name and Registration Number exactly as they are printed in the front of your manual. You cannot vary the spelling one bit from what you supplied to PowerBBS when you registered the software.**

<u>Name of BBS</u>
This is the name of your BBS. It will be displayed to your callers immediately after they connect to your BBS.

<u>First Name</u>
This is your first name.

<u>Last Name</u>
This is your last name
> **Note: When supplying this name to us for registration, be sure to use the name that you intend to use on your BBS. Your given name may be William Smith, but you may prefer to use Bill Smith. When requesting your registration number, be sure to give us the name you intend to use on your BBS.**

<u>Registration #</u>
This is the exact registration number as given to you by PowerBBS.
> **PowerTip:** *If you want to use a handle as your sysop name for PowerBBS, supply this handle to PowerBBS when you register the software. Make it clear to us that you want to use a name other than your real name for registration purposes.*

2.3 Modem Setup

Setting up your modem is the most complicated thing you will have to do for PowerBBS. We have devoted an entire chapter to configuring your modem. You **must** read that chapter before attempting to have folks calling in to your BBS. The following is a brief overview of the settings found here.

<u>*Node Number</u>
Choose a number for this node. You may chose any number from 0 through 99. If you are going to use this

configuration file as a Local Only node, you may leave the number at 0. If you do start numbering your nodes at 0, you will not be able to use the teleconference features.

> *If you want to run a two node system, consider numbering the nodes 1 and 2. This way you can log on locally while a caller is on your BBS and join him in teleconference.*

Comm Port

Select the communications port you would like this node of your PowerBBS to receive information through. Local Only nodes should leave this set to 0 which means no communications port is used.

Modem Command (1)

This will be the first initialization string that is sent to the modem as PowerBBS prepares to accept calls. This string should be used to reset your modem. For most modems this is ATZ.

Modem Command (2)

This is the second initialization string that is sent to your modem as PowerBBS prepares to accept calls. Read the chapter on modems for more details. However, at the very least this string should contain AT&C1&D0H0.

Modem Off-hook

This string will place the phone line off the hook, much like picking up the receiver of your telephone. PowerBBS will use this string whenever it needs to prevent callers from logging on to your BBS. Such times include local log-ons by the sysop, events, and taking a node off-line. This string is usually ATH1.

Drop Carrier String

This string will force the modem to disconnect the line. This will be used to hang-up on impolite callers that can tie up the lines. It is usually ATH0.

Baud Rate

PowerBBS provides serial I/O support for speeds up to 57,600 baud. Choose the highest baud your modem will support. Do not select a baud that is higher than what your modem supports. The results may be unpredictable. All this is discussed in more detail in the section on modems.

> **Note: If you are using the fax options of PowerBBS, you must set this entry no higher than 19200.**

Minimum Baud Rate

Select the lowest baud rate you will allow callers to use on your system.

Lock Baud at MAX?

If you check this box, PowerBBS will always send all data to the modem at the highest selected speed. This is discussed in more detail in the section on modems.

Answer by TRUE Ring Detect?

PowerBBS can receive calls in one of two ways. First, it can wait for your modem to send the word RING when a call is detected. PowerBBS will then send the modem answer command (ATA) and answer the call. This is the preferred method for PowerBBS. Check this box to use this option. Make sure that your Modem Command (2) setting has ATS0=0. This tells your modem not to automatically answer calls.

The second method to answer an incoming call is to let the modem do it automatically. To use this option, clear this check box. Then modify your Modem Command (2) setting to tell your modem how many rings it must detect before answering. This is usually done with ATS0=1 (answer after one ring).

Use Fax Option

If you have a Class 2 FaxModem that is capable of Adaptive Answering you *may* be able to automatically receive fax and data calls on your BBS. See the section of faxes later in this manual for more information. Check this box to use the fax options of PowerBBS.

> **Note: If you check this box, you must also check Answer by True Ring Detect and set your Max Baud Rate to 19200.**

2.4 General Options #1

Allow One Word Names?
      If want to allow your callers to log on with simply a one word name (Tuirc, Babydoll) instead of forcing them to enter two names, check this option. This option has no bearing on the use of anonymous names (handles).

Run as Chinese Compatible?
      Checking this box will allow callers to enter any name they want . Any character is allowed. If it is left blank the name **must** begin with a letter.

Track User's Birthday?
      Check this box if you want to ask for a caller's birth date. You will then be able to track that person's birthdays and age. Furthermore, PowerBBS will display a happy birthday screen to that caller when he logs-in to your BBS on his birthday.

Allow Multi-Language Support?
      If you only want to run an English Language system clear this box. If you wish to offer your callers options of different languages, check this box. You must provide different language files for your callers. See the section of this manual on languages.

Restrict All Uploads?
      Check this box, if you want PowerBBS to keep new uploads off-line until you manually place them on-line. If this box is checked, all uploads are sent to the \RESTRICTED directory, and are listed in the Restricted Files Listing. If you leave this option clear, your callers will be able to download the uploads to your system..

Use Caller ID Option
      If you have a Caller ID compatible modem and have subscribed to Caller ID with your phone company, check this option. PowerBBS will write to the activity log the phone number of the incoming call. See the section later in this manual for more information.

Run Events for This Node
      If you have an Event Data File for this node and want it to run the events, be sure to check this option. Events are discussed later in this manual.

Display Who's On-Line at Intro
      If you want PowerBBS to automatically display to the caller who else is on-line when they log-on, check this option. PowerBBS will then display the WHO-ON MACRO as the last screen before the Main menu.

Delete Uploads on Carrier Drop
      If you want to delete incomplete uploads to your system (such as when a caller drops carrier during an upload), check this box.

Show Stats Screen at Intro
      If you want PowerBBS to automatically display the Stats screen to your callers when they log on, check this option. This will be the next to last screen that a caller sees before the Main menu. This setting has no effect on Menu Command 11, View Statistics.

Track Gender (sex) of Users
      If you want PowerBBS to ask your callers their gender, check this option. They will have the choice of male, female or anonymous.

Internet Connection
      If you intend to connect your BBS to Internet for exchanging mail, you must check this option. If you don't, your Internet portions of your BBS will not operate properly. See the chapter on Internet for more information.

Call Back Verifier Activated
      If you have the Professional version of PowerBBS, you must check this option for the CBV to operate. If you do not have the professional version, this option is not used. See the section on CBV for more information.

Show Bulletin Menu at Log On

If you want your callers to be notified of new bulletins when they log on, check this option. If you don't check this option, your callers will have to check the bulletin menus themselves to look for new bulletins.

PowerBase Code

      If you have registered PowerBase, you were given a serial number. Enter that number here. If you don't, PowerBase will only allow you to have up to five entries in a database.

Halt Uploads when drive has

      Put the number of Kilobytes you want to have on your hard drive before you stop uploads. Examples are: 200 = 204,800 bytes. 5000 =5,120,000 bytes (5 Megabytes).

Compressed Filename Extension

      Enter the default extension for the type of compression you are using on your system. ZIP. ZOO, and ARJ are just a few examples. PowerBBS has built in support for ZIP files. It is suggested that you use ZIP as the default extension. This setting has no bearing on what files you will allow on your BBS. See the setting on the Upload Security File for more information.

Command to Test Compressed Files

      This line is the DOS style command line to be used for testing compressed files. You must have the proper compression software on your system for this to work properly. This command line is used with Menu Command 28, Test a File. It allows your callers to test a file before downloading.

Command to View Compressed Files

      This line is the DOS style command line to be used to view which files are inside of a compressed file. If you are using ZIP as the default file extension, PowerBBS will use its internal ZIP support to display a list of the files inside of a ZIP. This setting works with Menu Command 30, View Inside a Compressed File. If you are using a different compression type, you will need another program to display the contents of this file. PowerBBS has built in support for Aviewcom, a shareware program to view compressed files.

Most Idle Minutes Logoff

      The number, in **minutes** a caller can be idle before the BBS logs them off automatically. If this is set to 0, the caller can be idle indefinitely (not recommended).

Character Displayed when Echo Off

      For security, PowerBBS will display this character when a caller enters a password.

Normal Default Color

Enter the ANSI color code of the color you want displayed as the caller types. This will only work if the caller has a color monitor. Valid entries are 31-Red, 32-Green, 33-Yellow, 34-Blue, 35-Magenta, 36-Cyan, 37-White.

2.5 General Options #2

Are you running a Closed BBS?

Most BBSs allow callers to sign on as new users when they call the first time. Some companies run what is called a closed BBS where no callers are allowed on-line until the Sysop has added them to the user database. If this is the type of BBS you need, check this option.

Path\File Name to Closed Script File

      If you are running a Closed BBS, callers will have to answer this script file questionnaire when they call the first time. It is up to you to add them to the user database to give them access to your BBS.

Path\File Name to Closed Answer File

      The answers to the Closed script file above are stored here.

Test New Files after Upload?

      Check this box if you want PowerBBS to check each file that your caller's upload to your BBS. You must have a batch file and upload checking software to test upload. See the chapter on files for more information.

*Path\File Name to Test Batch File

      This is the full path and filename for the batch file used to test uploaded files. You must have a different batch file for each node of your BBS.

*Path\File Name to Temp. Error file

      This is the full path and filename for the error file created by your test error batch file. PowerBBS will look for this

file automatically. If it exists, PowerBBS will let you know an error occurred. This entry must be different for each node.

Are you running FrontDoor or other Mailer?

Check this box if you are running FrontDoor or another front end mail software that will answer the phone before PowerBBS. If checked, PowerBBS will run the EVENT.BAT file listed below instead of waiting for callers. For more information on FrontDoor and other mailers, see the section on FrontDoor.

Path\File Name to Mailer Batch File

This is the **full** path and file name to the batch file used to start FrontDoor or other mailer.

Temp File to read Baud from

This file will be generated by FrontDoor or other software. You have to tell PowerBBS where to look for it. For more information on this topic see the FrontDoor section.

2.6 General Options #3

Are you running QWK Mail?

Check this box, if you want your callers to be able to download E-Mail, with the internal .QWK support. This will also allow them to upload their .REPlies.

*Directory to use for QWK Mail

This will be the work directory for the compression and decompression of the .QWK/.REP packets. It must be different for each node. If you don't create a different directory for each node to handle QWK Mail, you run the risk of mixing QWK and REP packets and messing up your message files.

Name for QWK Mail Packet

QWK mail requires an eight character file name to use with QWK and REP packets that identifies your BBS. PowerBBS and QWK mail programs will automatically enter the QWK or REP extension to the name you give here. This entry must be eight characters long using letters only. Do not place an extension on this file name. Make sure that this entry is the same for each node.

MAX Messages per Mail file

This is the maximum number of messages that can be included in a QWK mail packet.

MAX Lines per message

Enter a number between 50 and 250. A setting of 200 lines is used in many places. This restricts the number of lines that can be entered in a message.

Date Format

Chose from DD-MM-YY or MM-DD-YY format for dates on your system. This allows changing from American to European style dates.

Permit Color in Messages?

Some mail networks allow ANSI color codes to be sent in messages. For the systems that aren't setup for it, this can cause problems. If you are going to allow this type of message, check this box.

Permit High ASCII Characters in Messages

If you are planning on having echoed mail conferences on your system, you should find out if the extended ASCII graphical characters are allowed in messages. If they are not, you should clear this option.

Tag-Line for PowerNet

If you are going to be using the .QWK network capabilities, this line will be automatically added to any messages that are exported to callers with QWK-Net status. For more information on this subject see the section on PowerNet.

> **Note: These next three numbers are given as ratios in the form 1/X where X is a number you enter. If you enter 2, the ratio will be 50% (1/2). If you enter 5, the ratio will be 20% (1/5). For the following entries, remember that one credit equals one minute.**

Number of Bytes Given for Uploads

If you want to reward your callers for uploading files to your system, enter a number here. If you want the uploader to earn one upload byte per minute per upload, enter a 1 here. If you want the uploader to earn one half upload byte per minute per upload, enter a 2 here (1/2).

Number of Bytes Given to Uploader When Files is Downloaded

       If you want to reward your callers when other callers download a file they uploaded, enter a number here. If you want the uploader to earn one upload byte per minute per download whenever someone downloads his file, enter a one here. If you want the uploader to be rewarded with one-half upload byte per minute per download, enter a two here (1/2). Refer to the section of the manual on customizing your system for more information.

Run Credit System

       Check this option if you want to use a credit system. See the section on credit systems for more information.

Credits Given to Uploader when File is Downloaded

       If you want to reward your callers for uploading files (you should), enter a number here. If you want callers to earn one credit per minute the upload takes, enter a one here. If you want your callers to earn one-half credit per minute the upload takes, enter 2 here (1/2).

2.7 Data Files Setup

       The files listed in this section all contain information that can be further configured by you. With the exception of the Users file and Forum file, all the options can be edited directly from this part of Config. To edit these files, click the Edit button and select the appropriate file. The Forum file is edited under the Forums section of Config. The Users file is edited by logging on locally to your BBS.

       When editing these files, you may see the following options:

Insert   Insert a line above the cursor
Delete   Delete the line the cursor is on

Bulletin Data File

       Bulletins may be ASCII, ANSI or RIPScript text files. They can provide explanatory information, rules listings, announcements or just about anything you like. Use this file to tell PowerBBS where your bulletins are. See the section on Bulletins for more information.

Download Security File

This file allows you to restrict callers to downloading certain files and types of files by security level. Be sure to put the most restrictive entries first and the least restrictive entries last. When a caller attempts to download a file, PowerBBS looks in this file to see if that file meets one of the entries you have listed. If it does, PowerBBS checks the security level. If your caller has a security level high enough to download this file, he is permitted to do so. PowerBBS will stop looking when a file matches one of these entries — it won't look for any other matches. See the chapter on files for more information on this file.

*Path\Filename to Event Data File

       PowerBBS will look in this event file when PowerBBS loads and will keep track of when an event is scheduled to run. When the appointed time arrives, PowerBBS will again look in this file to find out what program it is supposed to run and then run that event. Events are usually batch files that you run on a nightly basis, such as packing your message files.

       You must have a different event data file for each node. Please note that you can edit the event file from this part of Config or from the Events icon on the Main Screen of Config. Events are described in more detail later in this manual.

Forum Data File

       Contains the information on all of the forums on your BBS. When you click on the Forums icon from the main screen of Config you will be able to edit this file. You should use the same file name for all nodes of your BBS. See the chapters on the Message System and File System for more details.

Forum Network Data File

       This file contains a list of all of the forums on your system. By entering a series of network names you can organize your forums into easily manageable sets for your callers when they use Menu Command 19, Update Forum Information. See the chapter on Messages for more details.

Junk Users File
        If you want to prevent your callers from using certain names, place those names in this file. When a new caller logs on, PowerBBS checks this file for the name he gives. If that name is found, PowerBBS will force him to choose a different name.

Language Data File
        If you want to allow your callers to choose between different languages, you must first check that option in Config under Options #1. You must then create different language files. Finally, list those language files in this file. See the section on languages for more details.

*Live Program Data File
        If you intend to offer doors for your callers to play, you must place the batch files to start these doors in this file. You must use a different file name for each node on your system. See the chapter on doors for more information.

No Charge Data File
        When a caller downloads a file from your system, his download byte count and download files count is increased. If you have certain files or directories that you wish to offer for "free," list them here. PowerBBS will not charge the files listed here against the caller's download ratios.

Protocol Data File
        This file holds all the command lines for your various transfer protocols. If you are using the internal file transfer protocols for PowerBBS, you do not need to make any entries to this file. See the chapter on files for more information.

Questionnaire Data File
        This file holds all of the information about the questionnaires on your BBS. See the section on questionnaires for more details.

Security Data File
        This file contains the information about the various security levels on your BBS. This file should be the same for all nodes on your BBS. The only exception is if you have a node with a slower modem. You may want to use a different set of security information so you can give callers to this node more time on-line. See the chapter on security for more details.

Upload Security File
        Holds the information on what directories, file types and individual files you want your callers to access during uploads. This way you can restrict uploads in certain areas, just like with the downloads. See the chapter on files form more information

Users Data File
        This file holds the information about your callers. It **must** be the same for every node on your system.

Sysop Paging Data File
        This file contains the information to have PowerBBS automatically turn your page bell on and off at predetermined times. See the section on sysop paging for more details.

2.8 File Locations #1

        The entries in this section contain either directories or files that PowerBBS uses while your BBS is running. These files are not editable from within Config. All directories indicated on this screen must exist on your disk. If you are using the defaults, PowerBBS will have created these directories upon installation.

Directory containing .MNU/.POW files
        This is commonly referred to as your *source* directory. This entry must end with a \. Most sysops use the same directory for all nodes, however there are times you may want to use different source directories for different nodes. This directory contains all of your menu files (*.MNU) and PowerLang files.

Directory containing Index Files
        This is the path of the directory which will contain your index files. The index files are used by PowerBBS to

quickly find a user when she logs on. This entry must end with a stroke (\).

Ram Disk Directory with Index Files

If you have over 8M of RAM on your system, you may consider creating a RAM disk on your system in AUTOEXEC.BAT. Then place a command in your AUTOEXEC.BAT that copies the indexes from the above directory to this RAM disk. If you are not using a RAM disk, leave this entry blank.

Path to Dir Containing Security Screens

This commonly referred to as your *security* directory. This is where display screens involving security levels are stored. See the chapter on screens for more details. This entry must end with a \.

Path to Script for New Users

When a new caller logs on to your system, PowerBBS will force them to answer the questionnaire listed here. See the section on questionnaires for more details.

> **PowerTip:** *Don't include this questionnaire in your Questionnaire Data File. Otherwise, your callers may answer the same questionnaire twice: Once when they call the first time and later by accident!*

Path/file Containing Answers

This file will contain the answers to the questionnaire listed above.

Path\File to Listing for Restricted Files

This is the file that will contain a listing of restricted uploads to your system (see the next entry). It will not list files enclosed within messages.

Path to Restricted Files Directory

When a caller uploads a file, it is usually placed in the Uploads Directory for that forum (see the chapter on files). If you have checked Restrict All Uploads in Config under Options #1, all uploads will be placed in this directory. Furthermore, if a caller enters a description for an upload that begins with an asterisk (*), PowerBBS will place the upload in this directory. Finally, all files enclosed within messages are placed in this directory.

*Path to Transfer Directory

This is the directory used by PowerBBS as a temporary directory during file transfers. It will hold uploaded files until they are moved around. It will also hold the list of files that the caller is downloading. This directory should be different on all nodes. If it does not exist, the configuration program will create it at logoff.

Path to Uploaders Data File

This file will contain a list of all the uploads to your system. It will tell you who uploaded the file, the date of the upload and the protocol and speed of the transfer. This file is used by PowerBBS to give credit to uploaders when another caller downloads a file they uploaded. See Options #1 for more details. This entry must be the same for each node.

Path\File for Activity Log

PowerBBS keeps track of what your caller does in the activity log. You will need a separate activity log for each node on your system. **Use the same file name for each of your nodes!** PowerBBS will append the node number to end of this file name automatically. Do not make this file name more than seven characters if your nodes are numbered anywhere from 0-9. Don't make this file name more than six characters if any of your nodes are numbered 10 or higher.

*Path\File for Display Output

This file is used by PowerBBS whenever a user downloads a file, when testing/viewing a zip file, or when running a DOS command from the Sysop menu. The contents of this file, if any, will be displayed to the caller when the BBS resumes normal operation. This entry must be different for each node.

*Path\File for DSZ listing

The DSZ listing file is used by external protocols when a user is downloading. It contains all of the necessary paths and file names for the transfer. It should be different for each node.

Path\File for PowerInfo file

This file contains the cumulative history of your BBS such as the number of calls to the system. It should be the same for every node. Do not place this file on a RAM disk.

Path\File for batch created for LPT
　　　　This is a batch file created by PowerBBS when the BBS shells to DOS to run live programs (doors, events, etc.), and transfers (if using external file transfer protocols). This file should be different for each node. Examples: LIVE1.BAT LIVE2.BAT. **You will never have any need to put anything in this file!** PowerBBS creates it automatically whenever it needs to by adding a few PowerBBS specific commands and then copying into this file the contents of the batch file you are running. Failure to use a unique name for each node will result in erratic and possibly disastrous results. Furthermore, you should avoid naming any other batch files on your system with the name you are using here.

2.9 File Locations #2

Path\File to Current Callers Info File
　　　　This is used by PowerBBS and associated programs to provide information to all sorts of things. Conversion programs will use this as a source file for current caller information supplied to *live* (door) programs. This file must be different for each node.
Path\File to Whose Talking Temp File
　　　　This is a temporary file where all the text from chat is written. The other nodes will pick up new information and display it during chat. When a new chat is started, this file is deleted, then restarted. This file must be the same for every node.
　　　　　Want to see what your callers were talking about? Open this file in a text editor when no callers are
　　　　　on-line and take a look at it!
Path\File to Whose Chatting File
　　　　This file contains information about who is chatting. This file must be the same for every node.
Path\File to ASCII/ANSI Editor
　　　　This entry is only used by the configuration program. Place the full path and file name of the program you are using to edit your ASCII and ANSI screens. While in Config under Screen Locations 1 and 2, you can click Edit and edit your files.
Path\File to RIP Editor
　　　　This entry is only used by the configuration program. Place the full path and file name of the program you are using to edit your RIP screens. While in Config under Screen Locations 1 and 2, you can click Edit and edit your files.
Path\File to Error File
　　　　This file is used by PowerBBS to track errors on your system. This entry must be different for each node on your system.
Path\File to Node Status Data File
　　　　This file contains the information used to display who is on-line. It is also used by teleconference. This entry must the same for every node.
Path\File to DOOR.SYS Drop File
　　　　This is the location of your DOOR.SYS drop file. This file is used by doors. This entry must be different for every node. See the chapter on Doors for more details.

2.10 Security Level

　　　　These settings are explained in full detail in the chapter on security.
Level Given to New Users
　　　　This is the default security level given to all new callers.
Forum Area Change

This is the minimum security level your callers will need to change forums (areas) on your BBS.

Abort Intro Screens

This is the minimum security level needed to bypass old Intro screens.

Delete a Message

This is the minimum security level needed to delete a message. A caller can only delete messages to or from himself. Most sysops set this number to zero.

Reply to a Message

This is the minimum security level needed to reply to a message. Replying to a message is an option from the Read Mail sub-menu.

Search Files Intro

This setting is the minimum security level required to be able to search for new files when a caller logs on.

Minimum Security Level Needed to Enter an Internet Message

If you have Internet forums on your BBS, you may want to let your callers read those messages, but not be able to write messages until they pay a fee. Use this setting to restrict which callers can enter Internet messages. This security level overrides the security level given to the Enter a Message menu command or the Reply command setting (see above).

> **Note: The next six options apply to the Sysop menu command. You should place this menu command on your Main menu with a high security level to access this command. These six options will allow you to further refine what a sysop can do on your system. You might make a special security level of 140 for sub-sysops. Set this as the security level to access the Sysop menu command. Then set higher levels in the next six options for those commands you don't want your sub-sysops to be able to access.**

Activity Log

This is the minimum security level needed to view the activity log.

Drop to DOS

This is the minimum security level needed to drop to DOS using REMOTE.BAT. Be very careful in allowing sub-sysops to access this command. In a short time they can destroy your entire BBS! See the chapter on getting started for more information on REMOTE.BAT.

Message Pack

This is the minimum security level needed to pack the message bases. This setting has no bearing on your events.

DOS Function

This is the minimum security level needed to perform a DOS function. This is similar to dropping to DOS except the caller can only perform one command at a time. Again, be very careful about giving someone access to this command.

List Users

This is the minimum security level needed to list users from the Sysop menu. There is a standard menu command that performs the exact same function. This setting has no bearing on that menu command. This setting comes into play if you choose not to place the List Callers command on your BBS, and you want only Sysops to perform this command.

Update Users

This is the minimum security level needed to update your users file. Again, be very careful about giving someone access to this command.

Level Needed to Read, Kill Any Message

Anyone with this security level will be able to read and delete any message on your system. Sysops use this feature to monitor the message files and remove obscene or obnoxious messages. Be sure you trust a person thoroughly before giving them this security level.

> **Note: The next three options are ratios as explained earlier in this chapter. They only come into play when there are no ratios given for a security level. The fourth option is the minimum security level needed to bypass these ratios altogether.**

Download/Upload Bytes Ratio

This is the ratio of upload bytes to download bytes. 100 means a caller must upload at least the same number of bytes that he downloads (100%). 25 means a caller must at least upload 25% of the bytes he has downloaded. This is a more fair method of comparing uploads to downloads.

Messages/Calls Ratio

This number is really more of a percentage than a ratio. 100 means the caller must leave a message 100% of the time (every time she calls). 50 means the caller must leave one message for every two calls. 25 means she must leave one message for every 4 calls.

Download/Upload Files Ratio

This is the ratio of uploads to downloads. 100 means a caller must upload one file for each file he downloads. 25 means a caller must upload one file for every four he downloads.

Minimum Security Level Needed to Bypass Ratios

The above three ratios are defaults. This setting is the minimum security level needed to bypass these ratios altogether. You can use the above set of ratios or the ratio settings set per security level. The choice is yours.

2.12 Screen Locations #1

The following two screens list the different display screens available on your BBS. Read the chapter on screens for more details on creating these screens. File names listed here must **not** have extensions. You can have three different types of display files for each item listed here: ASCII, ANSI (color), and RIP. The three types of files are denoted by the last character of the filename. In this screen you should enter the name of the ASCII file, which is simply the name of the file. Later, when you create color and RIP versions of these files, you must add an C or an R to the file name when you save it. The result will be that you have three versions of the same display file.

For example, you may have three versions of the Begin Download screen. The default name for this file is DLOAD. If you choose to have ASCII, ANSI and RIP versions of this file, they will be named as follows:

DLOAD - ASCII (notice this is the same names as entered in Config)

DLOADC - ANSI

DLOADR - RIP

Anon-Name

No longer in use.

Bad Ratios Screen

This file is displayed to callers when they try download a file, but are not permitted to do so because they have not met the ratios you have specified for their security level.

Begin Download Screen

This file is displayed to the caller before a beginning a download using Menu Command 22, Download files.

Begin Upload Screen

This file is displayed to the caller before beginning an upload to your BBS using Menu Command 29, Upload a file.

Birthday Screen

This screen is displayed to a caller if she logs-on on her birthday and Track Users' Birthday is check in Config under Options #1.

Bulletin Sub Menu

This screen is displayed to callers when they choose Menu Command 2, Read Bulletins. It is also displayed to the caller if you have checked Display Bulletins at Intro in Options #1, and there are new bulletins for the caller to see. It contains a list of the bulletins on your system. Be sure to number the bulletins to match the bulletin numbers indicated in the Bulletin Data File in Config under Data File Locations.

Chat Help

This file is displayed to callers when they enter teleconference.

Clock Screen
This screen is displayed to callers when they choose Menu Command 3, Clock Display. This file contains MACROs which will display various time information.
Create Script Screen
Displayed to callers that enter Script mode. For more information on Script Mode, see the section on Scripts.
Used-up Credits Screen
This screen is displayed to callers when they run out of credits. You should include information on this screen on how your callers can purchase more credits.
End/Save Script Screen
This file is displayed to callers when they complete a script.
Enter Chat Screen
This files is displayed to the caller when he enters sysop chat mode.
Exit Chat Screen
This files is displayed to the caller when he exits sysop chat mode.
Expired Screen
If you are setting a security level expiration dates for your callers, this screen is displayed the first time they log on after the expiration date has passed. It should include information about how to increase their security level.
File Ratios Screen
This file is shown to the user after she has either completed a file transfer or selects Menu Command 32, Your Stats. If you do not use ratios you can leave this entry blank or display any information you choose.

2.12 Screen Locations #2

All of these screens must include the full path and file name. Most of these screens should be placed in the \POWRBBS\SCREEN\ directory.
Forum Screen
This screen will show the caller the forums that are available for her to join when she selects Menu Command 1, Area Change or chooses to change areas while reading messages. It should contain a list of the forums (areas) on your BBS with the appropriate forum numbers.
Hello Screen
You may have up to nine HELLO screens with file names HELLO1 to HELLO9. These screens are displayed after the Stats screen (see the chapter on screens for exact order in which the intro screens are displayed) .The sequence of HELLO screens must be consecutive. If a filename is not found, the hello stops. In other words, you cannot have just HELLO1 and HELLO3. PowerBBS will stop after the first one. You would need to either rename HELLO3 to HELLO2 or create a HELLO2 screen.
Live Programs Sub Menu
If you are running doors on your BBS via the Live Programs Data File (see the chapter on doors), this screen will display the names of the doors and the numbers you specified in the Live Programs Data File. You must manually edit this display file whenever you add or remove a door. This screen is displayed when the caller chooses Menu Command 6, Live Programs, Doors.
Logoff Screen
This screen is displayed when your callers choose Menu Command 4, Good-bye and choose Yes to log off.
Low Baud Rate
This file is displayed to a caller who connects to your system with a lower baud rate than you have specified in Config under Modem Setup.
Monitor Help File
This file is displayed when a caller is selecting her monitor type either as a new caller or when using Menu

Command 10, Update Settings.

New User Screen

This screen is displayed to a new user at logon, right before asking the caller if she would like to sign on as a new user. This file should contain a brief description of your BBS.

No Chat Screen

This file is displayed when a caller chooses Menu Command 8, Page the Sysop and either the sysop pager bell is off or you do not respond to the page. The caller is asked if he wants to leave a messages to the sysop after seeing this screen.

Opening Screen

This screen is shown at logon, before the caller is asked to enter his name. This file is usually a screen displaying your BBS name and logo.

Questionnaire Menu

This screen displays the names and numbers of the questionnaires you have entered in the Bulletin Data File in Config under Data File Locations. You must manually update this file whenever you add or delete a questionnaire. This file is displayed when the caller chooses Menu Command 9, Questionnaires.

Read Help File

This file is displayed to the caller when he selects ? from the Read Messages menu.

Read Menu

This file is displayed to the caller when he chooses Menu Command 17, Read Messages. It should display the list of commands available in the Read Mail Sub-Menu. The screen that comes with PowerBBS contains a complete list of these files. You may choose not to display some of these commands to your callers if you think it may be too confusing for them. However, these commands will still be available.

Statistics Screen

This screens displays the caller's current statistics and standings. This file is displayed automatically to the caller if Display Stats at Intro is checked in Config under Options #1. This file is also displayed if the caller chooses Menu Command 11, View Statistics. This file usually contains a lot of MACROs. You may need to save the ANSI version of this file several times with various Maximum Line Lengths to get it to display properly. See the chapter on screens for more details.

Sysop Menu

This file is displayed when the caller chooses Menu Command 33, Sysops menu. Usually this option is only displayed to callers with a security level of 150. This screen should describe the options available to the Sysop. Sysop Menu Screen options are described more fully in the section on menus.

Update User Info

This file displays the caller's account information such as address, phone number, etc. This screen is displayed to new callers to confirm the information they have entered. It is also displayed when the caller chooses Menu Command 10, Update settings. This screen contains several MACROs to show the caller the current settings he has entered.

30 day expiration

This screen is displayed to callers whenever they log on within 30 days of the date you have set for their expiration date to expire. This file should include information on how to extend this date on your BBS.

2.13 Forums

The settings in this file are explained fully in the chapters on the message system and file system. When you choose this option in Config, you will see a list of the forums you have created already. To edit one of these forums, click on that forum and then click Edit. To delete a forum, click on that forum and then click Delete.

To create a new forum, click on the New button. Enter a name for this forum, then click OK. Remember, if you are creating the forum for private Internet mail, call this forum INTERNET. If you are creating a forum for Internet newsgroups, call this forum INTNN <NAME> such as INTNN BBS or INTNN Feminism.

You can edit the File Listings Data File and Download Directories Data File from within Config by clicking on the Files Data and DL DIR buttons.

The following are brief descriptions of each setting.

Forum Name

This is the name of this forum that will be displayed to your callers.

Forum Sub-Sysop

This is the name of the sub-sysop for this forum that will be displayed to your callers when the enter this forum. You must still manually update this person's security level if you want him to have sysop access on your BBS.

Public Access Forum

If you want all of your callers to be able to access a forum, check this box. Use the next option to set a minimum security level to join this forum. If you clear this option, you must either manually update individual callers to give them access to that forum or set up your Security Level Data File to give them access. See the chapter on Security for more information. **Forum 0 must always be a public access forum!**

Minimum Security Level to Join

If you have checked Public Access Forum for a forum, you can use this setting to determine the minimum security level needed to join this forum.

Path\File to Message Base

This file stores the actual messages for that forum. This file name must be unique for each forum. The default name given when you add a new forum is based on the name of the forum. You may want to change this default name to FORUM## where ## is the forum number (FORUM00, FORUM01, etc.. This will make it easier to keep track of your message files later.

Path\File of News

This file is displayed to the caller when he joins that forum. This file should contain an explanation of the types of messages you expect in that forum. This file should be different for each forum. Consider naming these files in the same manner in which you name the message base: NEWS00, NEWS01, etc.

Files Listing Sub-Menu

This display file is shown to your callers when they choose Menu Command 23, List Files. It should contain the name and number of each file listing you have in the File Listings Data File for that forum. This file may or may not be different for different forums. If you are using a different File Listings Data File for a forum, you should also have a different File Listing Sub-Menu and Download Dirs Data File. See the chapter on the file system for more details.

File Listings Data File

This file is used by the File List Manager to create the file lists. It has no bearing on what files your callers will be able to download — that information is contained in the Download Dirs Data File. This file will contain three entries per file list: The description (name) of the file list, the file name of the actual file list, and the directory where the File List Manager will use to create the file lists.

Download Dirs Data File

This file contains the list of file directories and files from which your callers will be able to download while in that forum. You must include the directories listed in the File Listings Data File in this file. If you don't, your callers will not be able to download the files they see in your file lists! You must also include the directory for your uploads as listed in the Path to Uploads Dir.

Path to Uploads Directory

If you do not have Restrict All Uploads checked in Config under Options #1, any files uploaded by a caller while in this forum will be placed here. Again, you may or may not use different directories here for different forums. See the chapter on files for more details.

Upload Listings Dir

This is the file that will contain the names and descriptions of files uploaded by your callers. The number of this file list (remember, each file list in a forum has a number) will always be one higher than the number of entries you have listed in the File Listings Data File. The File List Manager uses this entry here to allow you to edit the uploads file list.

Make All Messages Public

Check this option if you want to force all messages in this forum to be public. If you check this option and a caller tries to enter a private message, it will be moved to forum 0. Internet newsgroup forums must have this option checked. You should clear this option for the forum you will use for personal Internet mail. **This option can never be checked for forum 0.**

Allow Anonymous Names

If you check this option, PowerBBS will ask your callers for an anonymous name when they log on the first time. Anonymous names are also called handles. If you want your callers to be able to use their handle in a given forum, check this option. You must check this option if you want to allow your callers to use handles!

2.14 Files Listing

This button starts the PowerBBS File List Manager. This option is explained in the chapter on the file system.

2.15 Menus

This button starts the Menu Editor. Editing menus is fully explained in the chapter on customizing your system in the section about menus. When you click on this button you will see a list of the menus you have already created for your BBS. To edit a menu, click on that menu and then click the OK button. To delete a menu file, you must use another program and delete the MNU file from your hard disk. Each menu is numbered. Valid file names are 1.MNU, 2.MNU, etc.

> **Note: You must have a 1.MNU file. This is the first menu that is displayed to your callers. Other menus can have whatever numbers you choose. However, it is best to number them consecutively: 1, 2, 3. 4. etc.**

To create a new menu, type in the menu number and click OK. Config will then create a new empty menu. Use the scroll bars or PgUp and PgDn to move up and down the list. Use the Insert and Delete buttons to add and remove menu items. Use Tab and Shift-Tab to move among the different fields. The following is a brief description of each option on this screen.

EXT

This is the letter your callers must press to choose this menu option. You can use any single letter or digit.

CGM

This tells PowerBBS whether you are adding an option to run a Menu Command (C), a PowerLang file (G), another menu (M), or a PowerBase database (B). You must include one of these codes in this field.

Code

This entry is always a number between 1 and 255 inclusive. It is either the number of the Menu Command, the number of a PowerLang file or the number of a PowerBase Database.

Sec

This is the minimum security level your caller will need to access this menu option.

Time

This entry determines how PowerBBS will charge time when a caller is using this menu option. An entry of 1 means that PowerBBS will charge one minute per minute used in this option. -1 will grant the caller one minute per minute spent in this command. 0 will disable tracking of time on-line while in this option.

If you are running a credit system, this number is used to determine how credits are charged (at one credit per minute). If you are running a credit system, be sure to make Good-bye charge 0 credits or your callers will not be allowed to log off when they run out of credits. You should also make the Comment to Sysop command use 0 minutes so that callers who run out of credits and leave you a message to request or purchase more credits.

Intr

If you are using Interactive menus (be sure to check Allow Interaction on this screen), this is the order in which PowerBBS will highlight menu options. Start number each menu option beginning at one. Be sure to avoid having duplicate numbers in this column.

X and Y

These two options determine the row and column coordinates of that menu option in your menu screen file where X is the column number and Y is the row number where that menu item begins. You only need these numbers if you are using interactive menus.

Description

This is simply a description of the menu command for your own use.

Name

This is the name of the menu that is displayed to your callers at the bottom of the screen.

Menu File

This the actual file that is displayed to the caller which shows the menu. If you update your menus from here, be sure to update this display file. Also remember to create ASCII, ANSI and RIP versions of this file. Name the file here MENU. Save the ASCII version as MENU, ANSI (color) as MENUC, and RIP as MENUR.

Help File

This is a text file displayed to your callers when they select ? from this menu. It should explain the options available on that menu.

Move Forum and Forum to

These to options are related. If you want PowerBBS to automatically change to a certain forum when the caller enters this menu, check this option and enter a forum number in the Forum to section.

Norm Back and Color

This is the normal background and foreground colors of a menu item when using interactive menus.

Intr Back and Color

This is the background and foreground colors of a menu item when it is highlighted using interactive menus.

Allow Interaction

If you want your menus to be interactive, you must check this option.

Color Codes

The following is the list of valid background color codes as defined by the ANSI standard.

Black	40
Red	41
Green	42
Yellow	43
Blue	44
Magenta	45
Cyan	46
White	47

The following is a list of the valid foreground colors as defined by the ANSI standard

Black	30
Red	31
Green	32
Yellow	33
Magenta	35
Cyan	36
White	37

2.16 Language

This is the Language Editor for PowerBBS. Even if you are not using multiple languages, you can still edit the language file for your BBS. You can change nearly all of the prompts that PowerBBS displays to the caller. We have done our best to make these entries as clear as possible.

To edit a language, click on the language number and click OK.

To create a new language file, there are two methods. The first is to enter a new language number and click OK. The Language Editor will create a new language file with all of the items empty. The second method is to copy the 1.LAN file in your \POWRBBS\SOURCE\ directory to a new file such as 2.LAN. Then edit this file and make changes as needed.

Once you are editing a file, you can use the scroll bars or PgUp and PgDn to move up and down the list. When you see an item that you wish to change, type the information in the appropriate text box. The defaults for each phrase you can edit are listed in gray. To return a phrase to its default, click in that field and click the Default button.

To search for an word or phrase within the Language Editor, click on the Find button. Type in the word or words you want to find and click OK. If the program finds that word, that language option will display at the top of your screen. If that information is not found, you will see a dialog box telling you so. The search always starts at the beginning of the language file. To continue searching for the same word, click on the Find Next button.

2.17 Events

This option will allow you to edit the Event file for that node as entered in Config under Data File Locations. Be sure to have a different Event Data File for each node. In this screen you will enter the days and times of the events that PowerBBS will run. PowerBBS must be running in order to start an event. You can have as many events for a node as you want.

Use the scroll bars or PgUp and PgDn to move up and down the list of events. Config automatically sorts the events in order by the entry in the Time column. To add a new event simply fill in the appropriate information in a blank set of fields. To delete an event, click on that event and then click on the Delete button.

See the section on events for more details. The following is a brief description of the options on this screen.

Time

This is the time that PowerBBS will run the event. Enter this time in military time (00:00 to 23:59). PowerBBS will start this event approximately three minutes before the time entered here on the theory that it is better to be early than late!

SMTWTFS A

These check boxes indicate the days of the week that PowerBBS should run this event. You can check as few or as many of these as you choose. The A represents All days.

Description

This is simply a description of the event for your information. It is not required or used by PowerBBS.

Command Line of Batch File or Program to Run

PowerBBS will use this entry to run another program or batch file. If an event is a DOS program, it must be started from a batch file. If the event is a Windows program, the command line must be an executable (EXE) file. This entry should contain the full path and file name, including the file extension.

Wait for Event

If this option is checked and a caller is on-line at the time an event is scheduled to run, PowerBBS will wait for the caller to log off. If you don't check this option, PowerBBS will limit a caller's time on-line to ensure that they log off before the time an event is scheduled to run.

Internet Connection After Event

You should only check this option if the event is an Internet mail run (INTEXP.BAT). See the chapter on Internet for more details. Checking this event will tell PowerBBS to call the Internet provider to get mail at the proper time during the event. If you do not check this option, PowerBBS will not run your Internet events properly.

2.18 Sysop Paging Times

   This option allows you to edit the Sysop Paging Time Data file as entered in Config under Data File Locations. It controls the times that PowerBBS will toggle the Pager Bell. This file may or may not be different for each node. Most of the time you will use the same file for all of your nodes.

   When you start PowerBBS with your Pager Bell on, PowerBBS will use this file to determine when to automatically turn the pager off and on for you. If you start PowerBBS with the Pager Bell off, PowerBBS will ignore the settings in this file. You can have as many entries in this file as you choose.

<u>*Time From*</u>
  This is the time that PowerBBS will turn the pager on. Enter the time in military time (00:00 to 23:59).
<u>*Time To*</u>
  This is the time that PowerBBS will turn the pager off after turning it on with the above entry. Enter the time in military time (00:00 to 23:59).
<u>*Valid Days*</u>
  These are the days of the week for which you want PowerBBS to toggle the Pager Bell for you. You can check as many days of the week as you choose. Use A for All days.
<u>*.WAV File*</u>
  If your system is capable of playing WAV files via a sound card or the special Windows sound driver, you may use a WAV file for a custom pager bell. If you specify a valid path and file name to a file here, PowerBBS will use this file to get your attention when a caller pages you. Otherwise it will use the default beep on your computer.

3 Message System

PowerBBS offers a comprehensive system for handling messages. Your callers will be able to send and receive Electronic Mail. Their E-Mail can be public (for all to see) or private (only the send, receiver, and sysop can see it). As sysop, you will be able to customize how your callers use the message system of PowerBBS. Later in this manual we will discuss exchanging messages with other BBSs. For now, we will limit our discussion to messages on your BBS.

3.1 Forums

PowerBBS divides their message system up into *forums*. Forums are also known as *conferences* and *areas*. A forum is simply a way of organizing messages for security and organizational purposes. You can have up to 999 separate forums on your BBS. Each of these forums will have its own message base. A message base is simply the file in which the messages are stored. You add, delete, and modify the forums for your BBS in the Forums section of Config.

Forums are numbered consecutively from 0 - 999. You cannot skip forums. You cannot insert forums either. Therefore, a little planning is in order. Because PowerBBS keeps track of the last message read in each forum for each caller (see the USERS.2 file), you want to avoid tearing down and recreating your forums once you have lots of callers.

You will also discover that file areas are related to forums. This relationship is not discussed in this chapter. It is discussed in the chapter on files.

3.2 Adding and configuring a forum

To add a forum to your BBS, start Config. Click on the Forums button. Click New. At the prompt, enter the name of the forum you wish to create. This is the name that your callers will see while on your BBS. Therefore, be sure to use a mixture of upper and lowercase if that is what you prefer. After you enter the name, click OK and we are ready to configure this new forum.

Forum Sub-Sysop

Many sysops allow some of their callers to be sub-sysops. A sub-sysop is usually someone in charge of one section of the BBS. In the case of forums, a sub-sysop is usually someone who is in charge of keeping the discussions going in a forum. The information you place here is just displayed to your callers — you will still have to upgrade the security level of this person to give them high enough access to actually do sysop functions on your BBS. Be very careful when giving your callers sysop access. There is no way to restrict someone with sysop status to only access certain parts of your BBS. Therefore, if you have an adult section on your BBS, don't give anyone under 18 sysop access.

Public Access Forum

As you will see in just a moment, you can restrict access to a forum by security level. That setting goes hand in hand with this setting. If you make a forum a public access forum by checking this box, anyone with a high enough security level can access that forum. If you do not check the Public Access Forum option for a given forum, it is by default a private forum. This means that nobody will have access to this forum (including you), unless you upgrade that user to give them access via the sysop menu or the Security Data File.

> **Note: In Config under Data File Locations, edit the Security Data File. Click on a security level and then click the forums button. You will be able to list on this screen the private forums to which certain security levels will have access. See the chapter on securing your system for more details.**

<u>*Minimum Security Level to Join*</u>

If a forum is a Public Access Forum (see above), a user must have at least the security level set here to access that forum. Many sysops use this feature to restrict access to a forum until a user pays a fee or is verified to be over 18 years old. If you set this security level to be 0, then everyone on your BBS will have access to this forum.

<u>*Path/File for Message Base*</u>

This is the name of the file in which the messages will be stored. This filename must be unique for each forum. Your message files can all be in the same directory if you choose (many sysops do it this way). Do not put an extension on this filename.

> ***PowerTip:*** *I suggest that you use the following convention for naming your message bases: If you plan on having less than 100 forums, name them FORUM00 - FORUM99. If you plan on having more than 100, name them FORUM000 - FORUM999. The number in the filename should match up with the forum number.*

<u>*Path/File of News*</u>

When a caller changes forums via the Area Change command, PowerBBS will search for and display the file listed here. It is an ASCII file that you create. Use this file to explain what this forum is all about and to keep your callers up to date about anything concerning this forum. This filename should be different for each forum. I suggest that you use the same naming conventions for the news file as you do for the message base: Instead of using FORUM00, use NEWS00. You get the picture.

> ***PowerTip:*** *If you don't want your callers to see a News file every time they change forums, create a "dummy" news file with Notepad. This file should contain only a single space. Then use this dummy news file name for each of your forums. PowerBBS will allow you to use the same filename in each forum for News.*

<u>*Files Related Entries*</u>

The next five entries are all related to files. Since this chapter is discussing messages, they will not be discussed here. However, I have devoted an entire chapter to files where these entries will be discussed in detail.

<u>*Make All Messages Public*</u>

As I mentioned earlier, messages can be either public or private. Public messages can be read by anyone with access to that forum. Private messages can only be read by the sender, recipient, and anyone with sysop access. If you want all the messages in a forum to be public, check this option. If a caller tries to send a private message, the message will be moved to forum #0.

> **Note: You cannot check Make All Messages Public in Forum #0. This forum is reserved by PowerBBS to be able to accept private and public messages.**

<u>*Allow Anonymous Names*</u>

If you have allowed your callers to use handles (anonymous names) and you want them to be able to use their handle in a forum, check this option. When they enter a message, they will have the option of using their real name or their anonymous name. Set the option to use anonymous names in Config under Options #3.

3.3 Deleting a forum

If you choose to delete a forum, you must first shut down all nodes of PowerBBS to ensure that none of your files are corrupted. Then start Config and select Forums. Click on the forum you want to delete. Click the delete button. When you delete a forum, all of the forums with a higher number are renumbered to be one lower. For example, if you have 18 forums and delete forum 15, forum 16 becomes forum 15, forum 17 becomes 16, and forum 18 becomes forum 17.

> **Note: If you delete a forum, you must pack your USERS file with the FORUM and START options to reset their last message read pointers. PowerBBS keeps track of each caller's last message read pointers by forum number, not by file name. See the chapter on events for more information on packing your USERS file.**

3.4 How it works for your callers

Your callers have three different methods of entering a message while on-line. They can use the Enter a Message command, Comment to Sysop command, or they can Reply to a message they have just read. In all three of these methods, the message is automatically placed in the current forum.

Your callers can read the messages in a forum by selecting the Read Mail command. They will automatically be reading the new messages in that forum. PowerBBS keeps track of the messages read for a caller via the USERS.2 file.

Your callers can change forums by using the Area Change command. They will see a list of the available forums and will be able to select a different forum. The list of forums is created by you in the Forum Screen (see Config under Screens #2). The Area Change command is built into the Read Mail sub-menu. It is also available as a standalone command that you can place on whichever menus you choose. In other words, your callers can change to a different forum before reading messages or while reading messages.

Update Forum Information command

This menu command is used by your callers to select the forums for which they want to read mail, download mail, and search for personal mail at log-on. This screen shows a list of the forums to which the caller has access (they will not see forums for which they do not have a high enough security level to access). Each forum will have a Yes or No after it. Yes means that a forum will be searched for personal mail at log-on, included in a QWK mail packet, and automatically switched to while reading messages.

> **PowerTip:** *The language that appears at the top and bottom of the Update Forum Information screen can be changed by editing your language file. Feel free to reword this language if you think it is unclear for your callers.*

When a caller logs on and answers Yes to the search for new mail prompt, PowerBBS will only look in the forums the caller has selected here for her new personal messages. Many callers may not realize this and wonder why they never seem to get replies to messages that they send to other callers. This will happen if your callers do not set a forum to be scanned for new mail.

When a caller is reading mail, they will eventually read all of the new messages in the current forum. When this occurs, PowerBBS will ask them if they want to move to the next forum they have selected on the Update Forum Information screen. This is for the convenience of your callers.

The third use of the Update Forum Information settings is for QWK mail packets. When a caller selects the Download Mail command, one of the options is <A>ll Chosen Forums. If the caller selects this option, PowerBBS will create a QWK mail packet of all the new messages in the forums the caller has chosen via the Update Forum Information screen.

> **PowerTip:** *PowerBBS 3.5 will no longer search Internet newsgroup forums for personal mail since newsgroups never have personal mail. Therefore, you may want to tell your callers to set all of the forums to Yes in the Update Forum Information screen. This way they will never miss a message!*

Forum Network Data File

In order to assist your callers in deciding which forums to scan for new mail, PowerBBS will allow you break up the forums into logical blocks. In Config under Data File Locations, there is an option called Forum Network Data File. The name of this file should be the same for all nodes. Edit this file and you will see a list of all of the forums you have set up in the Forums section of Config. Next to each forum is a text box. Type into each of these text boxes a name that identifies the category in which that forum belongs. Use as many category names as you feel you need. When your callers select Update Forum Information, they will see a list of the different network names (categories) you have entered here. When they select a category, PowerBBS will then display all of the forums that belong to that category.

For example, you might have 15 forums on your BBS. Five of them are computer related, five of them are Internet related, and the remaining five are miscellaneous. In the text box next to your computer related forums type Computer. In the text box next to each of your Internet forums type Internet. In the text boxes next to the remaining forums type Miscellaneous. When your callers select Update Forum Information they will see:

```
[1] Computer
```

```
[2] Internet
[3] Miscellaneous

Select Network Number to Edit, Enter=Done
```

> **Note: The network settings are optional. You do not have to set up networks on your BBS. However, if you do, be sure that each and every forum is assigned to a network!**

Last Read Update

Think of this command as Reset the Number of the Last Message Read. Remember, PowerBBS keeps track of the last message number each caller has read in each forum. When a caller first logs on to your BBS, this number is set to zero. If you have a lot of messages in your forums, your callers may not want to read all of these messages. That's where this command comes in handy.

When a caller selects this command, they see a list of all of the forums to which they have access. They are prompted to enter a forum number for which they want to reset their last message read number. When they select a forum number, PowerBBS shows them the statistics on that forum and asks them what number should be their new last message read number. The caller then enters the appropriate number. PowerBBS will now think this is the last message they have read in that forum. Now when they go to read new mail, PowerBBS will start showing the caller the next message after the message number they just entered.

3.5 Message editor

PowerBBS includes a powerful message editor for your callers. Please note that only ANSI callers can use the full screen editor. ASCII callers will see a line by line message editor.

Across the top of the screen you see the editor help. All of the options are preceded by the caret symbol (^). This symbol means "hold down the Ctrl key." You may notice that many of these key combinations duplicate the actions that the arrow keys provide. PowerBBS includes these commands because some communications programs cannot send the arrow key codes.

> **PowerTip:** *The information that is displayed at the top of the screen can be changed by editing your language file. Many sysops remove most of these options and keep only the important ones: Exit, Header, Quote and Color.*

While editing a message, your callers can review the message header (to, from, etc.) by pressing Ctrl-U. This is convenient if you forget to whom you are sending a message!

Color codes and MACROs in messages

PowerBBS will allow you to place color codes in your messages. These codes do not display the actual colors until the message is saved, then read by someone. Don't worry if the caller doesn't have a color monitor: PowerBBS will only display colors to callers who have Color selected as their monitor type. The following is a table of color codes for messages:

Color	High Intensity	Low Intensity
Default	@0@	
Blue	@1@	@10@
Green	@2@	@11@
Cyan	@3@	@12@
Red	@4@	@13@
Magenta	@5@	@14@
Gray	@6@	@15@
Yellow	@7@	
Brown	@8@	
White	@9@	

When you insert a color code, that color is in effect until you enter a different color code. For example, many

47

people use color in their signatures. In the following signature, my name would appear in blue and the rest in yellow:

```
@1@James Carr
@7@PowerBBS
Tech Support
```

As sysop, you can also use MACROs in your messages. The most common use of a MACRO in a message is to send a broadcast message to all the callers on your system. Use the Enter a Message menu command as you normally would, except in the TO: section enter |NAME|. Then when a caller searches for his new mail, PowerBBS will convert the |NAME| macro into their name and send them the message! There is a list of MACROs in the appendix.

>**Note: A caller will continue to see a broadcast message until his last message read pointer is that message number or higher. If your callers complain about seeing the same message over and over, tell them to read the public messages in that forum or use the Last Read Update command.**

Saving a message

When you are ready to save a message, press Ctrl-Z. You will see a prompt with several other options. Normally you will simply select <S>ave. However, there are a few other options worthy of mention.

File Enclosures

Often a caller will want to send a file to a certain individual. In these days of BBS Operators being arrested for everything from having certain types of files to not paying taxes on user fees; you do not need to have questionable files in your general file areas.

The answer to this problem is the File Enclosure. It is a simple matter to let callers leave a private message for someone and leave a file with the message. The one thing that has to be done is to purge the message, and the file, after it has been read. This can be done during your nightly maintenance event. To learn more about Events and Forum Maintenance, see the sections on those two topics.

When you press Ctrl-Z to save the message, one of the options is <F>ile Enclosure. If you pick this option, you will be asked the name of a file to upload. You will then upload the file. Once the upload is complete, you must still save the message! File enclosures are kept in your \POWRBBS\RESTRICTED\ directory.

Carbon Copies

When you save your message, you have the option to send a duplicate of the message for someone else. This option will allow you to send copies of the current message to users in the same forum. When you press Ctrl-Z, one of the options is D<U>plicate Save. When you select this option, PowerBBS saves the message to the current addressee and prompts you for the name of someone else to whom to "carbon copy" the message. You can send copies of a message to up to 10 other people.

Quoting messages

When you reply to a message, you may want to include related information from the original message in your response. PowerBBS makes this easy. Press Ctrl-Q while replying to a message. PowerBBS will display the contents of the original message, including the header, with a number next to each line. Once PowerBBS has displayed the original message, it will ask you for the first line number and last line number containing the information you want quoted. PowerBBS will then copy into your reply all the of the information from the first line number you entered to the last line you entered. You can quote a message as many times as you want while writing the reply.

3.6 Helpful hints about messages

Every message goes into a forum. When a caller enters a message, it automatically goes into the current forum. When the caller replies to a message, it goes into the same forum as the original message. Some callers who are not used to message forums can get confused by this. Therefore, many sysops have written a POW (PowerLang program) to keep callers from putting messages in the wrong forum. The following POW will tell the caller in which forum he is about to enter a message and ask him if he wants to continue. Replace the Enter a Message command in your menu with this POW. See the sections on POWs to understand how this works and a second example of this POW.

```
150.pow
*******
Display "|FIRST|"
Display "You are about to enter a message in the "
Display "|FORUM| forum."
Display "Do you wish to continue? Y/N ";
```

```
Get_YesNo B1
If ! B1
                                    Return_to_BBS
Endif
Run_Menu_Command "15"
```

Searching for new mail at log-on
When a caller logs on to the BBS, they are told whether they have new mail waiting or not. They are then asked if they want to search for new mail. *Why ask this question if the caller has no new mail waiting?* Good question. This is simply a safeguard. There are numerous methods and formats for getting E-Mail into PowerBBS (QWK, Internet, FIDO). Some of these methods may not update the flag that indicates that mail is waiting 100% of the time. To ensure that a caller never misses the chance to check for new mail, PowerBBS always gives them the option to check for it at log-on.

> ***PowerTip:*** *When you upgrade the security level for a new user, send them a message reminding them to go to the appropriate menu and set their forums to scan for new mail if you use minimum security levels for your forums.*

3.7 QWK Mail

PowerBBS includes a feature to allow your callers to download QWK mail packets and upload REPly packets. QWK mail will allow your callers to download messages, read them and create replies off-line, then call back and upload their REPly packets. You callers will need a QWK mail reader to accomplish this. There are several available on the Support BBS as well as on most other BBS systems.

Setting up PowerBBS for QWK Mail
PowerBBS will handle exchanging QWK packets automatically. You only have a few things to do. First, you must add to one of your menus the option for downloading and uploading QWK mail. See the section on Menus for how to accomplish this. Second, you must configure the following options in Config under Options #3.

**Directory to use for QWK Mail*
This is the single most important entry you will have to make. As denoted by the asterisk (*), this directory needs to be different for each node on your system. Most sysops use C:\MAIL1, C:\MAIL2, etc. This is the directory PowerBBS will use to hold the extracted messages and related information before zipping them up into a QWK packet. Likewise, REPly packets will be extracted to this directory before being merged into your message files. If you don't have separate directories for each node, you will run into problems.

Name for QWK Mail Packet
This entry must be eight characters long — no more, no less. It is the name that PowerBBS will use to send and receive QWK packets. For example, the Support BBS uses POWERBBS. When you download a QWK packet you receive POWERBBS.QWK. Your QWK mail reader will create a reply packet called POWERBBS.REP which you will upload to the Support BBS.

How it works for your callers
Once you have entered the proper settings under General Options 3 and have added the upload and download mail commands to one of your menus, you're ready to roll. The default installation of PowerBBS places these commands on your Mail menu. Your callers need only go to the appropriate menu and select that menu option. Notice that the Download Mail command has several sub-menu commands. Most often your callers will choose <A>ll Chosen Forums. This means they will download all the new messages in the forums that have selected in Update Forum Information.

If they so choose, they can just download the mail from a particular forum by entering that forum number at the Download Mail sub-menu. Furthermore, they can access the Update Forum Information command from this sub-menu and pick which forums they want to include for downloading.

3.8 Forum Maintenance

You've got your forums set up and your callers are leaving messages like crazy. Gradually it takes longer and longer to search for new mail. *Why?* Because your message files are getting large! It's time to clear out old and unwanted messages. Even though you and your callers may delete a message, it is not really deleted from the message file. Your callers won't be able to see a message that has been deleted, but you will still want to purge it from your message file.

POWRPACK.EXE

PowerBBS supplies a program called POWRPACK.EXE. It is a DOS program that is used to clean up your message files. With this program you will be able to purge messages that have been read or marked as deleted. You will also be able to purge messages older than a certain number days. Furthermore, you can use this program to reduce the number of messages in a forum to a specific number.

> **Note: POWRPACK requires a program called RTM.EXE to operate properly. This file is supplied with PowerBBS and should be located in your \POWRBBS directory. If you accidentally delete this file, contact the Support BBS for a replacement. RTM.EXE is a Borland program that will allow POWRPACK to run unhindered in the Windows environment.**

Command Line

```
POWRPACK [PATH\MAILFILE] {DELETE} {R:PATH} {DAYS:###} {TOTAL:###} {START:###}
```

Items inside of [brackets] are required. Items inside of {braces} are optional. All of the options must be in capital letters. If you put something on the command line that POWRPACK doesn't recognize, it will not run. You will need to pack each message file separately. You can only pack one message file at a time.

PARAMETER	Description
PATH\MAILFILE	Required. This is the path and file name of the message file you want to pack. The message file names are found in Config under Forums. Follow the PowerTip earlier in this manual to help you remember these file names.If you use just this parameter on the command line, POWRPACK will remove all messages marked private and/or marked as having been read.
DELETE	Optional. This parameter will remove all messages marked as deleted.
R:PATH	Optional. File enclosures are saved in your restricted directory. If you want POWRPACK to remove these file enclosures, include the path to your restricted directory here. Example: R:C:\POWRBBS\RESTRICT
DAYS:###	Optional. POWRPACK will remove all messages over ### days old. Example: DAYS:90 will remove all messages over 90 days old.
TOTAL:###	Optional. POWRPACK will only keep the most recent ### messages and remove the rest. Example: TOTAL:500 will keep the most recent 500 messages. The rest will be discarded.
START:###	Optional. POWRPACK will renumber the remaining messages starting with ###. Example: START:1000 will result in the messages in that message file to be renumbered with the oldest message being number 1000.

> **Note: The parameters for POWRPACK are cumulative. This means that they build upon one another. If you you were to enter a POWRPACK command with all the parameters on the command line it would: remove all messages marked as having been read or private, remove all messages mareke as deleted, delete the file enclosures, remove all messages over ### days old, remove all messages but the most recent ###, and restart numbering an ###. You can combine the paramters as you see fit.**

Example:

```
POWRPACK C:\POWRBBS\FORUM\FORUM02 R:C:\POWRBBS\RESTRICT DAYS:120
```

This example will pack the message file and delete the file enclosures of any messages that are removed from the message file. The DAYS parameter will remove all messages over 120 days old.

Most sysops pack their message files as part of their routine BBS maintenance by creating a batch file with all of the appropriate commands and running it as an event. Depending on the volume of messages on your BBS, you may

need to do this daily or maybe just once a week. See the section on events on how to set this up as an event.

> **PowerTip:** *To prevent mistakes, use pkzip to zip up your old message file before packing. This way if something goes wrong, you can just unzip the old message file and try again.*

3.9 Message related display screens

Besides the menu your callers will see for leaving message, there are several other related screens. One of these is the Read mail screen. This is the screen that your callers will see when they select the Read Mail command. Read Mail is a sub-menu. You cannot customize the menu options for this command. However, you can modify the screen that your callers will see. The default read mail screen contains a list of all the commands available on the Read Mail sub-menu. Feel free to remove those commands which you think your callers don't need. This won't disable the commands, but it will make things less confusing for your callers. This screen is located in Config under Screen Locations #2.

Forum Screen

This is the screen displayed to your callers when they select the Area Change command. This screen should contain a list of the forums available on your BBS with the forum number next to each item. If you have private forums or forums for which some of your callers may not have access, you should put an asterisk next to that forum number. Then put a message at the bottom of this screen indicating why they may not be able to have access to this screen.

3.10 Message related menu commands

The following is a list of the menu commands that are related to the message system. See the appendix for a complete description of each command.

   Area Change
   News Display
   Comment to Sysop
   Enter a Message
   Lastread Update
   Read Messages
   Scan Messages
   Update Forum Information
   View Forum Information
   Your Mail
   Download Mail
   Upload Mail

4 File System

PowerBBS will allow you to set up a powerful file system on your BBS. You will be able to have as many file listings as you choose. Each of these file listings can be broken down into "sets" which will allow you to restrict which users have access to those sets by using forums and security levels. Furthermore, you will be able to restrict file types and even individual files by security level and/or password.

4.1 Overview

At the very least you must have one file list. A file list is simply a text file laid out in a certain manner that will tell your callers what files you have available. Most sysops will have several file lists. File lists are used to present to the caller the various files you have on your system. Each file list will be in a separate text file. You will need to tell PowerBBS what file contains the list as well as a name for this list to be displayed to your callers. For example, LIST1 might be for Utilities, LIST2 might be for Games, etc.

> **Note: If you have not already read the section on forums, please do so now. Forums and file listings are directly related in PowerBBS.**

File lists are grouped into sets and linked to forums. In the simplest of systems, you will have one set of file lists that is linked to all of your forums. This means that no matter what forum your caller is in, he will have the same set of file lists from which to choose. In a more complicated system, each forum may have its own set of file lists. It is up to you how you set this up.

Some sysops carry adult files on their BBS yet still allow minors on to their BBS. You can do this with PowerBBS. What you will do is create a public access forum that has a minimum security level to join. This security level should be set to the lowest security level that you give your adult users. This will keep minors out of those file areas as long as you give minors lower security levels than adults. You will have two sets of file listings: adult and standard. The adult set of file listings will be linked to a single forum or maybe just a few forums. The standard set of file listings will be available in the rest of the forums.

Other sysops carry lots and lots of files. In order to separate the file listings into manageable blocks they will create several sets of file listings. Each of these sets of listings will be associated with a different forum or different group of forums. For example a sysop might have 15 listings of files related to programming. He would link that set of file listings with the various forums he has that are related to programming. He might have another set of 10 file listings with files related to computer games. He would link that set of listings with the forums he has that are related to gaming.

4.2 Telling PowerBBS where to look for files

The first thing to do when setting up your BBS to be able to download files is to decide from what directories you want your callers to be able to download. For security reasons, PowerBBS forces you to explicitly tell it from what directories your callers can download. After all, you don't want to give your callers access to your entire computer, do you?

Before we actually tell PowerBBS where to look for files to download, it's a good idea to do a little organization. Ideally, you should have one directory to hold the files for each file list. For example, if you intend to have six different file lists all relating to gaming, you should make six different directories to hold those files. Name these directories a name that will make sense to you later (\DOS_GAMES, \WIN_GAMES).

Once you know the set up of directories to hold your files for download, you can tell PowerBBS what those directories are. You enter this information in the Download Directories Data File found in Config under Forums, Edit. Each forum must have a Download Directories Data File. If you want all of your forums to have access to the same set of directories, you can use the same Download Directories file for all of your forums. However, if you intend to restrict callers to only certain forums, you will need to create additional Download Directories files for each forum that will have special access. For example, if you intend to have a standard set of file lists and an adult set of file lists, you will need

two Download Directories files: One for the adult forum(s) and one for all of the other forums on your BBS.

Let's get started. Start Config and click the Forums button. You will see a list of the forums you have created for your BBS. As you created each of your forums, Config used the same file name in each forum for the Download Directories file. Therefore, you can edit any forum you want to modify this file. Click on a forum and click the edit button. Notice the name of the Download Directories Data File. It is DLDIR.DAT by default. To edit this file, click the DL Dir button. You will see this screen.

Here is where you enter the actual directories from which your callers will be permitted to download. When a caller uses the Download command, PowerBBS will only search the directories listed here for files to be downloaded. What's important to note here is that just because you enter a file on a file list doesn't mean that the caller can download it. It must be in one of the directories you list here. On the other hand, if you have a file in one of these directories, but don't list it in a file list, your callers will still be able to download it! Of course, they would have to know the exact file name! So you can see, this is the information PowerBBS needs to determine if a file can be downloaded.

Enter in this screen the directories from which your callers will be allowed to download *while in that forum. The* entries here must contain the full path, including the stroke (\) at the end of the directory name. For example, C:\ POWRBBS\UP\. If you followed the suggestions earlier, you have already created directories for your files. Just put those entries here.

If you are going to have different sets of file lists for different forums, you may either use the same Download Directories file for all of your forums or different Download Directories files. For example, if you are going to allow your callers to access all of your forums, but simply want to have separate sets of file lists for organization purposes, you can use the same Download Directories file for all of your forums. Just list in this screen **every** directory that will hold your files. We will use another file to divide up the file lists themselves.

However, if you intend to have different sets of file lists and restrict access to certain forums, you must use a different Download Directories file for those forums with restricted access. For example, if you will have one set of standard file lists and one set of adult file lists, you will need two Download Directories files. The easiest way to do this is to edit the default Download Directories file (DLDIR.DAT). Use this file name for all of your forums which will be open to everyone. Then edit one of the forums that will have restricted access. Enter a different name for the Download Directories Data File for that forum. Call it DLDIR2.DAT. In this file, enter those directories which will have your adult files.

At the risk of confusing matters, let me explain something else. If you intend to have both standard and adult areas, you can accomplish this in one of two ways. First, you can link one set of file lists to the forums which will be open to the general public. You can then link the set of adult file lists to those forums which will have restricted access. However, you can also set it up so that the adult forums have access to the standard set of file listings as well as the adult set of file listings. If you do this, your second Downloads Directories Data File must include the standard directories as well as the adult directories!

> **Note: Be sure to include your upload directory in your Download Directories Data File. This**
> **directory is C:\POWRBBS\UP\ by default and is listed in the Forum Edit screen. However, you**
> **may have a different upload directory for each forum. More on that later.**

A little tip for setting up your directories

When you are deciding how best to organize your files, you will need to decide what directories you wish to create. Every sysop has her own method of accomplishing this. One method is to create a
sub-directory under \POWRBBS. This will be your "control" directory. Under the \POWRBBS\FILES directory you can create a series of subdirectories into which you will move your files. It might look like this:
```
\powrbbs\files\dos_games
\powrbbs\files\win_games
\powrbbs\files\dos_UTIl
\powrbbs\files\WIn_util
```

This is just one method of accomplishing this. If you have multiple hard drives on your system you may choose to make your directories somewhere else. That's fine. The key here is that a little planning goes a long way! Take your time when you set up your file directories. It will pay off in the long run.

4.3 Setting up sets of files listings

Once you have set up your Download Directories Data File(s), it is time to create the file lists. The file lists are simple ASCII (text) files that are formatted in a certain way. You can create and edit this files using any text editor that you choose. However, to make your life easier, PowerBBS comes with a Files Listing Manager to assist you in creating and editing these lists.

First, let's first take a look at the Forums Set-Up screen in Config.

Before we go any further, I need to explain to you that the last five text box entries in the Forum Edit screen can be thought of in terms of sets. In other words, if you are going to use the same set of file listings for all of your forums, these five entries will be the same for each forum. If you are going to set up two different sets of file listings (standard and adult), you will have two sets of these five entries. One set will be used for your forums that are open to everyone, and the second set will be used for your adult forum(s). We have seen how this works when it comes to the Download Directories Data File. The same concept will work for your actual file lists.

Before we get started

Before we begin creating your file lists, you should have already created the directories to hold your files for download and listed those directories in your Download Directories Data file. You should also use the Windows File Manager or DOS to move some files into those directories. It will be a little difficult to create file lists if we don't have any files to list.

Files Listing Data File

Now that you have created your directories and placed some files in them, it is time to create the file lists. The first step is to tell PowerBBS the name of the file list to show your callers (Games, Utilities, etc.), the name of the actual file list, and the directory that holds these files. This is done with the Files Listing Data File entry in Config under Forums. Each forum will have a File Listings Data File. Forums that will have the same set of files listings will use the same file. You can use the same file name here for as many forums as you choose. If you want to have a second or even third or fourth set of file listings, you must enter a different name for this file in the forum that will have that set of file listings. To edit this file, click the Files Data button in Config under Forums.

> **PowerTip:** *If you intend to have multiple sets of file listings for your callers, call this file LISTINGA.DAT, LISTINGB.DAT and so on. This will work nicely with the next PowerTip.*

There are three entries needed for each file list. Notice the number along the left hand side. This is the actual number of the file list that will be used with the List Files command. The first entry is the Description of the file list. This should be a one word name that describes the file list. PowerBBS will display this name to your caller while it searches for new files at log-on and at other times during normal BBS operation.

The second entry (to the right of Description) is the name of the file that will contain the file listing. This file is a straight ASCII file that contains the name, date, size and description of the file. If this file doesn't already exist, the File Listings Manager will create it for you! Don't color this file with TheDraw or any other ANSI drawing program; PowerBBS will color it automatically when it displays the list to the caller. This file can be located anywhere you choose. Some sysops place all of their file listings in the same directory, which is a good idea. Just remember that each file list should have a unique file name.

> **PowerTip:** *When naming the file listings, the following naming convention may help. Since each file listing is assigned a number (see the left hand of the screen), call the list the same name as the number as in LIST1, LIST2, LIST3, etc. If you are going to use multiple sets of file listings, plan ahead and name the file listings LISTA1, LISTA2 for the first set and LISTB1, LISTB2 for the second set.*

The third entry in this screen, Dir Containing Files (below Description), is the directory that contains the files that belong in this list. Hopefully you have already created these directories and have placed files in them. Simply enter that directory here. Remember, each file list is associated with just one directory.

> **Note: For each Dir Containing Files listed in the File Listings Data File you must list the same directory in your Download Directories Data File for that forum. If you don't, your callers will not be able to download files in that directory. PowerBBS will display "File not found." This entry in the File Listings Data File is only used by the File Listings Manager to assist you in creating the file lists. It has no effect on the directories from which your callers will be permitted**

to download.

Enter as many entries as you need here. You may have up to 250 file lists per forum. Use the scroll bars on this screen to get more space to add new entries. Don't forget about the Insert and Delete buttons. Use these if you make a mistake or change your mind. Click OK when you are done.

Remember, you are still working on just one set of file listings. Use the same file name for File Listings Data File for each forum that you want to use this set of file listings. If you are ready to make a second set of file listings, edit the forum that will hold that set of file listings and give the File Listings Data File a different name.

4.4 Creating and editing your file listings

Now that you have set up a set of file listings, it is time to actually create the file lists themselves. To do this, click OK to exit the Forum edit screen and click OK again to get back to Config. Now click on the File Listing button. This will start the File Listing Manager for PowerBBS. This program will use the entries you just made to assist you in creating your file lists. You can also start this program from your PowerBBS program group or from the local PowerBBS screen.

> ***PowerTip:*** *Previous versions of PowerBBS included a different program to edit your file lists. This program is now shareware and is supported by the author, Gerrall Reeves. Gerrall always posts the latest version of this program on the Support BBS.*

In the upper left corner is a pick list box called Forum with all of your forums listed. Select the forum that contains the set of file lists you wish to edit. Remember, since more than one forum can have the same Files Listing Data File, you can pick *any* of those forums to edit that set of listings. Go ahead and try it. If you are using the same set of file listings for all of your forums, it doesn't matter which forum you choose while in the File Listings Manager.

Next to the Forum pick list is the File Dir pick list, which is the list of the various file listings for that forum. The names that appear here are the names you entered in the Files Listing Data File under Description. By default you will see the first entry in that list.

The main part of this screen will contain a list of all of the files in that directory of your hard drive. If this is the first time you have run this program, the description for each file will read "**** NO Description on File ****." The PowerBBS Files Listing Manager (PFLM) will not place a file into your list until you give it a description. The No Description line is PFLM's way of letting you know that file is not yet in your file list. Therefore, you can have files physically located in this directory on disk yet not be listed on your file list. This is especially helpful when you have a lot of files for which you need to type a description, but very little time. You can just add descriptions whenever you have the time. You can save the rest for later.

> **Note: Each entry in a file list can contain up to 30 lines for the description. The File Listings Manager will only display one line of description for each file in the listings. It does this so you can see more files listed at one time. Don't worry, your complete description will be on the file list when you save it!**

The File Listings Manager looks like this:

Adding a description

To add a description for a file, first click on that file. Then click the Edit button. You will see another dialog box. To add a new description, click in the edit area and type a new description. If the file is a ZIP file and contains a FILE_ID.DIZ or a DESC.SDI file, click on the appropriate button. PFLM will unzip this file, extract the description and place it in the description automatically. In case you were wondering, FILE_ID.DIZ and DESC.SDI are standard text files that many people include in a ZIP file to ensure that BBSs provide an accurate description of the contents. If a ZIP includes this file, please use it!

Notice that you can also edit the name, size, and date of the file. PFLM provides this information automatically. Changing any of these three entries will not affect the file, only the description. There's little reason to change this information except in the case of file dates. *Why?* When PowerBBS searches for new files on your system, it simply looks at the date of each file in the file list. If the date in the file list is more recent than the last time a caller searched for new files, PowerBBS will display that file as a new file.

Suppose you decide to add a file to a file list. This file was zipped six months ago. If you simply copy it to the

appropriate directory and then run PFLM and edit the description, your callers won't see it as a new file. This is because the file date is six months old. You could unzip it and zip it up again before adding it to the file list, but that's a lot of work. The easier solution is to simply edit the file date using PFLM and give it the current date. This way it will show up as a new file!

> ***PowerTip:*** *Instead of clicking with your mouse in the edit description area, try hitting Tab three times. This will move your cursor into the edit description area and select the current description at the same time. Then just hit delete to erase the current description and type a new one! This is great when adding new files to your list.*

To save the new description, click the OK button. Click Done to close the dialog box without saving the description. Remember, you don't have to put in descriptions for all of your files at once. PFLM will only put into the list those files which actually have a description. Any files with the No Description message will not be written to your file list.

Sorting your list

Normally, PFLM adds files to your file list in the order in which you added the description. For your convenience PFLM will sort the files by name or by date. Just click the appropriate button.

Saving your list

To be sure that your file list is saved, click the save button. PFLM will then save your file list. Be sure to save often. Don't let a power outage or a misbehaved program ruin an hour of work!

Looking at other lists

If you want to edit a different file list, click on the pick list button next to File Directory and select a different list. The new list will appear on the screen. If you want to edit a different set of lists, click the Forum pick list button and select a forum that uses a different Files Listing Data File.

Changing your header

The header is displayed at the top of your file list. Click on the Header button to edit your file list header. Whatever you place here will be at the top of your file lists. Don't spend a lot of time trying to be creative here. Your callers are more concerned with what is in the list, not in what appears at the top! Besides, the header is only displayed once when a caller views a file list!

Removing a file from a file list

If you want to remove a file from your file list and remove the file from your hard drive, click on that file and click the Delete button. Remember, this option actually deletes the file from your hard drive. If you simply want to remove the file from your file list, but not from the hard drive, edit that file description. Delete the description and click the OK button. PFLM will then remove it from your file list.

Moving a file from one list to another

If you want to move a file from one file list to another, first click on that file. Then click the Move button. PFLM will display a dialog box listing the forums on the left hand side. Click on the forum to which you want to move this file. PFLM will list the file lists for that forum on the right hand side. Click on the file list into which you want to move the file and click OK. PFLM will then move the description to the file list you selected and delete the description from the current file list. It will also physically move the file to the directory used by the target file list.

4.5 Showing the lists to your callers

So far we have told PowerBBS from what directories we want our callers to be able to download. We then used PFLM to create our file lists from the information we provided in the File Listings Data File. The question, class, is, how do we show these lists to our callers? We do this by creating a File Listing Sub-Menu.

File Listing Sub-Menu

For each File Listings Data File that you create you must create a File Listing Sub-Menu. This is nothing more than a display file created using TheDraw or some other ANSI editor. This is the file that your callers will see when they select the List Files command while in that forum. Remember to think of files in terms of sets. If you create another File Listing Data File, create another File Listing Sub-Menu to go along with it. This file should include the name and number of each file listing in your File Listing Data File.

Like other files in PowerBBS, you may need to create ASCII, ANSI, and RIP versions of this file. Unlike the file lists themselves, PowerBBS does not automatically color this file.

> ***PowerTip:*** *If you are using just one set of files listings, call the File Listings Sub-Menu LISTM. The ASCII version will be LISTM, ANSI will be LISTMC and RIP will be LISTMR. If you are using multiple sets of file listings call this file LISTAM, LISTBM, and so on. Use LISTAMC, LISTBMC for ANSI and so forth.*

Now, when your callers pick the List Files command, they will see the File Listings Sub-Menu for the current forum. From this list they will pick the number of the file list they wish to view. PowerBBS will look in the File Listing Data File for this filename and display the appropriate list to the caller.

> **Note: We haven't discussed uploads yet. Each set of file listings can have a listing of uploads to your system. This file listing number is always one higher than the number of file listings you have for that forum. If you have 15 file listings then the upload file list will be number 16. Be sure to include this on your File Listing Sub-Menu so your callers will know how to view this file list!**
> *Because the Upload File List has a different number depending on the number of file lists in that forum, don't call it LIST#. Call it UPLISTA, UPLISTB, etc. for each unique upload directory on your BBS.*

4.6 Uploads File List

There are two settings that relate to uploads: The Uploads Directory and the Uploads Listing. The Uploads Directory is the directory where new uploads from your callers will be placed. The Uploads Listing is the file list into which the descriptions of the uploads will be placed. We will discuss uploads further a little later in this chapter.

Meanwhile, you must remember two things about uploads: First, put the uploads directory into your Downloads Directory Data File so that PowerBBS will allow your callers to download from this directory. Second, be sure to let your callers know about your upload list. Remember, the upload list is always numbered one higher than the number of file lists that you have for that forum. You must remember to include this information on your File Listings Sub-Menu so that your callers know which list number is for uploads.

> *If you add a new file list to a forum, be sure that when you modify the File Listings Sub-Menu that you change the number of the Uploads File Listing!*
> *It's a good idea to move your uploads into other file lists after a while. Be sure to remove the description from the Uploads List and add the new description to whatever list it belongs.*

4.7 Putting it all together

As we have seen so far in this chapter, files are really maintained in sets. The Files Listing Data File is used by PFLM to help you create and manage your file lists. The Files Listing Sub-Menu is used to tell your callers what file lists are available. The Download Directories Data File tells PowerBBS where to look for a file when a caller picks the Download command. The Uploads Directory tells PowerBBS where to place uploads to your system. Finally, the Uploads Listing is the file list which contains the descriptions of uploads to your system. These sets of five entries all pertain to the current forum. This gives you the ability to have a powerful system for maintaining files.

A second set of file listings

You can use one set of these five files for all of the forums on your BBS. If you do, that means that no matter what forum someone is in they will see the same set of file listings. But suppose you want to have a second set of file listings. That's no problem.

Edit the forum which will use the second set of file listings. Change the names of at least the first three entries: Files Listing Sub-Menu, Files Listing Data File, and Download Directories Data File. Follow the suggestions in the PowerTips seen earlier in this chapter for naming these files.

Now just follow the procedures outlined earlier in this chapter: Decide what directories you want to use for downloads, create and edit the file lists, tell PowerBBS where to look for these files, and create a sub-menu display file to tell your callers what file lists you have available.

As for the uploads, that decision is up to you. You may want to use just one directory for all of the uploads to your

system. If that is the case, leave these last two options (Uploads Directory and Uploads Listing) the same for all of your forums. If you want to have a different upload area for a set of file listings, create another directory for uploads (\POWRBBS\UP\SETA\ ) and put that information in the appropriate text box. Then give the upload list a different name as well.

> ***PowerTip:*** *If you intend to have an adult area on your BBS, you will want to have a different upload directory and file list for your adult forums. Otherwise, all uploads, adult and standard, will end up in the same file list and be available to all of your callers! Even though you will see later that we can restrict downloads by security level and file extension, you don't want your underage callers reading those racy file descriptions!*

Getting a little fancy: Sharing file lists

Suppose now that you want to have two sets of file areas. Set A will include all of your standard files. Set B will include all of your standard files in Set A as well as some adult files. What do you do? First, you copy Files Listing Data File and Download Directories Data File for Set A. Use the naming conventions suggested earlier in this chapter in a PowerTip.

Now, go to the forum which will have Set B. Enter the names of the newly copied Files Listing Data File and Download Directories Data File in the appropriate boxes. Next, edit the Files Listing Data File. Notice that it looks exactly the same as Set A — for now. Just add whatever entries you want for your adult files. Use PFLM to create the new file lists. Add these new directories to your Download Directories Data File. Be sure to create a new File Listings Sub-Menu (or copy the current one and just add the new entries).

The important thing to note here is that you have two sets of file areas, yet they both are sharing the same file lists. Remember, we copied and re-used the first Files Listing Data File, but we didn't change any of the entries; we just added some new ones. Using different combinations of the same file lists will allow you to customize your BBS in any way you wish!

4.8 CD–ROM Support

The discussions so far have dealt with files stored on your hard drive. PowerBBS will work with CD-ROMs as well — and quite easily, I might add! Working with a CD is not much different than setting up files on your hard drive. We still have to create the Download Directories Data File, the Files Listing Data File and the actual file lists.

Before we get started

Before we begin setting up a CD, you should be familiar with everything in this chapter up to this point. You will need to first decide how you want to organize your CD files. Perhaps you will use your CD as a second set of file listings. In that case you will need to create a new Files Listing Data File, new file listings, and a new Download Directories Data file. If you want to make your CD part of your other file areas, you will simply be adding information to the aforementioned files instead of creating new ones.

Download Directories Data File

CDs are not the fastest drives available. As a matter of fact, they are kind of slow. To help overcome this limitation, PowerBBS comes with a utility to create an index of the files on your CD. This index will be located on your hard drive. When a caller wants to download a file, PowerBBS will use this index to locate that file, greatly speeding up the process.

CDROM.EXE is a DOS command line program that comes with PowerBBS. It is used to create the index file for a CD. You will create a text file with a list of directories on the CD. You will run the program. CDROM.EXE will search for all of the files in the directories you listed and create an index file. You will use this index in your Download Directories Data File.

The first step is to choose the CD for which you want to create an index. Next, decide from which directories on your CD you want your callers to be able to download. In many cases this will be all of the directories on your CD. Once you have chosen the directories on the CD, it is time to create a text file listing those directories.

Use Windows Notepad or any other text editor you choose to create this file. You can call this file whatever you choose. The structure of this file is very simple. You will list one directory per line. Each line must begin with the pipe symbol. Next indicate the CD drive letter and the directory. Do this for each directory you want available for download.

Here is an example:
```
|E:\CMF_0_9
|E:\CMF_A_E
|E:\CMF_F_I
|E:\CMF_k_O
|E:\CMF_P_T
|E:\CMF_U_Z
```

Be sure to save this file (you can use any name you want). When this file is complete, it is time to create the index file. For our example I named the text file I created OWL1_DIR. I am going to use CDROM.EXE to create an index file called OWL1_NDX. Since CDROM.EXE is a DOS program, you will need to run it from the DOS prompt. The following is the command I would use for this example.
```
cdrom c:\powrbbs\files\owl1_dir c:\powrbbs\files\owl1_NDX
```

The program will create the index file (OWL1_NDX) from the text file I created (OWL1_DIR). You will use this newly created index file as a single entry in your Download Directories Data File. Place the following line in the Download Directories Data File for which you want the CD files to be available:
```
@c:\powrbbs\files\owl1_NDX
```

Be sure to put the @ before the file name! This tells PowerBBS that it is a CD index file and not a standard directory. If you have created a new Download Directories Data File for your CD, this will be the only entry in that file besides the path to your uploads directory (if you choose to have one). What CDROM.EXE has done is allowed you to specify a lot of directories with a single entry in the Download Directories Data File.

Creating the file lists

Some CDs claim to have over 6,000 files on them! It will take a lot of typing to get these file descriptions into your BBS. Go ahead and get started — I'll see you next year! Just kidding. Most CDs are BBS ready. This means they already have text files that show the name, date, size, and file descriptions of each file on the CD. Some common versions of these files are called:
```
files.bbs, descript.ion, wildcat.txt
```

Most often you will be able to use one of these ready-made files as a file list. Most CDs will have a separate FILES.BBS in each directory of the CD. If you decide to break down your file lists the same way the CD maker did, you should be able to use these files directly in your File Listings Data File.

> **Note: Not all file lists found on CDs are the same. Some may not work with PowerBBS. The file list must contain the file name, file size, file date and description in the same format as the lists created by PFLM. We have found that file lists made to be compatible with PC Board will usually work with PowerBBS.**
>
> *PowerTip: If you are going to use the file lists that come with the CD, copy those lists to your hard drive and use the naming conventions listed earlier for file lists. Remember, these file list names go into the File Listings Data File for that forum.*

4.9 Securing your files

Sets of file listings are associated with forums. Each forum can be public or private and let in only callers with certain security levels . You would think this might be enough security, but there is more still!

Download Security Data File

In Config under Data File Locations there is an entry for the Download Security Data File. Edit this entry by clicking the Edit button and selecting that file. Notice that there are three columns of information. The first is the drive, path, and file(s) (wildcards are okay here) you want to secure.

Examples:
```
c:\123r3\budget.wk3
c:\dbase4\data\*.*
*.gif
```

The next entry is minimum security level required to download this file or type of file. The third entry is an optional password. This gives you yet another added level of security. If you enter a password for a particular file or type of file, PowerBBS will ask the caller for that password before allowing them to download the file. This is combined with the minimum security level. If someone doesn't have a high enough security level to download that type of file, PowerBBS will tell them so. They will never even get to the password stage.

It is very important to understand that the entries in this file should be from most specific to least specific. When a caller goes to download a file, PowerBBS checks the Download Security Data File starting at the top and moving down. If a caller passes one of the tests that apply to that file, PowerBBS stops checking the list and proceeds with the download. Here is an example:

Suppose a caller with a security level of 20 wants to download SPECIAL.ZIP. This file is located in your C:\ PRIVATE\ directory. The following is in your Download Security Data File.

```
c:\gifs\*.gif                                    20
*.zip                                            20
c:\private\*.*                                   50
```

Will he be allowed to download this file? Yes! PowerBBS begins searching at the beginning of the Download Security Data File for matches. Since the file he wants to download is a ZIP file, he gets a match on the *.ZIP line. This is the line that PowerBBS will use to see if the caller is allowed to download this file. PowerBBS won't check any other lines. Since the caller has a security level of 20, that's high enough to download a ZIP file. If you didn't want that caller to be able to download SPECIAL.ZIP, the Download Security Data File would look like this:

```
c:\gifs\*.gif                                    20
c:\private\*.*                                   50
*.zip                                            20
```

The moral of the story is to put your most specific files and directories at the beginning of the list and put the least specific at the end of the list.

Securing Uploads

What good is all of the security surrounding downloads if you can't secure your uploads? In Config under Data File locations, take a look that the Upload Security Data File. This file looks a lot like the Download Security Data File. It works in much the same fashion, so take a look there to see how it works.

You can use the Upload Security Data File to restrict your BBS to only accepting certain types of files. Suppose you only want GIFs and ZIPs: You only need three entries in your Upload Security Data File.

```
*.zip                                            0
*.gif                                            0
*.*                                              150
```

The above example will allow any of your callers to upload ZIPs or GIFs, but only Sysop level callers (150) will be able to upload anything else.

4.10 Working with uploads

Uploads are sent to the Upload Directory for whatever forum a caller is in when she uploads the file. The exception to this is when you have Restrict All Uploads checked in Config under General Options #1. If you check this option, all uploads to your system will be placed in your Restricted directory (see File Locations #1 in Config).

Note: Look in this manual under Options #1 of Config and read more on Halt Uploads When Drive Has and Delete Uploads When Carrier Dropped.

Testing Uploads

You will want to check uploads to your system to ensure that the file is intact and that it is virus free. It is your civic duty to check uploads to your system if you allow callers to download uploaded files from your system. In Config under Options #2 there is an option to Test New Files After Upload. Check this box if you plan to test uploads to your BBS. PowerBBS will then use the batch file and temporary error file listed here to test the upload.

Note: The asterisk next to Test New Files After Upload indicates that the two files listed in that section must be different for each node of PowerBBS you are running.

To assist you in creating a batch file for testing uploads, PowerBBS will create the following environment variables for you to use in your batch file. Use environment variable to represent file names and directories. This makes writing a generic batch file a lot easier!

Variable	Description
%1	Represents the name of the file that was uploaded.
%2	Represents a temporary file automatically created by PowerBBS. If you want anything to be displayed after the file is tested, copy that information to this file.
%3	Represents a file that does not exist on disk. If you create this file, PowerBBS will locate when it reloads after testing the upload and assume an error occurred. This is how PowerBBS identifies an error. Use it in your batch file with the command COPY %2 %3.
%4	The COM port number (1, 2, 3, 4).
%5	Not used.
%6	Not used.
%7	That path to your transfer directory (see Config under File Locations #1).

The above variables will allow you to create a very complex batch file for testing uploads. PowerBBS provides an example batch file that tests uploads for ZIP integrity. It does not check for viruses or anything else.

```
****TESTZIP.BAT****
@ECHO OFF
REM TESTS NEW UPLOADS USING PKZIP WHICH IS ALREADY LOCATED IN MY PATH
PKUNZIP -T %1 >%2
IF ERRORLEVEL 51 GOTO GOOD
REM IF ERRORLEVEL IS GREATER THAN OR EQUAL TO 51, GOTO THE :GOOD SECTION
IF ERRORLEVEL 1 GOTO ERROR
REM IF ERRORLEVEL IS GREATER THAN OR EQUAL TO 1, GOTO THE :ERROR SECTION
GOTO GOOD
REM IF WE REACH THIS POINT THEN THE ERRORLEVEL MUST BE LESS THAN 1
REM WHICH MEANS IT IS ZERO, SO WE GOTO THE :GOOD SECTION
:ERROR
ECHO LOOK OUT! ERROR IN ZIP! E-MAIL SYSOP >%2
COPY %2 %3
GOTO EXIT
:GOOD
ECHO ZIP IS JUST FINE! THANKS >%2
CD %7
REM CHANGE THE DIRECTORY TO THE TRANSFER DIRECTORY
DEL FILE_ID.DIZ
REM ERASE THE FILE_ID.DIZ FROM THE LAST TRANSFER
PKUNZIP %1 FILE_ID.DIZ
REM EXTRACT A NEW FILE_ID.DIZ SO THAT POWERBBS WILL USE IT IN THE FILE DESCRIPTION
GOTO EXIT
:EXIT
CD \POWRBBS
```

Using a third party upload checker

Two weeks after the first BBS was infected by a virus from an uploaded file, somebody wrote a BBS upload checker that scanned for viruses. There are several such utilities available, both commercial and shareware. We will use TranScan by Craig Dunstan as an example. The shareware version of TranScan is available for download from the Support BBS. For the purposes of this example, we assume you have installed TranScan in your \POWRBBS directory.

You must read the documentation for TranScan or any other upload checker you choose. Many of them are very powerful and have lots of options. TranScan is one such example. Consult the documentation that comes with TranScan as well as the variables that PowerBBS supplies to understand better how the batch file works.

What we have done with TranScan is first run the configuration program that comes with it. We told it what type

of checking we wanted it to do. We then reviewed the documentation concerning command line operation. We found that in order to start TranScan we had to tell it the file name to test (%1), the COM port number (%4), the COM port address, the IRQ number, and the type of flow control. The last part of the command line (/CNONE) told TranScan not to convert any of the files. See if you can follow along with our sample batch file.

> **Note: Remember, you must have a different batch file to test uploads for each node on your system.**

```
TESTUP1.BAT
***********
REM BATCH FILE TO TEST UPLOADS USING TRANSCAN
\POWRBBS\TS %1 /P2,$02F8,3,T /CNONE
REM TRANSCAN CAN EXIT WITH MANY DIFFERENT ERRORLEVELS.
REM IF IT EXITS WITH ANY ERROR LEVEL, WE WILL CONSIDER IT AN ERROR
REM AND SET UP POWERBBS TO DELETE THE UPLOAD
IF ERRORLEVEL 1 GOTO ERROR
REM IF THE ERROR LEVEL IS GREATER THAN OR EQUAL TO 1, WE GO TO THE :ERROR SECTION
REM OTHERWISE, WE GO TO THE :GOOD SECTION
GOTO GOOD
:ERROR
REM PUT A MESSAGE TO BE DISPLAYED TO THE CALLER
ECHO ERROR IN FILE! E-MAIL SYSOP >%2
REM CREATE A FILE WITH THE NAME GIVEN TO %3 SO THAT POWERBBS WILL KNOW AN ERROR
REM OCCURRED AND TAKE CARE OF THINGS FOR US
COPY %2 %3
GOTO EXIT
:GOOD
ECHO THE FILE IS FINE! THANKS >%2
REM CHANGE TO THE TRANSFER DIRECTORY FOR THIS NODE
CD %7
REM DELETE THE FILE_ID.DIZ FROM THE LAST FILE WE CHECKED
DEL FILE_ID.DIZ
REM UNZIP THE FILE_ID.DIZ FROM THE CURRENTLY UPLOADED FILE
PKUNZIP %1 FILE_ID.DIZ
GOTO EXIT
:EXIT
CD \POWRBBS
```

> ***PowerTip:*** *Take a look in the appendix for a listing of other upload checkers. We only use TranScan as an example. You are free to use any upload checker you choose. Remember, if you use a shareware upload checker beyond the trial period, please register it!*

FILE_ID.DIZ

You may have noticed that we have been extracting a file called FILE_ID.DIZ from the ZIP files that were uploaded to our system (pkunzip %1 file_id.diz). This file is a descriptive file included in many ZIPs that describes the contents of the archive. If PowerBBS finds this file in the transfer directory after an upload, it will copy up to ten lines of that description and place it in the description area of your uploads listing for that forum.

4.11 File Transfers

PowerBBS has transfer protocols built in to it. This means that you don't have to do anything special to set up your BBS to allow callers to transfer files. You are welcome to use an external protocol such as HS-Link if you choose. We will discuss that later. In the meantime, the following are the transfer protocols built into PowerBBS:

Xmodem
The original IBM protocol. Written by Ward Christensen in the late 1970s.

Universal. Most, if not all, software programs support it.
Relatively slow, especially with error-correcting modems.
Xmodem-1KG
Increased byte packet of Xmodem to 1K. Must be used with error-correcting modems.
Faster than Xmodem.
Can only be used with error correcting modems. Not as reliable.

Ymodem Batch
Improved version of Xmodem.

Permits batch file transfers. It is faster and more reliable than Xmodem.

Still not as fast as Zmodem. Does not automatically start a download for your callers.

YmodemG
A version of Ymodem for use with error-correcting modems only.

Can be faster than standard Ymodem.

Not as widely supported. May not be as reliable with some modems. Can only be used with error correcting modems.

Zmodem
The new standard protocol.

Very reliable and fast batch transfers. Recommend this protocol to your callers.

Only sends or receives; it cannot do both at once.

Kermit
Used with Telnet. Very common on the Internet.

Required for any serious Internet surfer.

Most of your callers probably won't have it.

Protocol Data File
In Config under Data File Locations there is an entry for your Protocol Data File. Please take a look at this file.

The defaults here work fine for sysops who do not use external protocols. Since the protocols are now internal to PowerBBS, there is no need for a command line. The entries under Letter on this screen are what your callers will use to choose a download protocol. These are hard coded into PowerBBS, which means you cannot change them. For example, Z will always be used for Zmodem no matter what letter you enter in this file.

The Maximum Uploads and Maximum Downloads are the maximum number of files that can be transferred during a single batch transfer. Protocols like Zmodem will allow your callers to select more than one file for downloading. Once they start the download, they can walk away. Zmodem will take care of transferring each file. We recommend you leave this number at 40.

Other protocols
You can use whatever external protocols you choose for transferring files. You must read the documentation for that protocol thoroughly before attempting to use it. You must fill in the command lines for starting the transfers in the Command Line section of the Protocol Data File.

> **Note: The letters X, Y, Z, K, and G are reserved for the internal transfer protocols for PowerBBS. If you choose to use an external protocol, you will have to use different letters for those protocols.**

If you plan on using DSZ, please note that the path to the DSZ Listing is contained in File Locations #1.

Screens your callers will see
In Config under Screen Locations #1, there are three display files that your callers will see when transferring files: The Begin Download Screen, Begin Upload Screen, and File Ratios Screen. See the section on Config, Screen Locations #1 for more information.

Screens the sysop will see
When a caller downloads a file from your system, you will see a line on your PowerBBS screen indicating the full path and file name of each file to be transferred. Don't worry, your callers won't see this information. It is used internally by PowerBBS to run the transfer process. Almost immediately after you see this text on your PowerBBS screen, a graphical dialog box will pop up. This screen will keep track of how far along the caller is in the transfer. It will show you the estimated time remaining for the current file as well as the total batch of files. This screen is so elegant, one glance at it will tell you what you need to know!

> ***PowerTip:*** *The transfer screen shows you the name of the current file, but not the files that have already been transferred or have yet to be transferred. Fear not! Click on the title bar of the transfer screen and drag this dialog box down or to the right. You will then be able to see the list of files that are being transferred in that batch! It's right there on your PowerBBS screen.*

4.12 Viewing files

Looking at archives

Sometimes your callers will want to see what files are contained in a ZIP file. PowerBBS can handle this internally via the menu command View Inside a ZIP. Add this command to one of your menus (probably your Files menu). When a caller picks this command he is prompted to enter a file name to view. After he enters the name of the ZIP file and presses Enter, PowerBBS will show him the names, sizes, dates, etc. of the files in the archive. The caller will then have the option of viewing individual files within the archive.

In Config under Options #1 there are two entries that are related to this feature. The first is the Compressed File Name Extension. This entry tells PowerBBS what type of compressed files you use on your system. You can have as many types as you want available for download. This entry merely tells PowerBBS what type of compressed files your callers will be able to view and test. The other entry is the Command to View Compressed Files.

If you are using ZIP as your Compressed File Name Extension, then PowerBBS will handle the viewing internally. If you want your callers to be able to view a different type of compressed file, you must first change the Compressed File Name Extension to that type (ZOO, ARC). You must then download AVIEWCOM.EXE from the Support BBS. Place this file in your \POWRBBS directory. Then edit the Command to View Compressed Files to be C:\POWRBBS\ AVIEWCOM. PowerBBS has an internal mechanism for dealing with this program and will take care of everything else for you.

Viewing text files on-line

Your callers can view the contents of a text file by using the menu command Read a Text File. Place this command on whatever menu you wish. When your caller selects this command, she is prompted to enter the name of a text file to view. This text file **must** have the extension TXT for this command to work. After the caller enters the name of the file to view, PowerBBS will display the file, pausing the screen as needed. This file must be located in one of the directories listed in the Download Directories Data File for that forum.

> **Note: If the text file your caller is trying to view is over 80 columns wide, PowerBBS will not pause the screen properly.**

4.13 Other considerations

This chapter has discussed how you can use PowerBBS to provide files for downloading to your callers. There are a few other items that you will need to consider as you set up your BBS.

Limiting downloads

Please review the chapter concerning Customizing Your BBS. Be sure to read the sections on credits and ratios. Also review the information concerning Security Levels. All of these settings can be used to control how often and how many files your callers may download from your system.

Multiple nodes

If you are running more than one node of PowerBBS, it is extremely important that the Path to Transfer Directory setting in Config under File Locations #1 is different for every node. If you do not, your file transfers may not work at all. Also be sure that you are using a different batch file to test uploads for each node you are running.

Troubleshooting

If you are having problems transferring files to and from your BBS, the first thing to do is to read the sections in this manual concerning modem and setting up Windows for use with PowerBBS. Most often file transfer problems can be traced to one of these settings.

Common complaint

The Support BBS often gets the same question about downloads: The caller is told that a file cannot be found, but you know it is on your computer. If that happens, chances are you don't have that file's directory listed in your Download Directories Data File for that forum. Remember, the File Listings Data File has an entry for directories, but that is only used by the PFLM. It is the Download Directories Data File that PowerBBS uses when searching for files.

4.14 Files related screens

There are several screens related to files:
  Begin Download
  Begin Upload
  Files Listing Sub-Menu
  Ratios

4.15 Files related commands

The following are menu commands related to files:
  Download Files
  List Files
  New Files
  Protocol
  Read a Text File
  Search File List
  Test a File
  Upload a File
  View Inside a ZIP
  Edit Marked Files
  Your Stats
  Download Files Listing

5 Modem Configuration

This can be the most frustrating part of setting up a BBS. You will need to create a modem initialization string for your modem. Just because a modem initialization string works with your terminal program, even in host mode, does not mean it will work for running a BBS. PowerBBS does a lot more with your modem than any terminal program.

5.1 Modems, Com Ports, and IRQs

You will need a modem and a phone line for each node of PowerBBS you want to receive calls. Each modem on your system will require a unique IRQ (Interrupt Request Line) unless you are using a special serial card that allows you to share interrupts (more on that later). An IRQ is what your modem uses to tell the computer that it needs some attention, such as to send information to the caller or send newly received information to PowerBBS.

A Com Port is what your computer uses to talk to the modem. Each Com port (henceforth called a port) has a unique address, which is written in Hexadecimal (like you care). The important thing is that Windows and your modem are using the same address for the port. If they don't, PowerBBS will not be able to use your modem.

Start Windows Control Panel and look under Ports. Windows gives you access to four com ports by default (COM1 to COM4). Each of these ports has a unique address, but COM1 and COM3 share IRQ 4 and COM2 and COM4 share IRQ 5. Why do they share IRQs if each modem must have its own IRQ? Because other devices besides modems can use these ports.

If you have a mouse on your system, it uses an IRQ. Usually a mouse is installed on COM1 and uses IRQ 4. This means that if you need to install a modem, you cannot use COM1 at all. This also means that you cannot use COM3 without doing something special. Why? Because COM1 and COM3 share IRQ 4. Remember, each modem requires its own IRQ!

So, what do you do? Install the first modem on your system to use COM2, IRQ 3, which is the default. If you install a second modem, install it on COM3, but use the next available IRQ, usually IRQ 5. If you install a fourth modem, install it on COM4, but use the next available IRQ, usually IRQ 7. Installing a second modem on your computer requires some research. You have to make sure that no other devices are using an IRQ. Some sound cards, scanners, CDs and other devices require an IRQ. It is beyond the scope of this manual or PowerBBS tech support to help you install a new modem on your system. However, we can offer a few hints.

When you install a new modem, start the Windows Control Panel. Edit the settings for that port and click on Advanced. Make sure that the port address and IRQ set here match up to what you have installed. The other settings in Control Panel under ports are not used by PowerBBS. However, other programs may require you to adjust these settings.

Use the ports in order

If you install more than one modem, use the next available port. Don't skip from COM2 to COM4 without first using COM3. Neither Windows nor DOS will be very happy about that!

Internal modems

If you install an internal modem, you may have to disable the corresponding port on your computer's I/O (Input/Output) card. When you install an internal modem, you will set the port address and IRQ via a set of jumpers or switches. If you set up an internal modem to use COM3, be sure to disable COM3 on your I/O card. If you don't, you may have some strange problems. Read the documentation for your I/O card for more information on how to accomplish this.

> **Note: If you buy a high speed (9600 or higher) internal modem, make sure that this modem has a 16550 UART chip on it. If you don't, it may not operate properly under Windows and/or PowerBBS.**

External modems

If you use an external modem, you will be hooking it up to your I/O card indirectly by way of the serial port on the back of your computer. If you are using a high speed modem, be sure that your I/O card has a 16550 UART. If it doesn't, junk it and buy a new one. High speed communications under Windows is tricky and unreliable without a 16550 UART.

> **PowerTip:** *To see if your internal modem or I/O card has a 16550 UART, quit Windows completely. Then run MSD from the DOS prompt. This starts the Microsoft Diagnostic Program that comes with the recent releases of DOS and Windows. Click on Com Ports. MSD will show you what type of UART chip you have on your system!*

Read!

Read the chapter in this manual about configuring Windows with PowerBBS. It discusses settings in SYSTEM.INI that affect communications.

Deciding on what type of modem to buy

There are lots of modem makers. Some modems are better than others. Hayes is considered the King of the Hill when it comes to modems, mainly because they were the first to make high quality modems for the consumer. Just because a modem is advertised to be Hayes compatible doesn't mean that it is Hayes reliable!

If you can afford it, try to stick with a name brand modem. Avoid the generic modems sold by mail order companies and local computer dealers. These modems are cheap in more ways than one. Consider your modem an investment, not an expense. A high quality modem will pay for itself in terms of decreased aggravation. You can spend hours trying to configure an off-brand modem. You may never get it to work. In that case, it is money down the drain.

Ask other sysops what modems they like. You will be sure to hear all sorts of answers. However, you will most likely see the names Hayes, Zoom, Practical Peripherals, USR, Supra, Zyxel, Boca and Intel come up a lot. These are all reliable companies. That doesn't mean that other companies don't make quality modems, they do.

2400, 9600, 14400, 28800

Which speed modem to buy is not an easy decision to make. 14400 has become the default standard. Name brand 14400 modems can be found for under $150 at the time of this writing. Statistics on my BBS show that over half of my callers have 9600 or higher modems. If you are buying a new modem, don't buy a 9600 (if you can even find one). 14400 is the slowest speed you want to buy.

28800 modem are becoming more popular. At the time of this writing, 28800 are just becoming standardized. It is up to you whether you want to buy one or not. Be aware, however, that they are tricky to configure. Furthermore, phone lines are really not reliable enough to always give the caller a 28800 connection. Quite often your callers will connect with a slower speed.

Don't use a 2400 modem if you can help it. These modems are not nearly as reliable as higher speed modems. Your callers may have problems connecting to your BBS if you are using a 2400 modem. Be aware that a 9600 modem is really **more** than four times as fast as a 9600 modem because of data compression and better error handling.

5.2 Modem initialization strings

There is no one correct modem initialization string. Each brand of modem will require a different initialization string. Sometimes even different modems of the same brand will require a different initialization strings for various reasons (such as outdated firmware).

The following is an explanation of the various settings that PowerBBS will require to operate properly. Some of the commands are generic. Others are specific to your brand of modem. The Modem section in Config has room for two modem initialization strings. The first string is used to reset your modem. The second string is used to configure your modem to wait for calls. With the exception of the *Resetting your modem* part of this section, all of the commands should be placed in your second initialization string.

> **PowerTip:** *Read your modem manual. Not only will you need to understand how your modem works, but you will need to answer questions from your callers!*

PowerBBS for Windows User's Guide

Answering the phone

PowerBBS can answer the phone in one of two ways: By sending ATA to force the modem to answer the phone or letting your modem answer the phone automatically. The former is the preferred method.

> **Note: If you are using the FAX option of PowerBBS, you must check Answer by True Ring Detect and use S0=0.**

Whenever a call comes to your modem, it sends the word RING to the communications program (in this case, PowerBBS). If PowerBBS receives the RING message, it will send ATA to the modem. This command tells the modem to answer the phone. To use this option, check Answer by True Ring Detect and place S0=0 in your modem string (the 0 is a zero).

If you want your modem to answer the phone automatically, clear Answer by True Ring Detect and put S0=1 in your modem initialization string. The 1 tells your modem to answer after one ring.

> **Note: You must either check Answer by True Ring Detect and use S0=0 or clear Answer by True Ring Detect and use S0=1. You cannot use both!**

Monitoring the carrier signal

Modems have something called a Carrier Detect (CD) signal. You must set your modem to track the true state of the carrier only when a caller is on-line.. If PowerBBS is always giving you the message that it is trying to drop the carrier, you probably have the wrong setting in you modem initialization string. You should use &C1. The following are the standard Hayes commands for the CD signal.

&C0   Carrier detect is always on, even if no caller is present
&C1 Carrier detect is only on when the modem is connected to another caller (preferred)
&C2   Carrier detect signal reflects the true state of carrier

Monitoring the DTR signal

The Data Terminal Ready (DTR) is a signal from the PC to the modem that tells the modem whether or not the modem is ready to communicate. Most modems will drop the carrier (hang up on the caller) if the DTR is not on. PowerBBS has to give up control of the DTR when it shells out to run DOS doors or do file transfers. In the process, the DTR signal may be lost momentarily. This will cause the modem to hang up on the caller. **In order for PowerBBS to function properly, you must tell your modem not to track the DTR!** This is the number one cause of dropped carriers! Use &D0 in your modem initialization string. The following are the standard Hayes commands for the DTR signal.

&D0   Do not use the DTR signal **(required)**
&D1 Modem will not answer if the DTR is low. If the DTR changes from high to low, the modem enters the command state. The caller must enter ATO to return to normal operation.
&D2 Modem does not answer if the DTR is low. If the DTR changes from high to low, the modem will drop the carrier. **Warning:** This is the default setting for many modems. You must place &D0 into your modem initialization string to override this default.
&D3 Same as &D2 except that the modem will perform a reset after dropping the carrier.

Result codes

PowerBBS will lock the port at whatever speed you have selected in modem set up if you have checked Lock Baud Rate at Max. This does not mean that your caller has connected at that speed. This brings up the topic of DCE versus DTE.

DCE means Data Communications Equipment (the modem). DCE rate refers to how fast your modem can send and receive data.

DTE means Data Terminal Equipment (the computer). It's also called Data Terminal Emulation rate. DTE rate refers to the rate at which the computer sends data to the modem.

If you lock your port at 38400, the computer sends data to your modem at 38400 bits per second. If you have a 14400 modem, the fastest your modem can send the data is 14400 bits per second. *What good is the DTE, then?* Good question! Modern modems can compress data. Therefore, if the computer sends data to the modem at a faster rate than your modem can send it, the modem will have time to compress the data before it has to send it. This will result in faster modem operation. Furthermore, the faster your modem sends the data to the modem, the faster it will be able to do the other tasks.

The DTE versus DCE comes into play when PowerBBS connects your modem to another caller. Your modem will send a CONNECT ##### message. The ##### can either be the DTE rate (the speed that PowerBBS talks to the modem) or the DCE rate (the speed your modem talks to the caller). It is preferable to have your modem return the DCE connect speed. Otherwise all of your callers will think they connected at the baud rate you have selected in the Modem section of Config!

The command to set your modem to return the DCE CONNECT message varies by modem. You will need to find the correct command in your modem manual. Look under result codes or DCE. You may need to experiment until you get this right.

> **PowerTip:** *The TRUEBAUD MACRO shows the CONNECT speed. The BAUD MACRO shows the Max Baud Rate for that node. If your modem does not return the DCE connect rate, these two MACROs will show the same thing!*

Other commands that affect result codes

To ensure that your modem sends all of the available messages to PowerBBS, use X4 in your modem initialization string. **Do not use any other version of the X# command!**

To make sure that your modem is sending the result codes, use Q0. This command tells the modem to send the result codes. **Do not use any other version of the Q# command!**

Your modem can send either digital or verbal result codes. PowerBBS requires verbal result codes. This means you must use the V1 in your modem initialization string. **Do not use any other version of the V# command!**

Setting speaker loudness

Do you really want to hear your modem screeching at all hours of the night? Well, maybe when you first put up your BBS, but after a while it gets kind of old! Therefore, you will want to cut the speaker off. The following are the standard Hayes commands to control the speaker.

M0   Turns the speaker off at all times
M1   Turns the speaker off except when dialing
M2   Turns the speaker on at all times (very annoying)
M3   Turns the speaker off while dialing, but on until a connection is made. This is helpful to determine if your modem is connecting properly. A good connection has a consistent distinctive sound.

Flow Control

There are two methods of controlling the flow of data to and from your modem. PowerBBS use RTS/CTS (Ready to Send/ Clear to Send) flow control. You must set your modem to use RTS/CTS flow control. The exact command may vary by modem, but it is usually &K3. **Do not use Xon/Xoff flow control**. Look in your modem manual for the command to enable RTS/CTS flow control.

High speed modems and DTE

If you have a high speed modem you should lock the Com port at the highest DTE speed your modem allows. This is usually 38400 or 57600. Check your modem manual for your exact setting. Check Lock Baud Rate at Max in the Modem section of Config and set the Max Baud Rate to the highest your modem will allow.

Some modems, but not all, require a special setting to lock the DTE. Refer to your modem manual for the exact commands because it is very modem specific. Look under DTE and Locking the Com Port.

Most USR modems use &B# where # is a user entered option. &B1 will tell a USR modem to lock the baud rate. Hayes modems use something called Automatic Speed Buffering (ASB). To use ASB on a Hayes modem, refer to your modem manual and read up on the S36 register.

Hanging up the modem

Most communications programs simply turn off the DTR to hang up the modem. However, since PowerBBS gives up control of the modem to DOS doors and other programs, it cannot use the DTR to hang up callers. That's why you must use the &D0 command in your modem initialization string.

To hang up the modem, use the H0 (zero) command. In Config under Modem, set the Modem Drop Carrier string to ATH0. PowerBBS will take slightly longer to hang up callers than some other BBSs. Then again, those BBSs don't run under Windows!

> **PowerTip:** *Some sysops have found the +++ATH0 sometimes works better to hang up the modem. Try this if you are having problems hanging up on your callers.*

Taking the modem off-hook
To take the modem off-hook (give the caller a busy signal), use the H1 command. In Config under Modem, set the Modem Off-Hook String to ATH1S0=0. This means "take the modem off-line and set the modem not to answer incoming calls."

Resetting the modem
Most modems use the Z command to reset the modem. In Config under Modem, set Modem Command [1] to be ATZ. Some modems support variations of this command (ATZ1, ATZ2, AT&F, AT&F1, etc.). Consult your modem manual for more information regarding these settings.

> **Note: Just because your modem says that the reset command sets certain options to be certain defaults doesn't mean it will! There are ways to change the factory defaults. Other programs have changed those defaults. In other words, if something isn't working right, don't assume that the reset command is setting anything the way you expect!**

Putting it all together
So far we have assembled a basic set of commands that you must have for your modem. You may need others. This manual contains some sample settings that have worked for other sysops. Feel free to try them out. Just because they work for other sysops doesn't mean they will work for you! Your modem may be newer or older. Modem makers have been known to slip in little changes here and there.

The most basic initialization string you will need is as follows. This will be entered as Modem Command [2] in Config under Modem:

AT&C1&D0X4Q0V1M0&K3S0=0H0

You will more than likely need to add a few other commands as well (such as the command for your modem to report the DCE connect rate). You may also find that your modem reset string already sets some of these commands by default (X4 for example). If you are confident that your reset string accomplishes this, you can omit those commands set properly during a reset.

> **Note: See the H0 command at the end of the sample modem string? This ensures that your modem is hung up properly in case something strange happens. Always add H0 to the end of your Modem Command [2].**

5.3 Troubleshooting your modem

If you are reading this section, you are probably not a happy camper! This usually means that your callers are having problems connecting or downloading. First, take a deep breath. Second, don't drink any caffeine. Third, break out your modem manual. You'll need it.

PowerBBS will not initialize the modem
The most likely cause for this is that you entered an invalid modem command or mis-typed something. The first thing to do is read each command and look it up in your modem manual to make sure you entered in correctly. If you can't find it in your modem manual, then your modem doesn't support that command! In that case, take it out.

Testing each command
If PowerBBS won't initialize your modem and you can't find an error in your modem string, you can test each command one by one. First, close PowerBBS. Next, start a terminal program such as Telix or Procomm. Make sure this program is using the same com port as PowerBBS.

Now, type AT and press Enter. The modem should send OK back to you. This means you are talking directly to the modem. If you don't see an OK, type ATZ and press Enter. If you still don't see an OK, chances are that your modem is not hooked up at all! Double check your modem connections, port address and IRQ settings.

If you see the OK, you are ready to test each command one by one. Simply type AT followed by the command. If you receive OK, you know the command is entered properly. If you receive ERROR, that means your modem doesn't like that command. Enter the command again to make sure you didn't mis-type it. If you get ERROR again, look up the command in your modem manual. Chances are you will see that you are entering the command incorrectly. If you find the command in the manual and find you are entering it correctly, contact your modem maker. You may have a defective

modem.

The following is how your terminal screen might look when you are testing your modem commands:

```
AT
OK
ATZ
OK
AT&c1
ok
at&d0
ok
at&dk3
error
at&dk3
error
```

Try disabling compression

Not all modems support modem compression reliably. This can cause problems when callers connect to your BBS. Try disabling compression for your modem. This command varies by modem. Look under Data Compression in your manual for more information. You may have to disable compression in order for all callers to connect properly to your modem. However, don't disable compression unless you are experiencing modem problems.

Your modem drops carrier unexpectedly

This is usually caused by not having &D0 in your modem string. Even if your modem says that &D0 is on by default, place this command in Modem Command [2] just to be safe.

If you do not have a 16550 UART on your computer, you may experience dropped carriers. There is not much you can do about this problem except get a 16550 UART!

Read the chapter on configuring Windows for use with PowerBBS. Pay close attention to the part about replacing the standard Windows Com driver with WFXCOM.DRV. Replacing the COMM.DRV with WFCOM.DRV will fix many modem related problems.

Check your modem cables! If you have an external modem, try replacing your modem cable with one you are sure works. One slightly faulty wire can cause you hours of grief.

If you have an internal modem, make sure you have disabled the corresponding Com port on your I/O card.

Doors send garbage or will not work properly

The most common cause of this is that the door does not support locked baud rates or high baud rates. Try not locking your com port or set a lower number for the Max Baud Rate in Config under Modem.

Some doors do not support nonstandard IRQs. If you are using a nonstandard IRQ such as COM3, IRQ 5, you may not be able to use certain doors. There is not much you can do about this except contact the author of the door and ask him about updates to the program.

5.4 Sample modem commands

The following are sample modem commands submitted by other PowerBBS sysops. We at PowerBBS have not verified these commands for accuracy since we do not own all of these modems. Though the listed commands work for other sysops, they may not work for you. There is no substitute for reading your modem's manual and learning what these commands mean. Refer to the Modem section of Config to see how this table relates to it. The first three columns are self explanatory. The fourth column is the Max Baud Rate selected. If an X is in the Lock Baud column, that means you should check Lock Baud Rate in the Modem screen. If True Ring has an X, check the Answer by True Ring Detect in the modem screen.

If any of these commands should happen to report an error on when PowerBBS initializes the modem, follow the steps outline earlier in this chapter to find the command that is incorrect. Before attempting to use any of the following sample modem commands, look them up in your modem manual to see what they do. That's the best way to learn and understand.

Note: If you don't see your modem listed, start with the basic commands given earlier in this chapter and make adjustments as needed. Since we at PowerBBS do not have your modem's manual on hand, we cannot tell you what commands to use for your modem. However, we tried

to give you as much detail in this chapter as we could.

The structure of the following list of sample modem setups is based on the Modem Setup screen in Config.

Modem Brand and/or Model
Command [1]
Command [2]
Max Baud Rate
Lock Baud at Max? X=checked
Answer by True Ring Detect? X=checked
Best Data Smart One Fax/Data
ATZ
AT&C1&D0M0S0=0Q0X4V1H0
38,400
X
X

Best Data SmartOne 14400
ATZ
ATM0V1X1&C1&D0S0=0W2
14,400
X
X

Boca 1440I
ATZ
AT&F&D0&C1%E1\A3\K1s46=138s9=4s95=3s7=60
57,600
X
X

Boca 14.4
AT&F
AT&C1&D0M0&K3%C3%E1\N3S0=0S11=60S95=47
57,600
X
X

GVC FM 144/144E
AT&F2
AT&D0&C1X4S0=0
57,600
X
X

Hayes Optima 28.8
ATZ
AT&D0&C1E0V1W2&Q5S36=7S48=7H0
57,600
X
X

Infotel 14400 Fax/Modem
ATZ

AT&C1&D0M0H0S0=1Q0X4V1H0
19,200

Intel 144I
ATZ
AT&C1&D0\V1\Q3S7=45M0H0
57,600
X
X

Logicode QuickTel 28.8 Vfast
ATZ
ATM0&D0&C1X4Q0V1H0F0S26=15S95=1
57,600
X
X

Microcom Deskport ES 28.8
ATZ
ATW2M0&C1&D0H0
57,600
X
X

Microcom
AT&F
AT&C1&D0MOS0=0Q0X4V1
57,600
X
X

Practical Peripherals PM14400FXMT
ATZ
AT&C1&D0M0H0S0=0Q0X4V1W2S95=1S38=3
38,400
X
X

SmartONE 14.4
ATZ
AT&C1&D0M0H0S0=1Q0X4V1
57,600

SUPRA 14.4
ATZ
AT&F2&DOMOEOV1S95=35
38,400

X
X

Twin Comm 14.4/DF
ATZ
AT&K3&C1&D0&Q5N1S0=1H0W2
38,400
X

USRobotics 14.4 Sportster/Fax v.32/v.42
ATZ
ATM&0&C1&D0Q0X4S0=2B0&K3&A1&B1&R1&H1
19,200
X

USRobotics Sportster w/Fax
ATZ
AT&C1&D0MOQ0S0=1&B1&R2&H1H0
38,400
X

Xtend's Chameleon
AT Z
AT&C1&D0&K3E1V1M0SO=0X4\J0\N5
57,600
X
X

Zoltrix 14.4 Fax
ATZ
AT&F&C1&D0M0E0V1S95=3
57,600
X
X

Zoltrix 14.4
ATZ
ATM0Q0W2X4&K3&C1&D0S9=4H0S0=0S10=70
57,600
X

Zoom VFP28.8 Fax/Modem
ATZ
AT&C1&D0M1H0L2S0=0W2S95=0Z0X4E1V1
57,600
X
X

Zoom 14.4 v32bis with mnp
ATZ
AT&F&C1&D0W1M0&K3C1&Q5X4

38,400
X
X

Zoom 14,400 Internal Fax VFP v32bis
ATZ
AT&C1&D0M0H0S0=0S95=3Q0X4E0V1
38,400
X
X

Zyxel 1496
ATZ0
AT&B1&C1&D0&H3&K3&N0X7S0=0Q0V1H0
57,600
X
X

5.5 High speed communications

<u>*Hayes ESP Communications Accelerator for Windows*</u>
        This is a full length ISA serial port card for your computer. It will only work with external modems. In contains two 16550 UART chips as well as a dedicated microprocessor. This microprocessor handles much of the communications with your modem, freeing up your CPU to do other tasks. This card will make your BBS run faster and more reliably.
        Contact Hayes for more information regarding this product. (see the appendix).
                Note: The Hayes ESP card can run in several different modes. The fastest mode will not work with DOS doors. Call the Support BBS if you need assistance configuring this card.
<u>*TurboCom*</u>
        TurboCom is a replacement to the Windows communications driver for Windows 3.1. You must have a 16550 UART for this driver to function properly. TurboCom provides full support for the 16550 UART in a very flexible and powerful way. The main advantage for PowerBBS sysops is the running of DOS doors. TurboCom provides excellent 16550 support for DOS programs running under Windows. The standard Windows communications driver does not.
        Please contact TurboCom for more information (see the appendix).

5.6 Multiple port communications cards
        Windows 3.1 is limited to only nine com ports per computer. In order to provide access to all of these ports you will need a multi-port card. It is fairly easy to set up Windows to use COM1-COM4 to run a four line BBS. Without a multi-port card you could use two external modem and two internal modems. However, it is advisable to purchase a multi-port card if you intend to run more than two lines.
<u>*STB 4COM*</u>
        This is a 16 bit I/O card that allows up to four com ports, each using one of nine different IRQs. A BBS running four lines using this card will need at least a 486 computer for four 14400 lines. However, you will still be able to use your computer while the BBS is running!
<u>*Hayes, Telcor, DigiBoard and Multi-Tech*</u>
        These companies all offer multi-port cards. Some offer two, four and eight port versions. They supply their own drivers for Windows communications. The eight port products will allow you to run an eight line BBS on a single

computer. However, we recommend that you have at least a 486 with 16M of RAM to accomplish this.
Sharing IRQs
TurboCom and Willie's Software have drivers that work with compatible multi-port cards to provide true IRQ sharing on ISA computers. Contact these companies for more information.

<u>Getting more information</u>

See the appendix for the numbers and addresses of makers of multi-port cards. Since this technology is growing by leaps and bounds, we have not given too many details about these cards. It would be unfair to the makers of these boards to provide outdated information.

> **PowerTip:** *If you are considering running more than two or four lines on one computer, call the Support BBS. Post a public message to tech support asking for more information. We'll do our best to point you in the right direction to get more information. Please don't buy anything before contacting us first. Other sysops keep us posted on what's hot and what's not. We'll be glad to pass along what we know.*

6 Screens

6.1 PowerBBS display files

PowerBBS has over 40 different screen files that it will display to your callers at various times. The majority of these files are located in your \POWRBBS\SCREEN directory. Most people use the default file names and paths in Config under Screen Locations #1 and Screen Locations #2. These files are explained elsewhere in this manual. This chapter of the manual will assist you in creating and working with these files.

Order of appearance
The following is the order in which your callers will see the display files upon logging on.

Low Baud Rate screen (if connect rate is lower than setting in Modem Options in Config)
Opening screen (before name and password)
New User screen (if first time caller)
Monitor Help screen (if first time caller)
Update User Information screen (if first time caller)
30 Day Expiration (if within 30 days of expiration)
Expired screen (if caller's security level has expired)
Low Credits screen (if running credit system and caller is low on credits)
Birthday screen (if checked in Options #1 in Config)
Security Welcome screen (described in this chapter)
Hello screens (HELLO1 - HELLO9)
Stats screen (if checked in Options #1 in Config)
Who's On-Line (if checked in Options #1 in Config)
Menu screen (for 1.MNU)

The other display files are displayed at various times in response to what the user does. The above screens will display automatically no matter what the caller does. Be sure to read the chapter in this manual detailing which files appear where.

6.2 Creating ASCII and ANSI files

The two most common types of display files are ASCII and ANSI. ASCII screens are ordinary text files. They are not in color. ANSI screens are color files and may even contain some form of animation. You will need a separate program to create and edit these files. We recommend TheDraw by TheSoft Programming services. It is available on the Support BBS.

> **Note: TheDraw, like PowerBBS, is shareware. If you download TheDraw and continue to use, please register it. It is an excellent program and a lot of hard work went into designing it.**

PowerBBS comes with a default screen for every display file you will need on your BBS. You are welcome to continue using all of these files. However, most sysops want to have a custom look for their BBSs and end up modifying these default files. You can do whatever you like with these files.

> *PowerTip: If you plan on redoing all of the default display files, consider zipping up all the default files for future reference. This way if you mess up a file really badly, you can unzip the default and use it in place of the one you messed up until you have time to create a new one.*

PowerBBS for Windows User's Guide

Naming your files

PowerBBS supports three different types of display files: ASCII, ANSI and RIP. We will discuss RIP later in this chapter. When a caller connects to your BBS, PowerBBS determines what type of connection they have (ASCII, ANSI, or RIP) and displays the appropriate files. You will notice, for example, that the Opening screen is named OPENING in Config under Screen Locations #2. You can have three different versions of this file (ASCII, ANSI, RIP). The ASCII version is simply called OPENING. The ANSI version (color) is called OPENINGC. The RIP version is called OPENINGR. This naming convention applies to almost all of the display files for PowerBBS.

> **Note: You must follow this rule about naming display files. The ASCII version is always the name as listed in Config. The ANSI (color) version has a C tacked on to the file name. The RIP version has an R tacked on to the file name. Do not use a file extension for these display files!**

Using TheDraw

Since we are so impressed with TheDraw here at PowerBBS, we will give you some tips for working with this program. It is available on the Support BBS as well as many other local BBSs. Call a few local BBSs before calling the Support BBS and try to save some long distance charges! You can use TheDraw to create both your ANSI and your ASCII screens. For most sysops, the ASCII version of a file is the same as the ANSI version except that it is not in color!

> **PowerTip:** *After you download TheDraw, install it in your \POWRBBS\SCREEN\ directory. Since 90% of your display files are located in this directory, it will make working with TheDraw a lot easier!*

Mechanics of TheDraw

The easiest way to work with TheDraw is with your mouse. To pull down the menus, click your *right* mouse button. Then use your left mouse button to click on the menus and select the appropriate menu options. To select portions of your screen with TheDraw, click and drag with your mouse starting at the upper left corner of the area you want to select and moving to the lower right corner. After you have selected an area, click your right mouse button again to get a pop-up menu of options. Any time there is a sub-menu in TheDraw, you can click your right mouse button to bring up a list of options.

There are also some special key combinations you can use in TheDraw. Take a look at each of the menus. Next to each menu option is a key combination you can use instead of selecting that menu option. For example, if you would rather select an area with the keyboard instead of the mouse, use Alt-B, then press your arrow keys to expand the selection.

One other thing that takes a little getting used to in TheDraw is the position of your cursor. In Windows you normally move your mouse around, then click to put your cursor in that position. In TheDraw when you move your mouse around, you are actually moving your cursor. There is no need to click to move your cursor. It's already there when you stop moving your mouse!

The bottom of the screen in TheDraw is very informative. Keeping a sharp eye on the information at the bottom of this screen will help you in designing your screens. On the far left of the bottom of your screen is a set of numbers indicating the position of your cursor on the screen. The first number is the number of columns (characters) from the left edge of the screen. The first column is numbered one. The last column is 80. The second number is the number of rows down from the top edge of the screen starting with row one.

> **PowerTip:** *Try to keep all of your screens to 21 rows or less. This will give PowerBBS enough room to place whatever prompts it needs on the screen without creating a second page and forcing the caller to press Enter.*

The next piece of information on the bottom of the screen is the current foreground and background color. Whenever you type anything on your screen, it will appear in the colors indicated here. You can always block an area off and change the foreground and/or the background color, but it is easier to change the colors as you go along. Before typing anything, take a look at this part of the screen and make sure that you have the proper colors selected.

> **PowerTip:** *Ctrl-Left Arrow and Ctrl-Right Arrow will change the background color. Ctrl-Up Arrow and Ctrl-Down Arrow will change the foreground color. The colors change in a predetermined order. After a while you will memorize what order the colors are in and be able to change colors very quickly.*

Finally, along the right side of the bottom of the screen you will see a series of numbers from 1-10. Next to each number is a special symbol. Pressing the appropriate function key (F1 - F10) will draw that symbol on the screen. You

can change character sets from the Options menu. You must be in Standard font to be able to use these keys.

> **PowerTip:** *Ever wonder how sysops make those oversize letters on their screens? It's easy. Select Fonts from the menu and pick one of the fonts listed. Use Standard for normal text.*

Changing and saving a file in TheDraw

If you want to edit a display file, open the color version of that file. For example, if you want to edit your Opening screen, open the OPENINGC file in your \POWRBBS\SCREEN directory. Use the tools listed above to modify the screen as you see fit. Be sure to experiment with TheDraw. It is a very powerful program!

Once you have the file looking like you want it, it is time to save it. The first step is to block off the portion of the screen that you want to save. If you followed the PowerTip earlier in this chapter, your screen is not over 21 lines long. Now click your right mouse button and select Save from the menu. The first thing we will do is save the color version of the file. Therefore, pick ANSI as the file type.

Next, pick either Clear Screen, Home Cursor, or None. This will determine what special code, if any, TheDraw will place at the beginning of the file. Most sysops use Clear Screen here. This will clear the caller's screen before the file is displayed.

TheDraw will then ask you for the maximum line length. ANSI files can be saved with up to 255 characters per line. A typical ANSI file will contain more than just 80 characters because each line includes not only the actual characters, but a series of special codes to tell the caller's computer what colors to use. The best option to choose here is 200. You are then asked for the display speed. You should use zero for this option.

Finally, you are asked for the file name. It is very important that you enter this information correctly. By default, TheDraw will save the file in the current directory. If you followed the PowerTip and installed TheDraw in the same directory as your screen files (\POWRBBS\SCREEN\), you shouldn't have to worry about typing in the full drive and directory for files saved in that directory. If you have opened a file from a different directory (security screens, for example), you should type the full path to the file name just to be sure. TheDraw will save the file when your press Enter. Be sure to append the C to the file name for color! If the file already exists (very likely), you will be asked if you want to overwrite the file. Since you are modifying the file, answer Yes. You have now saved the ANSI (color) version of the file.

> **Note: TheDraw will automatically put a file extension on to a file unless you tell it otherwise. Your screen files will not display if it has a file extension. Therefore, when you name a file, place a period (.) at the end of the filename. This tells TheDraw not to put an extension on that file.**

Now it is time to save the ASCII version of the file. Remember, this version is usually the same as the ANSI version except that it doesn't have the color codes. Again, the first step is to block off the area to be saved.

> **PowerTip:** *To block off the same area you last blocked of, press Alt-B, <L>ast!*

Pick Save. Now, instead of picking ANSI, Pick ASCII. TheDraw will warn you that colors are not saved in an ASCII file and ask you if you want to continue. Since this is exactly what we want, answer Yes. Since we are saving the ASCII version of the file, TheDraw goes straight to asking you for the file name. It doesn't ask you the same series of questions as it does for ANSI screens since they have no meaning in ASCII files. Name the file using the instructions given earlier. Since this is the ASCII version of the file, you don't need to add an extra letter to the file name. When you press Enter, TheDraw will save the file. You're all done!

> **PowerTip:** *Want to see what an ANSI file will look like without logging on to your BBS? Pick File, View from the menu in TheDraw. Click on the file you want to view. There you go!*

6.3 MACROs

To assist you in creating your display files, PowerBBS includes a large list of MACROs (listed in the appendix). A macro is simply a special word that will display information about the current caller or the current status of the BBS. Think of a MACRO as a variable. For example, the |NAME| macro will automatically display the caller's name. You could use this MACRO in the Log-off screen like this:

```
Goodbye, |NAME|, thanks for calling!
```

When a caller sees this screen she will always see her name in place of the |NAME| MACRO. In case you haven't

noticed, the word MACRO is always typed in all capital letters. This is to remind you that MACROs must always be in uppercase. A MACRO must also be surrounded by pipe symbols (|). Do not put any spaces in the MACRO — if you do, it will not work.

> ***PowerTip:*** *When PowerBBS prints the actual information for a MACRO to the caller, it may have a different number of characters than the MACRO itself. When designing your screens, you should log on to your BBS and check to see if everything lines up like you expect.*

Take a look at the STATS screen that comes with PowerBBS. It is a great example of the use of MACROs. Notice the line where the user name MACRO is located: The vertical bars do not line up in TheDraw. This is because when PowerBBS displays the MACRO, it takes up more spaces than it does in TheDraw.

Be sure to read over the list of MACROs in the appendix. A little imagination goes a long way. A liberal sprinkling of MACROs in your display screens goes a long way in giving your BBS that personal touch.

> **Note: There is one MACRO that must appear at the beginning of a line to operate properly. This is the |PL:###| MACRO which starts a PowerLang program. Refer to the chapter on PowerLang for more information.**

You may place a MACRO on a color (ANSI) display screen that doesn't display the current caller's information as you expect but displays the MACRO itself. This occurs when a MACRO is split across two lines when the file is saved. Think about it for a moment. Suppose your screen is 1,600 bytes long. Maybe 1,200 of those bytes are the actual characters and the rest are the ANSI codes needed to draw the screen. If you are using 200 characters per line when you save the file, TheDraw will save a file that is eight lines long (1,600/200). That means there are seven different places where a MACRO might end up split across two lines. It's simply pure chance when it happens.

There are a couple of ways to fix this problem. The first method is to save your files with a different number for the maximum line length. Varying the number up or down 15 characters at a time might fix the problem. If not, open the file with a text editor such as Notepad. You will see a lot of codes that you don't need to understand. Fear not. Just go to the end of each line and look for the offending MACRO. Place your cursor *before* this MACRO starts and press Enter. Move to the end of this new line and press Delete. This will place the contents of that MACRO all on one line. Save the file again and you're ready to roll!

6.4 Security levels, languages and display files

Security screens

Be sure to read the section of this manual about security levels. We will only discuss here how they relate to your display files. As noted in the beginning of this chapter, your callers will see a security level welcome screen when they log on. This file is located in your \POWRBBS\SEC directory. You can have a separate Welcome screen for each security level you have on your BBS. Each of these files is named according to the security level:

```
WEL20
WEL20C
WEL20R
WEL50
WEL50C
WER50R
```

You get the idea. This screen should tell the caller his security level, time allowed per day, download bytes per day, and other relevant information. If you are connected to Internet, you should also tell the caller his Internet address and the number of Internet messages he is allowed per month. If PowerBBS does not find a Welcome screen for a caller's security level, nothing will happen: PowerBBS just moves right along.

> ***PowerTip:*** *To tell your caller his Internet address, use the following combination of MACROs:Your Internet address is: |FIRST|_|LAST|@yoursystem.Win.Net*

If you want to display special menus for different security levels, place those menu files in this same directory. Name the files as follows. We will use the Main menu as an example:

```
MENU20
MENU20C
```

```
MENU20R
MENU50
MENU50C
MENU50R
```

Again, you get the idea. Since you can set a minimum security level for each option in a menu, you can create a totally secure system using these menu screens. This allows you to set up a very powerful BBS system. We don't call it PowerBBS for nothing!

Languages

As noted in the chapter on customizing your BBS, you learned how to make different language files. These languages are simply the text that PowerBBS displays to the caller. You still have to create display files for these different callers. You use the same names for these files as you do for other display files except that you will add an extension on to the end of the file name denoting the language. This extension must match the extension you have for the file in the Language Data File in Config under Data File Locations.

For example, if you offer a German language file and are using GR as the file extension for German, name your display files as follows:

```
MENU.GR
MENUC.GR
MENUR.GR
HELLO1.GR
HELLO1C.GR
HELLO1R.GR
```

Again, you get the general idea. The important thing to remember is that you must modify all of your files whenever you make changes. It's easy to forget the language files, so make a mental note not to forget them!

6.5 RIP hints

PowerBBS will automatically detect when a caller has a RIP compatible terminal program. Currently, the only shareware RIP terminal is RIPTerm by Telegraphics, the company that created RIP. If you want to make RIP screens for your callers you may. ANSI (color) screens have a C appended to the file name. RIP screens must have an R appended to the file name.

Be forewarned: RIP screens can sometimes take a long time to make. The software for creating RIP screens is still not very mature. Some of the programs can be confusing to use. Stick with it, however. You'll be very pleased with the results.

> *PowerTip: Don't make your RIP screens first! Just put on-line the ASCII and ANSI screens when you first open your BBS. After a little while you may find that you want to change things around: Maybe add a menu or two, or possibly change the theme of your BBS. Once you've settled on a format, then draw your RIP screens. This will save you a lot of aggravation if you have to keep going back and changing your RIP screens later.*

What does RIP stand for?

Some say that RIP stands for all that is good about BBSing. However, Telegraphics says it stands for Remote Imaging Protocol. In theory it is very similar to ANSI. The screens you create are saved in a special code. The caller's terminal program must be able to decipher this code. Nearly all terminal packages support ANSI, but not very many support RIP.

Even though RIP screens are graphical, they may be smaller than their ANSI counterparts. This is because RIP uses a special base 32 numbering system to encode the graphics. Rather than sending the actual picture you draw, RIP sends instructions for the receiving computer to draw the picture there.

> **Note: The local PowerBBS display will not show RIP graphics. Instead you will see the actual codes used to draw the screens. Don't worry, your caller's will see the graphics correctly on their**

end.

RIP drawing programs

Several shareware RIP drawing programs are available for download on the Support BBS. RIPPaint, Flatline, Tombstone Artist and DeadPaint are just a few. Each one has its own strengths and weaknesses. Take a look at them and see if you find one you like. If you do, please register it!

Ever wonder why RIP programs have names associated with death? Rest In Peace!

Custom headers and footers

One relatively easy way to customize your BBS is with your own custom header and footer screens as well as your continue/stop buttons. PowerBBS handles these internally. If you want to change them, you will need to create the following four files and place them in your \POWRBBS\ directory.

PowerBBS for Windows User's Guide

DEFAULTR

This screen is displayed whenever ANSI or ASCII text/graphics are sent to the caller during a RIP connection. If you are planning on using both a header and a footer, plan this screen carefully. The top of the header should be as close to the top of the screen as possible. The bottom of the footer should not be so low as to interfere with the status line of the caller's terminal program.

After creating the text window (explained in a moment), the very first object to add is a solid filled black box. This will be used to cover up the previous screen. Since RIP screens are displayed sequentially, this box must be displayed before the actual header and footer. Be sure that this box will clear the whole screen, but still not overwrite the caller's status bar.

PAUSE1

This screen is displayed whenever a get_enter code is encountered during a pause. It displays the Continue button. This screen will contain three basic objects: The text window, the continue button, and the mouse field used to send the appropriate command when clicked. Place the mouse field on the continue button that sends an Enter (^M) code. It should not clear the screen or reset the window.

PAUSE2

This screen is displayed whenever a continue/stop button is needed. This screen has five basic objects: The text window the continue button, the stop button, and a mouse field for each button. The continue button's mouse field should send the Enter command. The stop button should send an S (without an Enter). Neither button should clear the screen or reset the window.

PAUSE3

This screen is used to erase the contents of the previously displayed PAUSE2 screen. This screen contains only two objects: The text window and a black box to clear the buttons from PAUSE2. The black box should be the same size as the buttons in PAUSE2. It's only job is to clear the results of PAUSE2.

General hints for creating these four files

All four of these screens require the presence of text windows. A text window is an area of a RIP screen in which ANSI or ASCII is displayed. It is *extremely* important to make these text windows the same size and place them in the same location in all four screens.

> *The easiest way to do the above is to first create a RIP screen that just contains the text window. Save this file as TEXT_WIN.RIP. Then just open this file and use Save As to save it with a new name for each of the above listed screens.*

The size of this screen is crucial. If it is too big or too small it will mess up the display of other screens. Our recommendation is to design this screen to properly hold the read message screen. At the top should be the message header information. The bottom should have the Reply and Delete commands. Make sure that your text windows fit inside the confines of the header and footer of this screen. If you don't, you'll have a tough time reading your mail!

When defining the mouse buttons for the PAUSE1 and PAUSE2 screen, place them so they will fit above the Read Mail screen's footer and below the text windows you create. These buttons must be outside of the text window itself. If not, they will overwrite the text that appears in the text window.

The mouse fields should send the appropriate commands for each button, but should not clear the screen and reset the windows. This is very important for smooth text scrolling as well as the appearance of any additional RIP screen elements.

Note: If you are using MACROs in RIP screens, use the tilde (~) instead of the pipe symbol (|).

Automatically send RIP icons

Once you have created your screens and have made some icons, you will need to send them to your callers. Icons will make your RIP screens run faster for the caller. PowerBBS will check to see if your caller has all of your icons. If he doesn't, PowerBBS will automatically send those icons to him. This requires a file called ICONS located in your \ POWRBBS\ directory. This file is a list of all of your icons.

> **PowerTip:** *RIPPaint will create this file for you by running the ICONLST.EXE program.*

Then copy all of your icons to your \POWRBBS\ directory. If a caller logs on with RIP and does not have an icon that is in your ICONS file, PowerBBS will send him the missing icon. Be sure to post a little message to your RIP callers that might experience a delay the first time they pick up the icons from your BBS.

7 Doors

7.1 What is a door?

A door is a term used to describe an external program that your callers will be able to run from within your BBS. Most often doors are games. Most BBSs offer at least a few doors such as poker, blackjack, and trivia games. Other BBSs run lots of doors including the ever popular Tradewars and MatchMaker. Doors do not have to be games. Other types of doors are available to take credit card orders, display advertising, and other useful functions.

The one thing that all of these programs have in common is that they are separate from the BBS. This means that you will have to set up PowerBBS to run these programs. Basically, when a caller runs a door on your BBS, PowerBBS will give up control of the modem and pass it to the door. The door will then be in control of the modem. When the caller is done with the door, it passes control back to PowerBBS and your caller picks up on the BBS where he left off.

Note: Another common thread among doors is that they are designed to run from within a BBS. You cannot just install any old program as a door on your BBS. It has to be written specifically to work with a BBS. This means you cannot let your callers run a copy of your Windows Solitaire game!

Where to find doors

Doors are easily found by anyone with a modem. America On-Line, for example, has lots of them. Doors require the use of a drop file (explained later). PowerBBS works with doors that support DOOR.SYS. Look for doors that support this type of drop file. When searching for files on BBS systems that allow keyword searching, search for DOOR.SYS. I have seen a CD dedicated solely to shareware for BBS operators. If you have a CD drive, it might be worth the investment to pick up this CD. Check your CD advertisements for BBS related CDs.

PowerTip: If you call a BBS that has a door you like, chances are that BBS has the shareware version of that door available for download. If not, leave a message to the sysop of that board. Most sysops will be glad to point you in the right direction.

7.2 Overview

Before we get into the details of adding doors to PowerBBS, you need to have an understanding of what is involved. The first thing you will need to do is read the installation instructions that come with that door. Every door has its own special needs for installation. The next step will be to write a DOS batch file that PowerBBS will use to start the door.

Next, you will need to tell PowerBBS the name of the batch file used to start the door. Enter this in the LIVE.DAT file.

If you don't already have a command to start live programs, you will need to add Menu Command 6, Live Programs, Doors, to one of your menus.

Finally, you will need to update the screen displayed to your callers telling them what doors you have available. This screen is usually called \POWRBBS\SCREEN\LIVE and is found in Config under Screen Locations #2, Live PGMs Sub-menu. Don't forget to make ANSI and RIP versions of this file!

I cannot recommend strongly enough that you try to add just one door at a time. Start with an easy door first, such as a poker or trivia door. Leave the more complicated doors like MatchMaker and Tradewars for later. The reason I say this is so that you won't spend your time trying to track down a problem with PowerBBS when the problem is really with the configuration of the door itself. However, once you have configurd one door properly, the rest will be a lot easier.

7.3 Drop files

All doors require a drop file. A drop file is a file that the BBS creates and the door uses. This file contains information about the BBS and the current caller. This drop file tells the door the name of the caller, his security level, time on-line, time left on-line, com port, baud rate, and other related information. Doors will not run without this information.

DOOR.SYS is created automatically by PowerBBS

When you run a door set up in your LIVE.DAT file (explained later) *or* run the DOS_WINDOWS PowerLang command, PowerBBS will create a DOOR.SYS drop file for you automatically every time someone runs a door. You specify the name and location of this file in Config under File Locations #2. If you follow the suggestions below that cover setting up directories, you should have the following entry in Config:

Node #1
```
C:\POWRBBS\DOORS\LIVE1\DOOR.SYS
```

Node #2
```
C:\POWRBBS\DOORS\LIVE2\DOOR.SYS
```

You will need to tell your doors where to find this file, so perhaps you should write it down.

Doors that cannot use DOOR.SYS

Some doors are not compatible with DOOR.SYS. Why? Because the programmer didn't feel like it! The Support BBS has a file available for download called PDOORSYS.ZIP. This ZIP contains a program that will create DOOR.SYS, DORINFO#.DEF and CALLINFO.BBS files. If you have a door that requires either a DORINFO#.DEF or CALLINFO.BBS drop file, you must download PDOORSYS.ZIP from the Support BBS. Contained in this file is an explanation of how to use this program to create a drop file for use with your doors.

7.4 Setting up directories

The following is just a suggestion on how to set up directories on your computer for using doors. Your particular set up may be different, but the underlying principles are the same.

Make a \DOORS subdirectory

Make a directory under \POWRBBS called \DOORS. This directory will hold all of the batch files required to start your various doors. Placing them all in one directory will make your life easier in the long run.

Make a \LIVE1, LIVE2, etc. subdirectory under \DOORS

Make a \LIVE# directory (where # is the node number) for each node you intend to run on your BBS. You can always add more \LIVE# subdirectories later if you choose to add more nodes.

Make unique directories for each door

Make a unique directory under \POWRBBS\DOORS for each door you install on your BBS. Some doors do not support multiple simultaneous players, so you may have to install more than one copy of those doors. More on that later.

We use the door Lemonade as our example. This door is available for download from the Support BBS. The most recent release as of this writing is contained in LEMON35.ZIP. It is a shareware program put out by T&J Doors. See the appendix for more information.

Note: Lemonade is shareware. If you use it beyond the trial period, please register it.

Make a directory under \POWRBBS\DOORS called \LEMON. Unzip the LEMON35.ZIP file into this directory. Be sure to read the LEMON.DOC file on how to install it. We will be referring to this document as we go along.

What you have so far

We will use a two node BBS for our example. If you are running just one node, ignore the extra directories.
```
C:\POWRBBS\DOORS\
C:\POWRBBS\DOORS\LIVE1\
C:\POWRBBS\DOORS\LIVE2\
C:\POWRBBS\DOORS\LEMON\
```

7.5 Setting up a door: Lemonade

You've already made a directory for Lemonade and unzipped the files into this directory. You've read the LEMON.DOC file and are familiar with what needs to be done to install this door. Follow this same approach for installing any door.

Configuring the door

The first step after reading the documentation for that door is to configure it according to the instructions that come with the door. Most doors require a configuration file of some sort that is used to tell the door your name, the BBS name, where to find the drop file, and other information.

Some doors come with a utility to assist you in creating this configuration file. Other doors require that you create it yourself using a text editor such as Windows Notepad. Lemonade comes with a utility to create this configuration file for you. However, the author was courteous enough to give us samples of the of how these configuration files should look.

The following contains the contents of the LEMON.CFG file that comes with Lemonade.

```
****LEMON.CFG****
C:\WC30\WCWORK\NODE1\DOOR.SYS
T&J Software BBS
Tom
Wildoner


LINE 1: Full path to your caller info file
LINE 2: BBS Name
LINE 3: SysOp's first name
LINE 4: SysOp's last name
```

As you can see, the author explains what is contained in this file. You can edit this file with a text editor or you can run the utility that comes with Lemonade. The manual for this door says to run the following command line from the DOS prompt to configure the door.

```
LEMON UTILITY
```

Feel free to run this utility and configure your LEMON.CFG file. If you choose to, you can edit this file with a text editor. Regardless, when your are done your LEMON.CFG file should look like this:

```
****LEMON.CFG****
C:\POWRBBS\DOORS\LIVE1\DOOR.SYS
The Ladies Room
James
Carr
```

What's all of this mean?

Line 1: This is the path and file name of your drop file, which is also called a caller info file. This is the exact same entry as you have in Config under File Locations #2, Path\Filename to Door.SYS Drop File. Remember, each node must have a different directory for this entry. The file name should stay DOOR.SYS.

Line 2: This is your BBS name. Be sure to use a mixture of lower and uppercase letters if this is how you want it to appear to your callers.

Line 3: This is your first name.

Line 4: This is your last name

> **Note: Please note that the extra information contained in the original LEMON.CFG file (blank lines and explanations) have been removed. Many doors will not work properly if there is extra information in the configuration file, so be careful.**

PowerBBS for Windows User's Guide

Sysop configuration file

This particular door contains a second configuration file called SYSOP.CFG. Not all doors will have this file. Many doors combine the SYSOP.CFG file into one larger configuration file. Be sure to check the documentation for that particular door.

The following are the contents of the SYSOP.CFG file as supplied with the Lemonade door:

```
****SYSOP.CFG****
C:\WC30\BULL\BULL99.SCR
C:\WC30\BULL\BULL99.BBS
30
3


LINE 1: Full PATH & FILENAME to your color bulletin or NONE
LINE 2: Full PATH & FILENAME to your ASCII bulletin or NONE
LINE 3: Number of game days per play
LINE 4: Entries per day
```

Again, you can edit this file with a text editor or run the Lemonade Utility option and let the software fill out the information for you. Regardless, when your are done your SYSOP.CFG file should look like this:

```
****SYSOP.CFG****
C:\POWRBBS\BLT\BLT5C
C:\POWRBBS\BLT\BLT5
30
3
```

What's all of this mean?

Line 1: This is the full path and file name to your color bulletin. In the case of Lemonade, this bulletin will contain a color version of a file with the high scores for this door.

Line 2: This is the full path and file name to your ASCII bulletin, which will contain the high scores.

> **Note: Use this option if you want the door to create bulletins to keep your callers informed of the high scores for this game. If you use this option, you must add an entry to your BULLETIN.DAT file in Config under Data File Locations. Refer to the section of this manual on bulletins for more information. If you did not want to have bulletins created, you would have entered NONE on the first two lines.**

Line 3: This is the number games of Lemonade your callers will be allowed to play. This is explained in the Lemonade documentation.

Line 4: This is the number of times that your callers may enter this door per day.

> **PowerTip:** *Some sysops only allow their callers to enter a door once a day to encourage them to check out the other parts of the BBS.*

Creating the batch file

We're halfway there now. We have the two required configuration files for Lemonade. Our next step is to create a DOS batch file to start the door. Be sure to place this batch file in our \POWRBBS

directory. All of your door batch files should be placed here for easy maintenance.

> **PowerTip:** *Even if you are running just one node, call this batch file LEMON1.BAT. That way if you add another node in the future, the batch file names will make sense!*

The manual for Lemonade contains a sample batch file. Most door documents do. If a sample is not in the manual, they usually supply a sample batch file. The following is from the Lemonade documentation.

```
****SAMPLE.BAT****
ECHO OFF
CD\DOORS\LEMON           <=- SWITCH TO THE DOOR'S DIRECTORY.
LEMON LEMON.CFG          <=- EXECUTE THE DOOR PROGRAM AND PASS THE
                             CONFIGURATION FILENAME TO THE PROGRAM.
CD\PCB                   <=- GO BACK TO PCB DIR WHEN USER EXITS DOOR.
BOARD                    <=- RESTART BBS.
```

This sample batch file is for a PC Board BBS. The batch file to start this door in PowerBBS will look like this:

```
****LEMON1.BAT****
C:
CD \POWRBBS\DOORS\LEMON
LEMON LEMON.CFG
CD \POWRBBS
```

You will notice that it is very similar.

Line 1: The ECHO OFF statement in the sample batch file is not necessary. Your callers will not see the commands that start your batch. The first line of the LEMON1.BAT file is simply C:. This command ensures that the batch file is on the proper drive. This should be the same drive where your doors are located.

Line 2: The next line changes the directory to the directory containing the Lemonade program.

Line 3: The LEMON LEMON.CFG line actually starts the Lemonade door. Note that you must specify the actual configuration file for that node but not the sysop configuration file.

Line 4: The last line of the batch file changes the current directory back to \POWRBBS. After this line runs, PowerBBS will resume control of the modem again.

> **Note: We are using LEMON.CFG in the above example because that's what the Lemonade utility created for us automatically. Later in this chapter, we will copy this file and call it LEMON1.CFG so it matches up with our node number.**
>
> **Note: Some people omit the first line of LEMON1.BAT and make the second line read CD C:\ POWRBBS\DOORS\LEMON. Though this might work, it is not 100% reliable. If you run the above CD command from your A: drive, it will change the current directory on the C: drive. However, it will not move you to that drive! Please play it safe and use the commands as we have outlined here.**

Adding this door to your BBS

We have now configured this door to run. It is time to add it to your BBS and test it out. Start Config for node 1. Go to Data File Locations. Click Edit, and select Live Program Data. You should see the following screen:

#: Each live program you add to your BBS is assigned a number. This number is shown along the left side of the above screen. It is the number your callers will use to start the door for the Live Programs Sub-Menu (C:\POWRBBS\ SCREEN\LIVE).

Description: This should be the name of the door. In our example, enter Lemonade. When your callers start this door, PowerBBS will display "Loading Lemonade...please wait."

Complete Path\Filename: This is the complete path and file name to the batch file to start the door. In our example, this is C:\POWRBBS\DOORS\LEMON1.BAT.

Sec This is the minimum security level needed by a caller to run this door.

> ***PowerTip:*** *If you have a really hot door, increase the security level to run that door to the security level you have for registered users. This will encourage registration and help you pay for your BBS (and register the door).*

Password: As an added level of security, you can force the caller to enter a password before starting this door. If you use this option, be sure to give the password to those callers who will be allowed to access this door!

Click OK when you have finished entering this information. You have now told PowerBBS you have installed this door and how to start it. Now it's time to tell your callers about your new door! Modify the screen file called \ POWRBBS\SCREEN\LIVE. This entry is contained in Config under Screen Locations #2, Path\FileName to Live PGMs

Sub-Menu.

PowerTip: *While you are testing a door, make the security level to start the door 150 and don't change the Live Programs Sub-Menu screen to show that the door is there. This will prevent your callers from trying to use the door while your are still experimenting with it!*

All of what we have done so far is worthless if our BBS doesn't have an option to run live programs! The default installition of PowerBBS adds this to your Main menu. If you have changed your menus, make sure Menu Command 6, Live Programs, Doors is on one of your menus. This is the command that your callers will use to get the Live Programs Sub-Menu.

<u>Testing the door</u>

Note: Shut down PowerBBS and restart it. This will ensure that any and all changes you have made will be available when you log on to your BBS.

The best way to test a door with PowerBBS is to call in from another modem and run the door. If you don't have a second modem and phone line, you might have to ask a friend to test it for you. If you already have callers, ask a caller you can trust to call in and test the door for you. Make sure this caller has a high enough security level to start the door. If you can't have anyone test it from the phone line, you can test it with a local log-on. Just log on to that node locally and run the door.

To run the door, first choose the menu option you assigned to start live programs. Next, pick the number of the door you want to test. You will see a message on your screen that PowerBBS is running C:\POWRBBS\LIVE.BAT. Don't worry, your callers won't see this message, only you will.

Note: You must read the section on the LIVE.BAT file in the chapter on Config.

PowerBBS will run the batch file you wrote and start the door. The door will use the _DEFAULT.PIF located in your \POWRBBS directory.

Note: Read the section on Configuring Windows for use with PowerBBS. It will explain the settings you may need to make for PowerBBS to function properly with your doors.

If PowerBBS is in the foreground when you start the door, the DOS window that is running the door will come to the foreground. If PowerBBS is in the background, the DOS window will come up as an icon.

If you are calling in from another phone line, you should see the opening screen for the door appear on your communications program's screen. Play the game just like you were a regular caller to your BBS. If you are logging in locally, play the game via the DOS Window. When you quit the door, PowerBBS will resume control of the menu. You will end up back at the Live Programs Sub-Menu.

7.6 Running doors capable of multiple players

Some doors like Lemonade are capable of supporting multiple simultaneous players. These doors are easy to set up if you are running multiple nodes. If you are running more than one node of PowerBBS, even if the second node is a local node, you will need to create a different Live Programs Data File and a different set of batch files for each node.

PowerTip: *Call the LIVE.DAT files LIVE1.DAT, LIVE2.DAT, LIVE3.DAT, etc. You specify the file name in Config under Data File Locations.*

<u>How to do this easily</u>

Once you have set up a door to work properly with one node, you are ready to make it work for a second node. In the case of Lemonade this process is simple. Lemonade allows multiple simultaneous players in a door. You will only have to create a second copy of the LEMON.CFG and LEMON1.BAT files and then make a few small modifications.

Let's start with the LEMON.CFG file. Since we are setting this door up for node 2, copy this file to LEMON2.CFG. In your \POWRBBS\DOORS\LEMON\ Directory you will have LEMON.CFG and LEMON2.CFG.

PowerTip: *If you know in advance that you are setting up your doors for multiple nodes, it is a good idea to name the config files for that door LEMON1.CFG, LEMON2.CFG in the very beginning. This will make it easier to keep track of things later on.*

```
****LEMON2.CFG****
C:\POWRBBS\DOORS\LIVE2\DOOR.SYS
THE LADIES ROOM
JAMES
```

```
CARR
```

As you can see in the above copy of LEMON2.CFG all we did is change the location of the drop file to C:\ POWRBBS\DOORS\LIVE2\DOOR.SYS. This setting matches the setting we entered in Config under File Locations #2 for Path\File Name for DOOR.SYS for node 2.

> **Note: Since the utility supplied with Lemonade only creates a file called LEMON.CFG, we had to use a text editor such as Windows Notepad to edit this file and make the changes.**

The next step is to copy LEMON1.BAT to LEMON2.BAT. This will be the batch file we use to start Lemonade for node 2. Once you have copied this file, change it so that it looks like this:

```
****LEMON2.BAT****
C:
CD \POWRBBS\DOORS\LEMON
LEMON LEMON2.CFG
CD \POWRBBS
```

You will notice that the only change we made was to the command line to start Lemonade. It now reads LEMON LEMON2.CFG. This simply tells Lemonade to start up using the LEMON2.CFG file. Lemonade will handle the rest.

Finally, we have to add this door to node 2's LIVE2.DAT file. Go to Config under Data File Locations and edit the Live Programs Data File. This entry should look the same as it does for node 1 with the exception of the command line. The command line for node 2 should read:

```
C:\POWRBBS\DOORS\LEMON2.BAT
```

That's it. We have now set up our door to be run from two nodes. We did not need to modify the SYSOP.CFG file for this door. This is because the information in that file is not specific to any node on your BBS. It simply tells Lemonade where to place the bulletins with the high scores.

7.7 *Running doors that cannot handle multiple players*

Some doors, much to our dismay, cannot handle multiple simultaneous players. If you are running a multiple node BBS, you have a few choices. One choice is simply to abandon that door altogether. However, if you are impressed with that door and want to offer it to your callers, there is a way to run the door, but it is not elegant.

Install the door more than once

One way to allow multiple players into a door is to simply install the door once for each node on your system. Just follow the procedures already outlined in this chapter for installing doors. Just treat the multiple copies of this door as separate doors.

> **Note: Check with the author of the door before installing multiple copies of the same door. This may be in violation of the license agreement for that door. You don't want the Software Cops busting down your door late one night!**
>
> ***PowerTip:*** *If you are going to install multiple copies of a door such as a poker door, name the directories as follows: C:\POWRBBS\DOORS\POKER1\, C:\POWRBBS\DOORS\POKER2\, etc. This will make it easier to track.*

Make sure that your batch file to start each of these doors matches up with proper node! If you try to start two copies of a door from the same directory and that door is not programmed to handle it, havoc can result. Some suspect that doing so can result in a minor earthquake.

Another problem with this method, besides being a lot of work, is that each copy of the door is unaware of the other. This means that if you restrict the number of games per day, a caller can call in on a different node and get more games. Furthermore, you can't post your high scores as bulletins because you will have a different set of high scores for each copy of the game.

> ***PowerTip:*** *If you really like a door, but it is not able to handle multiple callers, give the author a call or leave him a message. Sometimes there is an update to that door. At the very least you should tell the author that you would use the door if it supported multiple simultaneous players. A shareware developer cannot improve his product unless he knows what his customers want. And if you're really nice, he just might add a new feature just for you!*

An advanced solution

The following solution is not for the lighthearted. It requires writing a tricky DOS batch file. Basically, this batch file will "hide" the batch files used by other nodes to start this door, then unhide them when that node finishes playing the game.

Install the door in one directory. Create the config files and batch files needed to start the door for each node. We will use the Lemonade batch file as an example, even though Lemonade can already handle multiple simultaneous players. Look at the following batch file. This batch file will work for a two node BBS that is trying to run a door that can handle only one player at a time:

```
****LEMON1.BAT****
C:
RENAME C:\POWRBBS\DOORS\LEMON2.BAT C:\POWRBBS\DOORS\LEMON2.OLD
REM THE ABOVE HIDES THE LEMON2.BAT FILE THAT IS USED BY NODE 2
CD \POWRBBS\DOORS\LEMON
LEMON LEMON.CFG
RENAME C:\POWRBBS\DOORS\LEMON2.OLD C:\POWRBBS\DOORS\LEMON2.BAT
REM THE ABOVE UNHIDES THIS BATCH FILE WHEN THE CALLER EXITS THE DOOR
REM NOW NODE 2 CAN START THE DOOR
CD \POWRBBS


****LEMON2.BAT****
C:
RENAME C:\POWRBBS\DOORS\LEMON1.BAT C:\POWRBBS\DOORS\LEMON1.OLD
REM THE ABOVE HIDES THE LEMON1.BAT FILE THAT IS USED BY NODE 1
CD \POWRBBS\DOORS\LEMON
LEMON LEMON.CFG
RENAME C:\POWRBBS\DOORS\LEMON1.OLD C:\POWRBBS\DOORS\LEMON1.BAT
REM THE ABOVE UNHIDES THIS BATCH FILE WHEN THE CALLER EXITS THE DOOR
REM NOW NODE 1 CAN START THE DOOR
CD \POWRBBS
```

This solution is not very elegant, but it works. When one node runs the door, the batch file renames the other node's batch file. When that other node goes to run the door, PowerBBS will not find the batch file and report to the caller that the door is unavailable.

This solution is better than the first solution in that the door will properly limit the number of times per day a caller can play it. You will also be able to use the high scores since all nodes will be playing the same copy of the game. The drawback is that only one caller can play the door at any given time.

7.8 Doors that require a FOSSIL

What is a FOSSIL? It's a fancy acronym that loosely translated means "software some communications programs need to talk to the modem." Some doors are not written to talk directly to your modem. Instead, they are written to talk to a FOSSIL which in turn talks to the modem.

Where to find a FOSSIL

Out of courtesy, I won't make a bad joke here. You can find a FOSSIL on the Support BBS called BNU170.ZIP. There are other FOSSILs available besides BNU. Check around on your local BBSs to find a copy.

Note: Most FOSSILs are shareware. If you need to use one to run your doors, please register it.

How to use it

You will need to read the documentation that comes with the software on how to set up the command line. In some cases you really don't need anything extra on the command line at all. The import thing is how to use it with your door. In the next example we have a story writer door that requires the use of a FOSSIL. After reading the documenation for both the door and the FOSSIL, I determined that the following was all that I needed for the batch file to start this door:

```
****STORY1.BAT****
C:
CD \POWRBBS\FOSSIL
BNU
```

```
REM THE ABOVE IS THE COMMAND LINE TO START THE FOSSIL
REM NOTE THAT IT IS STARTED BEFORE THE DOOR IS RUN
CD \POWRBBS\DOORS\STORY
STORY STORY1.CFG
CD \POWRBBS
```

That's it. The only difference between running a door with a FOSSIL is that you must have a line in your batch file that loads the FOSSIL driver. In some cases you may need to unload the FOSSIL at the end of the batch file after the door is run. This varies by system and by FOSSIL. Read the documentation on your FOSSIL driver on how to unload this driver.

> **PowerTip:** *If you want to play it safe, place a command to unload the FOSSIL at the end of any batch file that starts a FOSSIL. No harm is done except that it might take an extra second or two for your callers to return to the BBS after running the door.*

7.9 Starting a door from PowerLang

Before reading this part of the manual you should be familiar with PowerLang, PowerBBS's programming language. You should also be familiar with adding options to menus, namely PowerLang programs (POWs). Furthermore, you should be familiar with configuring doors for use with PowerBBS.

Why start a door from PowerLang anyway?

PowerBBS is designed to be easy to use and flexible. In the first part of this chapter we learned how easy it is to set up a door in PowerBBS. Now you will learn how flexible PowerBBS can be. Some sysops want to be able to do more than just present a sub-menu of the doors they have available. Some other sysops run into the limit of 99 doors in Live Program Data File. They then write POWs to work around this.

Some PowerBBS sysops create several menus. On my BBS I have six menus. One is called Entertainment and the another is called People and Love. On my Entertainment menu I have placed options to start several door games as well as run some nifty little games I've written in PowerLang. On my People and Love menu I have placed an option to start my MatchMaker door as well as some other entertaining POWs for my callers. I don't use the Live Programs Sub-Menu at all. All of my doors are started directly from the menu. For example, when a caller chooses M for MatchMaker, that command runs a POW that starts the MatchMaker door.

Getting organized

The first step in preparing to start your doors from POWs is to get yourself organized. Write down the names of the batch files that start the doors. Then decide what numbers you will use for the POWs to start these doors. Remember, if you are going to attach a door to a menu, the POW must have a number less than 256.

> **PowerTip:** *To make it easier later on to figure out what POWs do what, start numbering your POWs that start doors at 101. This way you will know at a glance what those POWs do. Then jot down on a piece of paper the name of the POW and the door that it starts. When you need to make changes, you will be able to quickly locate the POW you need!*

Starting Lemonade from a POW

Suppose that we decided to start the Lemonade door from a POW. Since we already have the batch file and configuration files ready, we need only write the POW. The following POW will start the Lemonade door:

```
****101.POW****
Ativity "Entered Lemonade door at |CLOCK|"
Display "Loading Lemonade....please wait"
DOS_Windows "C:\POWRBBS\DOORS\LEMON1.BAT"
Ativity "Left Lemonade at |CLOCK|"
```

Notice that there are commands at the beginning and the end of the POW that use the Acitivity command. These two commands write messages in the activity log so that you will know what your callers are doing. The Display command simply displays a message to the caller telling her that the doors is being started. The command that actually

starts the door is the DOS_Windows command. Notice that the command line inside of the quotes is exactly the same as the command line we originally entered into our Live Programs Data File.

> **Note: If you are starting a door from a POW, there is no need to have it listed in your Live Programs Data File. If you decide to start a door from a POW, be sure to remove it from the Live Programs Data File. If you intend to start all of your doors from POWs, you don't need to use the Live Programs Data File at all!**

What about security?

You may be wondering how to prevent callers without a high enough security level to access this door. That's not a problem. When you add a command to a menu you can specify the minimum security level needed to run that command. Use this if you want to restrict access to a door.

What about running multiple nodes?

Good question. Suppose you are running multiple nodes and want to start a door from a POW. The above example won't work because it will always start the same batch file! What you need to do is determine what node is running the POW then start the appropriate batch file. This can be accomplished using PowerLang.

Note: Please be sure to read up on PowerLang to understand how this POW works.

We will use branching and MACROS in this POW to do what we need to do. This example will work for a two node BBS. If you have more than two nodes you will need to do more branching and use more numeric values.

```
****101.POW****
Give_Value I1 "1"
Give_value I2 "2"
Give_Value I3 "|NODE#|"
Rem The value of I3 is the number of node running the POW

IF I3 = I1
                                        Goto NODE1
Endif

If I3 = I2
                                        Goto NODE2
Endif

Goto END

Rem The above IF statements check to see which node is running the POW
Rem and sends them to the appropriate section of the POW
Rem The Goto End command is run only if a node other than node 1 or node 2
Rem attempts to run this POW. It's here just for safety. Hopefully it will
Rem never be run!

:NODE1
activity "Entered Lemonade door at |CLOCK|"
Display "Loading Lemonade....please wait"
DOS_Windows "C:\POWRBBS\DOORS\LEMON1.BAT"
activity "Left Lemonade at |CLOCK|"
Goto END

:NODE2
activity "Entered Lemonade door at |CLOCK|"
Display "Loading Lemonade....please wait"
DOS_Windows "C:\POWRBBS\DOORS\LEMON2.BAT"
activity "Left Lemonade at |CLOCK|"
Goto END

:END
Return_to_BBS
```

Credit where credit is due

This POW was based on a POW uploaded to the Support BBS by Warren Nagao of *The Difference Engine BBS* (519) 766-4288. It is available for download as NODEPOW.ZIP on the Support BBS. *Thanks, Warren!*

> **PowerTip:** *Have you discovered a tip for working with PowerBBS? Upload it to the Support BBS. Take a look at the uploads already there for other useful tips from other sysops.*

7.10 Debugging door problems

There is nothing more aggravating than a door that won't run properly. There are numerous possibilities as to what the problem could be. The best thing to do is take a deep breath and work through the problem in a logical manner.

Determine what the problem is

The first step is to figure out just what isn't working. Is the door never being started? Does it start, but your callers don't see anything? Does it start, but not work properly? Does it run, but never exit properly? Do your callers get garbage on their screen? Does your computer catch fire?

Watch what happens

The most common problem with a door is that the batch file has an error in it and just doesn't run at all. The easiest way to catch this problem is to watch the door batch file run. By watching the door run you can also see other possible problems. With PowerBBS in the foreground, have a caller start the door.

> **PowerTip:** *If you are calling from another modem on your computer, you can enter commands directly from the local PowerBBS screen instead of the communications program you used to call your BBS.*

Since PowerBBS is in the foreground, the DOS window that runs the door will start in the foreground. Watch what happens and look for error messages. If the batch file runs very quickly and the door never starts, the problem is with either the batch file, the door configuration, or the door itself. The question is *what's wrong?*

If the messages scroll by too fast for you to see what happens, modify the batch file that starts the door. Use the program WAIT.EXE that comes with PowerBBS. Place a WAIT 10 after each command in the batch file. This will cause the batch file to wait ten seconds before running the next command. This will give you a chance to look for error messages. Once you see the error message you will probably be able to fix the problem.

If we wanted to debug the LEMON1.BAT file we might make it look like this:

```
****LEMON1.BAT****
C:
WAIT 10
CD \POWRBBS\DOORS\LEMON
WAIT 10
LEMON LEMON.CFG
WAIT 10
CD \POWRBBS
WAIT 10
```

All of those WAIT commands might seem like overkill. However, it's a good idea to check *every* command. Sometimes it is hard to catch typos. Once you are sure that a command is running properly, remove the WAIT statement after that command.

The door starts, but my callers don't see anything

The cause of this type of problem is not always easy to determine. It could be the door, Windows, or PowerBBS itself. The first step is to make sure the door is actually running. Then review the section of this manual on setting up for Windows with PowerBBS. Be sure that you are using a replacement communications driver for Windows such as WFXCOM.DRV. You may want to try increasing the ComBoostTime to 4 or 6. This might help.

If you have an internal modem, you may need to disable the corresponding com port on your I/O card. In other words if your internal modem uses COM2, you should disable COM2 on your I/O card. Consult your user's manual on how to accomplish this.

If you are using a non-standard com port setting such as COM3, IRQ 5, check your door's documentation to be sure that the door itself can handle that type of com port. Some doors cannot. There's not much you can do about it except move your modem back to a standard com port.

Read over the section of this manual concerning modems. Make sure you have a 16550 UART. Running a BBS under Windows without one is like driving without front brakes on your car — it's not a good idea! Try disabling compression on your modem. Some doors don't work well with compression enabled on your modem. Consult your modem manual on how to disable compression.

If you are using COM4 for your modem but not using COM3 at all, this may be your problem. For some strange reason unknown to me, DOS gets a bit fussy when you do this. Switch whatever setting you need to and set up your modem to use COM3. Be sure to update the settings in Config under Modem Setup to tell PowerBBS you are using a different com port.

If your door says it will work with or without a FOSSIL, try it both with and without the FOSSIL loaded. Some doors claim to be able to use either, but use one better than the other.

Reboot your PC. Yes, I'm serious. Windows itself is not 100% stable. Many little problems can be solved simply by rebooting your PC. If you have an internal modem, be sure that you cut the power off, then back (don't just use the reset button).

Call the maker of the door and ask them for suggestions. There might be a bug in the door that is being fixed.

Call the Support BBS and look for an update to the PowerBBS files. Occasionally we discover a bug. When we do, we issue a fix as soon as possible and post it on the Support BBS.

> **PowerTip:** *If you leave a message on the Support BBS about a problem with a door, make sure you have tried all of the above first! Leave a public message to the name indicated on the Support BBS for tech support. Explain everything you have checked and what you have noticed. If you are running other doors, indicate whether those doors are working or not. Be sure to read the public messages in the Doors forum. Maybe someone else had a similar problem and the solution is already there!*

The door won't run unless it is in the foreground

This is an easy problem. Modify the _DEFAULT.PIF in your \POWRBBS directory. Make sure background is checked. Be sure to read the section of this manual concerning _DEFAULT.PIF.

Callers get garbage

If your caller enters a door and only sees garbage on the screen, look in that door's documentation for information regarding locked com ports. Be sure you tell the door at what speed you are locking your com port. Some doors won't work if you lock the com port.

Your caller's arrow keys won't work in a door

Some doors use the arrow keys. If your caller's can't seem to get them to work, chances are that they have the NumLock cut on for their keyboard. Tell them to turn off NumLock.

PowerBBS won't come back after a door is run

This is an unusual problem, but it has happened in the past. The problem is that somewhere along the line PowerBBS loses track of the com port address. You can start PowerBBS with the following command line switch. Modify the icon for PowerBBS and enter /P#### at the end of the command line where #### is the number for the corresponding com port in the following table:

Com Port	Address	/P
COM1	3F8h	1016
COM2	2F8h	760
COM3	3E8h	1000
COM4	2E8h	744

If you need any other numbers for different com ports, contact the Support BBS.

Another potential problem

When you run a door, PowerBBS will copy the contents of the batch file to the file specified in Config under File Locations #1, Path\File to Batch created for Live Programs. PowerBBS adds a few commands of its own, then runs this batch file. It deletes it after it is done. This file name must be different for each node of your BBS. As suggested earlier, call this file LIVE1.BAT, LIVE2.BAT, etc. If you are having strange problems, make sure that you have a different name for this file for each node.

7.11 Doors with different requirements

Not all doors are able to use DOOR.SYS. Some require a different drop file such as DORINFO#.DEF or CALLINFO.BBS. Available on the Support BBS are two programs that will create these files for you. More on those later.

Doors that require DOOR.SYS to be in the same directory

Some doors require that the DOOR.SYS file be in the same directory as the door itself. Since PowerBBS places the DOOR.SYS in the same location every time as specified in Config under File Locations #2, you have to figure out how to get this file to the door. A few extra commands in your batch file will accomplish this. We will use the Lemonade door as our example, even though it doesn't require DOOR.SYS to be in the same directory.

```
****LEMON1.BAT****
C:
CD \POWRBBS\DOORS\LEMON
DEL DOOR.SYS
REM THIS ERASES THE DOOR.SYS FILE FROM THE LAST TIME A CALLER RAN THIS DOOR
COPY C:\POWRBBS\DOORS\LIVE1\DOOR.SYS
REM THIS WILL COPY THE DOOR.SYS FILE FROM WHERE POWERBBS PUTS IT TO THE
REM LEMONADE DIRECTORY. SINCE WE ARE ALREADY IN THE DIRECTORY WHERE THE
REM DOOR.SYS FILE IS TO BE COPIED, WHEN DON'T NEED ANYTHING ELSE AT THE
REM END OF THE COPY COMMAND
LEMON LEMON.CFG
CD \POWRBBS
```

That's all there is to it, two extra commands.

Other drop file types: DORINFO#.DEF and CALLINFO.BBS

If your door requires the use of one of the above drop file types, you can still run those doors in PowerBBS. The difference is that you will need a program to create the drop file itself. This is because PowerBBS will only automatically create a DOOR.SYS file.

CONVDOOR.EXE

This program is available from the Support BBS. If you are upgrading from a previous version of PowerBBS, chances are you already have this file because it used to be part of the standard PowerBBS package. This program will create either a DOOR.SYS file or a DORINFO#.DEF file. In a DORINFO#.DEF file the # is replaced by the number of the node running the batch file. Place CONVDOOR.EXE in your \POWRBBS directory. The following is the explanation of the commands needed to create this file:

```
CONVDOOR [POWRBBS USERINFO FILE] [POWERBBS USERS FILE] [DROP FILE] [2]
```

USERINFO FILE	This is the name of the PowerBBS user information file as given in Config under File Locations #2, Path\File Name to Current Callers Info. If you have followed the instructions given earlier in this manual, each node has a unique name for this file such as USERINF1.BBS, USERINF2.BBS, etc.
USERS FILE	This is the name of your users data file as given in Config under Data File Locations, Path\File name of Users Data File. It is usually C:\POWRBBS\DATA\USERS.
DROP FILE	This is the path\filename of the drop you want to create. If you are creating a DORINFO#.DEF file, be sure to put the node number in place of the # in the file name. The directory should be the same directory you are using for the DOOR.SYS file that PowerBBS creates automatically, usually C:\POWRBBS\DOORS\LIVE1.
2	Since this program can create a DOOR.SYS or DORINFO#.DEF file, you must specify which one you want. If you leave this blank, it creates a DOOR.SYS file. Place a 2 here to create a DORINFO#.DEF file.

Again, we will use our LEMON1.BAT file as an example. Remember, Lemonade works fine with the DOOR.SYS file created by PowerBBS automatically. We are simply using this batch file as an example. We will create a DORINFO1.DEF file for this door.

**Note: If you are setting up a door to use a DORINFO#.DEF drop file, be sure to specify this to
the door!**

```
****LEMON1.BAT****
C:
CD \POWRBBS
CONVDOOR C:\POWRBBS\USERINF1.BBS C:\POWRBBS\DATA\USERS C:\POWRBBS\DOORS\LIVE1\DORINFO1.DEF 2
REM THE ABOVE LINE CREATES THE DORINFO1.DEF FILE.
CD \POWRBBS\DOORS\LEMON
LEMON LEMON.CFG
CD \POWRBBS
```

We only had to add one extra command to our batch file to make it work. You must be very careful when typing this batch file. One little spelling mistake will cause the CONVDOOR program to fail. If you are running multiple nodes of PowerBBS, make sure that you specify the correct USERINFO#.BBS file and the correct directory for the DORIFNO#.DEF file. If you don't, the door may not run at all.

8 Customizing your BBS

Creating your own BBS is a fun and rewarding experience, but it takes some work. The single best piece of advice that any experienced sysop will give you is to plan ahead. You need to think about what you want your BBS to do and then figure out how you want to do it. Here are some questions to ask yourself before opening your BBS up to the public:

How will people pay to access my BBS? Credits? Donations?
If I run a free BBS, how do I keep people from just downloading files and logging off? Message ratios? File ratios?
What about minors? Will I allow callers under 18 to call? If so, how do I keep them from the adult areas?
How much time will my callers have on-line?
How many bytes can they download per day? Per month?
If I subscribe to Internet, how many messages per month will my callers be allowed?
Will I run any on-line games (doors)?
How many message areas (forums) will I have?
How many different sets of file areas will I have?
Will I need questionnaires?
What types of bulletins will I have?
Will I run a closed system?
Will I allow my callers to use handles? One word names?
How many menus will I have?
What is the theme of my BBS?
What are my concerns about security?

As you can see from the above list, there are lots of things to consider. There are chapters in this manual dealing with the message system, file system, doors, screens, teleconference and PowerLang. You should read those chapters and learn how PowerBBS works. This chapter will deal with some of other considerations a sysop has when setting up a BBS. You will need to refer to the chapter explaining all of the options in Config while reading this chapter. PowerBBS is very powerful, but don't let its power fool you. In many cases it is easy to change things if you change your mind later.

> *PowerTip: Don't be in a rush to put your BBS on-line. Take an extra day or two to think things over and decide what you want for your BBS. It's easy to get someone to call your BBS the first time. It's harder to get them to call back a second time if they didn't like what they saw the first time!*

8.1 Menus

The default installation of PowerBBS comes with three menus:: Main, Mail, and File. These three menus cover most of the features that are available in PowerBBS, but you are by no means limited to using just those menus. You can modify these menus to suit your needs or you can create new menus. It's up to you.

Overview

Each of your menus is comprised of two parts: The screen that is displayed to your callers and the data file created in Config under Menus. Every time you add or remove an item from a menu data file, you must remember to do the same on the display file that your callers will see.

Each menu data file (called menu for our purposes) will contain all of the information for PowerBBS to run that menu. Menus in PowerBBS are operated by a single keystroke. Therefore, each item in a menu must begin with a unique character. Each character on a menu will run either a menu command, PowerLang program, Powerbase database, PowerBBS DLL, or start another menu.

You will be able to assign a minimum security level for each item on a menu. This will enable you to restrict access to individual commands. You will also be able to specify at what rate PowerBBS keeps track of the minutes used for each option. This will enable you to give time back to callers who upload or not charge time to callers who are reading the help file. It is up to you.

Each menu for your BBS is saved with a file name beginning with a number ending with the extension MNU. These files must be located in your Source directory (see Config under File Locations #1). Your installation of PowerBBS provided you with 1.MNU, 2.MNU, and 3.MNU. You can have as many menus as you would like. It really depends on how you want your BBS to operate.

Getting started

Start Config and select the Menus icon. You will see a list of the menus already installed on your system. Double click on the menu you want to edit. If you want to add a new menu to your BBS, type a new number in the text box and click OK.

> **PowerTip:** *Menus must always be numbered (1.MNU, 2.MNU, etc.). When you add a new menu, use the next number in sequence. It will save you a lot of aggravation in the long haul.*

You are now looking at the menu edit screen. The main part of the screen is divided into rows and columns. Each row represents a different item that your callers will be able to choose from that menu. You can use the scroll bars or PgUp and PgDn to move up and down the list of menu items. Notice on the lower right part of the screen there are buttons marked Insert and Delete. To insert a row, click anywhere in a row above which you want to insert a new row and click insert. To delete a row, click anywhere in the row you want to delete and click Delete.

Adding a new option to a menu

The first thing to decide is what exactly you want to add to the menu. Remember, a menu option can run either a menu command (C), a PowerLang file (G), a database (B), a PowerBBS DLL (D), or another menu (M). Each menu option will have a letter or a number your callers will press, a type of command that goes under the CGM column, and the number of the command that goes under the Code column.

Next you must decide what to call that option. You are by no means locked into the terms that PowerBBS uses by default. Instead of using the term Enter a Message you could use Write a Letter, Send a Letter, Post a Message, or whatever you choose. The key is to determine what letter your callers will use to choose that option. Remember, you can only use a letter once on a given menu. The letter goes under the EXT column.

> **PowerTip:** *Try always to use the first letter of the command as the letter that triggers the menu option. Why? Well, on color screens you can make the key letter a different color, but your ASCII callers won't see this. You'll have to come up with another method such as using Sym<B>ols to represent the correct letter. The only problem with this option is that each command needs two extra characters to mark the correct letter and sometimes you simply don't have enough room!*

Next, decide what the minimum security level your callers must have in order to use this command. For example, you may not want unverified callers to be able to Page the Sysop. In that case, enter the security level for verified callers in the Sec column.

PowerBBS always tracks the time on-line for your callers at a one to one ratio. This simply means that PowerBBS charges the caller one minute for each minute he spends on-line. If you want a menu option to be free, specify 0.00 in the

Time column for that option. For example, some sysops don't charge time to their callers for filling out questionnaires. If you want to grant callers time for using an option, such as uploading, specify -1.00 in the Time column for that menu option.

If you are not using interactive menus, you do not need to fill out any more information for a menu item. The first five columns are all that you need. If you want to use interactive menus, please read the next section.

Interactive menus

Interactive menus allow your callers to use their arrow keys to highlight a menu option and press Enter to select it. They will still be able to press a single letter to choose a menu option; this is simply another method of selecting menu options. The Support BBS uses interactive menus as do the default menus that come with PowerBBS.

> **Note: Interactive menus require that the caller's terminal program support ANSI and support the sending of the arrow keys. Not all terminal programs support this option.**
>
> *PowerTip: If a caller says his arrow keys don't work with your BBS, there are a few things he can try. First, tell him to press the Scroll Lock key on his keyboard. In many cases this will do the trick. If that doesn't work, tell the caller to look at the setup menu in his terminal package for a setting that determines how the arrow keys are supposed to be used. Sometimes there is an option there to send the arrow keys.*

Interactive menus take longer to set up than standard ANSI menus. Some sysops find that their callers never use their arrow keys but prefer to simply hit the proper letter to start the command. Other sysops have reported that their callers love the interactive menus. It is up to you whether you choose to use them or not.

The first step in setting up interactive menus is to actually draw the ANSI menu. Place all of the menu commands in their proper places. If you are using TheDraw, place the cursor at the first letter of each menu item and write down the X,Y coordinates for that item at the bottom of the screen. Also note down the order in which the items appear on your menu. Finally, write down the actual words you will be using on your menu. This information is all required to create ANSI menus.

Setting the four options for interactive menus

The first option for interactive menus is the Intr column. The numbers in this column determine the order in which PowerBBS will highlight the menu items. When a caller first reaches a menu, the menu item with a 1 in this column is highlighted first. Starting with 1, number each item on your menu to match what you have laid out in your menu screen file. Don't worry if the order in which the menu items appear on the screen in Config don't match what is in your screen file. The numbers in the Intr column will ensure that the items are highlighted properly.

> **Note: If you don't want a menu item to be highlighted (perhaps it is not in a good place for highlighting), place a zero in the Intr column for that menu item.**

The X and Y columns are the coordinates that match where the first letter of each menu item appears on your menu screen file. Remember, X is the column number and Y is the row number. You must get these numbers right or PowerBBS will highlight the wrong parts of the screen as your callers arrow through the menu options.

The Description column is very important. The text in this column *must* exactly match the text that you have placed on your menu screen file. What happens when a caller uses an interactive menu is that PowerBBS will use the text here to redraw the proper portion of your menu screen. If you use different text for the description than what you entered in the menu screen file, you will confuse your callers!

Finishing up Interactive menus

Norm Back and Color are the normal background and foreground colors of a menu item when using interactive menus. After a caller moves past a menu option, PowerBBS will use the codes here to redraw that menu item on your menu screen. Intr Back and Color are the background and foreground colors of a menu item when it is highlighted using Interactive menus. You must enter these codes found in the Config setting under Menus.

> **Note: All of the text for each menu item on an interactive menu must be the same foreground and background color in your screen file. This is because PowerBBS will only redraw that menu item using the Norm Back and Color codes listed in that menu file. If you use any other colors for a menu item, they will revert to the colors specified in the menu file after the caller highlights, then moves past that menu item.**

Now, all of the settings you have made for interactive menus will be for nothing if you don't check Allow

Interaction! If you want your menus to be interactive, you must check this option.

How interactive menus will work for your callers

When a caller is using an ANSI terminal and moves to a menu, PowerBBS will highlight the item marked as #1 in the Intr column of that menu file. If a caller presses the down arrow, the next item will be highlighted. If he presses the up arrow, the previous item will be highlighted. If he presses Enter, the currently highlighted item will run, just as if the caller had pressed the proper letter for that item.

If a caller pressed the right arrow, PowerBBS will move him to the next menu file. If the caller is on menu #1 (1.MNU), he will move to menu #2 (2.MNU). If he is at the last menu you have, the right arrow will do nothing. If the caller presses the left arrow, he will move to the previous menu. If he is at the first menu, this will have no effect.

Other files related to menus

The Menu File as indicated at the bottom of the screen is the actual file that is displayed to the caller which shows the menu. If you update your menus from here, be sure to update this display file. Also remember to create ASCII, ANSI and RIP versions of this file. Name the file here MENU. Save the ASCII version as MENU, ANSI (color) as MENUC, and RIP as MENUR.

The Help File is a text file displayed to your callers when they select ? from this menu. It should explain the options available on that menu.

The Move Forum and Forum to options are related. If you want PowerBBS to automatically change to a certain forum when the caller enters this menu, check this option and enter a forum number in the Forum to section.

8.2 Bulletins

Bulletins are commonly used to announce information to your caller, provide rules for your BBS, list upcoming events, or even display the high scores from your doors. How you use your bulletins is up to you. If you are running an adult board or a pay board, use the bulletins to explain how to gain higher access to your BBS.

Overview

Menu Command 2, Read Bulletins, will display to the caller a sub-menu of the bulletins available on your system. The location of the sub-menu display screen is listed in Config under Screen Locations #1. The data file that PowerBBS uses to find the actual bulletins in found in Config under Data File Locations.

You will create the bulletins for your system. You will list the bulletins in the Bulletins Data File — each one will have a number. You will then create a bulletins sub-menu display screen to tell your callers what bulletins are available.

Your callers will be able to get to the bulletins in one of two ways. First, you can add Menu Command 2, Read Bulletins to one of your menus if it is not already there. Callers can then choose this menu option and then pick a bulletin from the list.

The second method is handled by PowerBBS. If you have checked Show Bulletin Menu at Log on, PowerBBS will check the dates of your bulletins. If a bulletin has been updated on or after the last day a caller logged on to your BBS, PowerBBS will notify them which bulletins are new. The caller will then be forced to look at the bulletins sub-menu. They don't have to read the bulletin, but PowerBBS will at least make them aware of it.

The Bulletin Data File

In Config under Data File Locations, edit the Bulletin Data File. Notice the numbers along the left hand side. These are the numbers that your callers will use to choose a bulletin. These numbers had better match up to the numbers you list on your bulletins sub-menu! If they don't, your callers will not see the correct bulletins! Havoc might result.

First, enter a description or name of the bulletin in the description column. Right now this information is just for your reference, but future releases of PowerBBS will use it. Don't procrastinate! Next, enter the full path and file name of the bulletin. You can have three types of files for each bulletin like with most other screens: ASCII, ANSI, RIP. For example, if you had a bulletin for adult access, you might call the ASCII version of that bulletin ADULT, the ANSI version ADULTC and the RIP version, ADULTR.

The entry you would place in the Bulletin Data Files is:

C:\POWRBBS\BLT\ADULT

PowerBBS will automatically select the ANSI or RIP versions if necessary.

PowerTip: *You don't have to place all of your bulletins in your \POWRBBS\BLT\ directory. Many*

113

> *doors create a high scores file. If you want to use that file as a bulletin, simply enter the full path and*
> *file name of that bulletin in your Bulletin Data File!*

The Bulletins Sub-Menu

The Bulletins Data File contains the path and file name of each bulletin you want to have on your system. Each item has a number next to it. This is the number your caller will enter to see that bulletin. Edit the Bulletins Sub-Menu file in Config under Screen Locations #1. Include the name and number of each bulletin. Like most other screens, you can have ASCII, ANSI and RIP versions of this file as well.

8.3 Questionnaires

Questionnaires will allow you to create a file that will ask your callers a series of questions. Answers to those questions will be stored in a text file that you can read with Windows Notepad. The default installation of PowerBBS comes with two questionnaires, but you can edit these and create others if you see fit.

Questionnaires are used in a variety of ways. Some sysops use them to get feedback about their BBSs. Some use them to get more information from visiting sysops in order to grant them higher access. Others use them to survey their callers to find out where a good place for a BBS get together might be. Use your imagination!

Overview

Menu Command 9, Questionnaires, will show your callers a sub-menu of the questionnaires on your system. The location of the sub-menu screen is in Config under Screen Locations #2. The data file PowerBBS uses to find the actual questionnaires and answer files is in Config under Data File Locations.

You will create the questionnaires first (explained later). You will list these questionnaires in your Questionnaire data file — each one will have a number. You will then create or edit the questionnaire sub-menu screen to tell your callers what questionnaires you have available.

> **Note: In Config under File Locations #1 there are two entries concerning a "Script for new users." This script is really a questionnaire that all new callers will be required to complete. This questionnaire does not have to be listed as one of your standard questionnaires even though the default installation of PowerBBS does this for you. Many sysops do not list this questionnaire again because their callers fill it out twice: Once when they log on as a new caller and again out of curiosity!**

The Questionnaire Data File

In Config under Data File Locations, edit the Questionnaire Data File. Notice the numbers along the left hand side. These are the numbers that your callers will use to choose a questionnaire. These numbers had better match up to the numbers you list on the questionnaires sub-menu. If they don't, your callers will fill out the wrong questionnaire!

> **Note: Questionnaires are always ASCII files. You cannot have ANSI or RIP versions.**

First, enter a brief description of the questionnaire in the description column. Right now this information is just for your reference, but future releases of PowerBBS will use it. Don't procrastinate! Next, enter the full path and file name for the questionnaire. Next, enter the full path and file name for the answers file. When a caller fills out a questionnaire, PowerBBS will place their responses in this answer file. The default directory for questionnaires is \POWRBBS\ WORK\. This works just fine and really shouldn't be changed.

> *PowerTip: Call the questionnaire files QUEST1, QUEST2, QUEST2, etc. Call the answer files*
> *ANSWER1, ANSWER2, ANSWER3, etc. This will make it easier to keep track of these files later.*

Questionnaire Sub-Menu

The Questionnaire Data File contains the path and file name of each questionnaire you have on your system. Each item has a number next to it. This is the number your caller will enter to fill out that questionnaire. Edit the Questionnaire Sub-Menu file in Config under Screen Locations #1. Include the name and number of each questionnaire. Like most other screens, you can have ASCII, ANSI and RIP versions of this sub-menu.

Creating the Questionnaire

You must create the questionnaires in an ASCII editor such as Windows Notepad. When you save the file, be sure

place a period at the end of the file name. Notepad places the extension TXT on to files by default. The period overrides this default extension.

PowerBBS gives you six types of commands to place in a questionnaire: Display, Ask a Question, Ask Yes or No, Ask for a Specially Formatted Response, Upgrade Security Level, and Run a PowerLang program. The following is an explanation of each type of command. A question command must start with the pipe symbol or a command number (1-5).

> **Note: You cannot have a comma anywhere except in the command itself. Commas are used by the commands to do make them work properly. If you need a comma somewhere in the text of the question itself, use a semicolon (;) or a dash (-). If you have a questionnaire that is not displaying properly, chances are you slipped a comma in there where it didn't belong.**

Display
Structure: | <text to display>
Example: |Thanks for taking this questionnaire!
Begin the line with the pipe symbol (|). Type any text you want up to 80 characters per line. You can have as many lines using this command as you choose.

Ask a question
Structure: 1,<Max Length of Answer>,<Question>
Example: 1,45, From where did you download PowerBBS?
The above example will restrict the caller from entering more than 45 characters for the answer. You can allow up to 75 characters for a response. Remember to place a comma between each of the arguments. Do not place a comma in the body of the question. This example will display *From where did you download PowerBBS?* to the caller and wait for a response before continuing.

Ask Yes or No
Structure: 2,<Question>
Example: 2,Do you think PowerBBS is a great BBS package?
This example will display *Do you think PowerBBS is a great BBS package? (Y/N)* to the caller and wait for either Y or N as the response. The *(Y/N)* is added automatically by PowerBBS.

Ask for a Specially Formatted Response
Structure: 3,<Format>,<Question>
Example: 3,(###) ###-####,What is the best number to reach you for voice verification?
The above example will display *What is the best number to reach you for voice verification?* and wait for a response. The caller must enter a response in the format (###) ###-####. This example forces the caller to enter a response in the format of a phone number. The caller cannot move to the next question until the all of the spaces are filled. The number signs (#) force the caller to enter digits in those spaces. If you required a date, you could use ##/##/## or ##-##-## as the format.

Upgrade Security Level
Structure: 4,<Current Security>,<New Security>
Example: 4,10,20
The above example would upgrade the current caller to security level 20 if, and only if, his current security level is 10. This command has no effect if the caller's security level is not 10. You can use as many of these commands as you need in a questionnaire.

Run a PowerLang Program
Structure: 5,<# of POW to run>
Example: 5,45

The above example would run 45.POW (which must be located in your Source directory). Use your imagination as to what kind of POW you want to run, if any. Look in the PowerLang section of this manual to see an example of writing a message with PowerLang. You may want to write a POW to send someone a message thanking them for taking your questionnaire.

Example Questionnaire

```
|*******************************************************************************
|*                          PowerBBS for Windows                              *
|*                       >>>> Questionnaire #2 <<<<                           *
|*                       What do like or dislike?                            *
|*******************************************************************************
|
2,Do you call other BBSs?
|
1,60,How does this BBS compare? Better? Worse? Different?
|
1,60,What other forums would you like to see?
|
2,Would you be interested in running your own forum?
|
1,60,If Yes for above: what would it be about?
|
2,Have you made friends on the board?
|
2,Have you met anyone in person after meeting them here first?
|
2,Would you be interested in a BBS get together?
|
1,60,If Yes to above: where would be a good place to meet?
|
|Thank you for answering these questions! Your opinions are appreciated!
|
|If you have any other comments please send E-Mail to the Sysop!
|
```

Seeing the answers

      In the Questionnaire Data File you specify the full path and file name of the answer file for each questionnaire. PowerBBS places the answers to questionnaire in this file. You can view this file with Windows Notepad. When the file starts getting big you can delete some of the answers and resave it, or you can delete the answer file altogether. PowerBBS will create a new one.

            PowerTip: *Copy the icon for Windows Notepad to your PowerBBS program group. Modify the icon's command line to read: NOTEPAD.EXE C:\POWRBBS\WORK\ANSWER1. Now whenever you start Notepad with this icon you will automatically see the ANSWERS1 file. Make as many icons as you need to in your program group. Many sysops have a different icon for each answer file!*

New User Questionnaire

      In Config under File Locations #1, you will see entries concerning the "Script for new users." These two files are simply a questionnaire and an answer file. You create this questionnaire as you would any other questionnaire.

8.4 Languages

      PowerBBS allows you to customize the internal language of the BBS and to create new languages altogether. In Config under Language you can edit any language you have installed for PowerBBS. The default language for PowerBBS is English. You may still want to customize this file if you think something is unclear to your callers. It is up to you.

<u>*Modifying your language files*</u>
To edit a language, click on the language number and click OK.

To create a new language file, there are two methods. The first is to enter a new language number and click OK. The Language Editor will create a new language file with all of the items empty. The second method is to copy the 1.LAN file in your \POWRBBS\SOURCE\ directory to a new file such as 2.LAN. Then edit this file and make changes as needed.

Once you are editing a file, you can use the scroll bars or PgUp and PgDn to move up and down the list. When you see an item that you wish to change, type the information in the appropriate text box. The defaults for each phrase you can edit are listed in gray. To return a phrase to its default, click in that field and click the Default button.

To search for an word or phrase within the Language Editor, click on the Find button. Type in the word or words you want to find and click OK. If the program finds that word, that language option will display at the top of your screen. If that information is not found, you will see a dialog box telling you so. The search always starts at the beginning of the language file. To continue searching for the same word, click on the Find Next button.

> **PowerTip:** *The best way to modify a phrase in PowerBBS is to look for that phrase while on your BBS. Right it down. Then start the language editor and use the Find and Find Next buttons to search for that phrase.*

<u>*Multiple languages*</u>
In Config under Data File Locations, edit the Language file. This file is used to control the different languages you have on your BBS. Be aware that if you want to use multiple languages you must have a *.LAN file for each language.

In the Language Data File you will see numbers along the left hand side of the screen. These numbers correspond to the *.LAN files in your \POWRBBS\SOURCE\ directory. The first column in which you can enter text is the EXT column. You can specify up to three letters to denote different display files for each language (FR for French, ST for Star Trek). Use whatever you place here as an extension for your display files. For example, if you want to use a different Forum display file for each of your languages, you might have the following:

```
FORUM
FORUMC
FORUMR
FORUM.FR
FORUMC.FR
FORUMR.FR
```

PowerBBS will use the last three entries for those callers who pick the French language. PowerBBS will use the first three entries for all other languages. You don't have to use a different display file for each language, but it is a good idea!

The Text column is the text that will appear to your callers when PowerBBS displays the languages available. You may want to try to enter this text in the appropriate language so your foreign callers will know!

The Phone column is the format in which you want PowerBBS to accept phone numbers for that language. PowerBBS will accept numbers anywhere you place a number sign (#). If you put in any other characters, PowerBBS will fill in those characters automatically.

Example: ###/###-####

<u>*Setting the option in Config*</u>
In Config under Options #1, you must check Provide Multilingual Support. If you don't, PowerBBS will not display a choice of languages to the caller.

> *Call the Support BBS to look for other language files written by other callers.*

8.5 Credit Systems

One way of charging for access to your BBS is by selling credits. PowerBBS charges callers one credit per minute on-line. You set the time that PowerBBS charges per menu item in the Time column of the Menu edit screen. You can increase a caller's credits via a PowerLang command or by updating them manually.

PowerBBS for Windows User's Guide

Overview

PowerBBS gives each new caller as many credits as you have specified in the Time Allowed Per Day for the security level you give to new callers. For example, suppose you give new callers a security level of 20. And security level 20 callers get 30 minutes on-line per day. PowerBBS will give a new caller 30 credits.

> **Note: PowerBBS only gives new callers these credits once: At the time of their first call to your BBS. It is up to you to increase their credits somehow.**

You will set up certain menu options to charge credits at whatever rate you choose. This number is specified in the Time column of the Menu editor. Be sure to leave a menu option or two to be free (Goodbye, Comment to Sysop) so that your callers can still hang up when they run out of credits. By charging 0.00 for the time used for the Comment to Sysop option, callers can leave you a message asking for more credits.

> *PowerTip: If you want to give new callers more credits than the default, write a PowerLang program that increases their credits. In the new user questionnaire, run this POW at the end. Be sure that you don't place this questionnaire on your Questionnaire Sub-Menu or your callers will catch on and keep getting free credits! See the section on questionnaires and the chapter on PowerLang for more information.*

Your callers will be allowed to log on if they are out of credits. However, they will not be able to use any menu options except those that charge zero credits or -1 credits.

> **Note: You must check Run Credit System in Config under Options #3 if you want to run a credit system!**

Related screens

The Low Credits screen is displayed to the caller at log-on if he is low on credits. Be sure to include information here on how the caller can get more credits. In the Stats screen you should use the CREDITS MACRO to tell the caller how many credits he has left. Be sure to check Show Stats Screen at Intro so your callers will always know how many credits they have left! You should also make a bulletin to tell your callers how to buy more credits.

Awarding credits

The most common way to increase a caller's credits is by using the Sysops menu and updating that user manually. You can also increase the callers credits by doing an on-line upgrade for that caller. Remember, the caller must be on-line for you to do this.

Another way to increase credits is via a PowerLang program. The basis for this command are the following commands:

```
Give_Value I1 "300"
INC CREDITS I1
```

The above will increase the caller's credits by 300. You could write a program in PowerLang to get a caller's credit card number and then use the above command to increase their credits. It will still be your responsibility to actually charge their credit card.

Yet another way to increase credits is to assign a negative value to the Time column for a menu option. For example, you may want to award caller's credits for taking a questionnaire. Use -1.00 in the Time column for the Questionnaire command.

Rewarding callers for quality uploads

PowerBBS offers you a way to award credits to callers for uploading files that other people download. In Config under Options #3, there is an entry for Credits given to Uploader when File is Downloaded. If you enter a 1 here, PowerBBS will give the uploader of a file one credit for each minute it takes for a downloader to download a file uploaded by the uploader.

Phew! That's a mouthful. Let's look at this by example. Suppose that Judy uploads a file called JUDY.GIF. Each time another caller downloads JUDY.GIF, Judy will get one credit per minute that it takes to download the file. If you specify a 2 in this entry in Config, Judy will get one credit for every two minutes it takes to download the file. This system will encourage your callers to upload files that other callers want!

PowerBBS will automatically generate a message to the uploader whenever someone downloads a file she uploaded. This message tells her who downloaded the file and how many credits she received. If you want to have PowerBBS send a custom message you must write a PowerLang program called CREDITS.POW and place it in your \

POWRBBS\SOURCE\ directory.

See the chapter on PowerLang on how to write a POW that sends a message. If you write your own custom message, do not set the S2 variable. PowerBBS does this automatically. Two special macros can be used in this POW as well: CREDIT_NAME and CREDIT_BYTE.

> **PowerTip:** *If you don't want a message to be sent at all, create a CREDITS.POW with nothing in it but the command:Activity "Did not send credits message"*

8.6 Ratio Systems

Some sysops prefer to have their caller maintain certain file and message ratios on their BBS. If a caller does not maintain at least a certain ratio, he will not be allowed to download any files. This is an excellent way to encourage callers to upload files and leave public messages.

> **Note: See the chapter on securing your system for a full explanation of setting up security levels and the default ratios on your BBS.**
> **PowerTip:** *To encourage callers to send in donations to your BBS, make a special security level for donators. Set this security level to have zero for the various ratios. This will disable ratio checking for that security level allowing those callers to download as much as they want.*

Security level settings related to ratios

Msg. Ratio: This number is really more of a percentage than a ratio. 100 means the caller must leave a message 100% of the time (every time she calls). 50 means the caller must leave one message for every two calls. 25 means she must leave one message for every 4 calls.

Files Ratio: This is the ratio of uploads to downloads. 100 means a caller must upload one file for each file he downloads. 25 means a caller must upload one file for every four he downloads. Even if your callers have a good files ratio, they cannot download past their K-Limit and Month Limit.

Bytes Ratio: This is the ratio of upload bytes to download bytes. 100 means a caller must upload at least the same number of bytes that he downloads (100%). 25 means a caller must at least upload 25% of the bytes he has downloaded. This is a more fair method of comparing uploads to downloads. Even if your callers have a good bytes ratio, they cannot download past their K-Limit and Month Limit.

Charging bytes for downloads

In Config under Options #3, there are two options concerning bytes. First is the Number of Bytes Given for Uploads. If you want a caller's upload bytes to increase by the number of bytes in the upload, set this number to one (1). If you want the caller's upload byte to increase by one byte per two bytes in the upload, enter two (2) here.

The other option here is the Number of Bytes Given to Uploader when File is Downloaded. If you set this entry to one (1), PowerBBS will increase the uploader's byte count by one for each byte in the file when another caller downloads a file uploaded by the uploader. If you specify a two (2) here, PowerBBS will increase the uploaders upload byte count by one byte for every two bytes in the file when another caller downloads a file uploaded by the uploader.

Wow! That's a mouthful. Here's an example. Suppose Judy uploads a file called JUDY.GIF that is 200,000 bytes long. If Bill downloads that file, Judy's upload byte count will be increased according to the number you specify. If you specify one (1), Judy's upload byte count will increase by 200,000 bytes. If you set this entry to two (2), Judy will get 100,000 bytes. If you specify zero (0), Judy's upload byte count won't increase at all if Bill downloads that file. Basically, you determine whether or not Judy gets credited with upload bytes when another caller downloads a file she has uploaded.

In summary, you set the Number of Bytes Given for Uploads to be the number of bytes added to Judy's upload byte count when she originally uploads the file. You set the Number of Bytes Given to Uploader when File is Downloaded to reward her whenever another caller downloads her file.

For example, you may want to give uploaders the full credit whenever they upload a file. Set the Number of Bytes Given for Uploads to one (1). If a caller uploads a file that is 100,000 bytes long, her upload byte count is increased by that much.

Then, if you want the uploader to be given half credit each time another caller downloads a file she uploaded, set the Number of Bytes Given to Uploader when File is Downloaded to 2. If another caller downloads that 100,000 byte

file, she, the uploader, will be credited as though she uploaded another 50,000 bytes.

This system allows you to reward callers for uploading quality files. If a file is a popular one, the uploader will continue receiving credit for it!

Note: If you don't want the uploader's byte count to increase when another caller downloads, set the Number of bytes given to uploader when file is downloaded to zero (0).

Files that you place on your system manually (not uploaded) are not affected by these options. These settings have no effect on the downloader's download byte count. They are still charged the full number of bytes for the download.

Notifying your callers about downloads of files uploaded

PowerBBS will automatically generate a message to the uploader of a file whenever a file they uploaded is downloaded. You can customize this message by creating a BYTES.POW and placing it in your

\SOURCE directory. PowerBBS will then use this POW to send the message.

See the chapter on PowerLang on how to write a POW that sends a message. If you write your own custom message, do not set the S2 variable. PowerBBS does this automatically. Two special macros can be used in this POW as well: CREDIT_NAME and CREDIT_BYTE.

If you don't want a message to be sent at all, create a BYTES.POW with nothing in it but the command:Activity "Did not send bytes message"

8.7 Handles

PowerBBS supports the use of handles. This means that your callers can log on as a new user with their real name and then enter a fake name or handle. They can then log on with either their real name or their handle. They can also choose to use their handle in messages, teleconference, and QWK mail.

Getting started

To use handles, go to Config, Options #3 and check Permit forums to have Anonymous names. Then go to Config under Forums and check Allow Anonymous names for each forum where you will permit anonymous names. PowerBBS will then automatically ask new callers for a handle (anonymous name). Whenever a caller leaves a message in a forum where you permit handles, PowerBBS will ask them if they want to leave an anonymous message. If the caller answers yes, PowerBBS will place their handle in the FROM section of the message. Replies to anonymous messages will automatically be routed to the proper caller.

Note: Your callers will only be allowed to enter their handle once. No duplications of handles (or real names) is allowed by PowerBBS. If a caller wants to use a different handle, they must log on as a new caller. Sorry.

User Options

Your callers will have the option of using their handle in teleconference and QWK mail. If the caller chooses to use their handle in QWK mail packets, PowerBBS will allow them to send REPly packets with messages from their handle.

If a caller chooses to use their handle in teleconference, other callers must use their handle to send actions, whispers and the like. Other callers will see their handle in the Who is On-Line display.

Note: When modifying your ACTION.DAT file, use the CHATNAME macro!

8.8 Events

An event is something you, the sysop, will use to perform regularly scheduled tasks for you. For example, you might have a nightly event that will pack your message bases. If you are connecting to Internet, you will have an event that gets the mail in and out of your BBS. You may also have an event that you run once a week to generate a bulletin of the top callers to your BBS.

Overview

An event must be either a DOS batch file or a Windows EXE program. You must have a different set of events for each node of your BBS. In Config under Data File Locations, make sure you have a different entry in Events Data File for each node.

The most common type of event is a DOS batch file. You must first create the batch file. Then add the command line to start this batch file to your Events Data File and decide what days and times this event should be run.

Event Data File

Click on Events in Config to edit your events. Use the scroll bars or PgUp and PgDn to move up and down the list of events. Config automatically sorts the events in order by the entry in the Time column. To add a new event simply fill in the appropriate information in a blank set of fields. To delete an event, click on that event and then click on the Delete button.

The following is a brief explanation of each item in the Events Data File.

Time

This is the time that PowerBBS will run the event. Enter this time in military time (00:00 to 23:59). PowerBBS will start this event approximately three minutes before the time entered here on the theory that it is better to be early than late!

PowerBBS for Windows User's Guide

SMTWTFS A
These check boxes indicate the days of the week that PowerBBS should run this event. You can check as few or as many of these as you choose. The A represents All days.

Description
This is simply a description of the event for your information. It is not required or used by PowerBBS.

Command Line of Batch File or Program to Run
PowerBBS will use this entry to run another program or batch file. If an event is a DOS program, it must be started from a batch file. The command line **must** end with a BAT file extension. If the event is a Windows program, the command line must be an executable (EXE) file. This entry should contain the full path and file name, including the file extension.

Wait for Event
If this option is checked and a caller is on-line at the time an event is scheduled to run, PowerBBS will wait for the caller to log off. If you don't check this option, PowerBBS will limit a caller's time on-line to ensure that they log off before the time an event is scheduled to run. Your caller will be notified.

Internet Connection After Event
You should only check this option if the event is an Internet mail run (INTEXP.BAT). See the chapter on Internet for more details. Checking this event will tell PowerBBS to call the Internet provider to get mail at the proper time during the event. If you do not check this option, PowerBBS will not run your Internet events properly.

A sample event
Suppose you want to pack your message bases every night. You would first create a batch file that accomplishes this task. See the chapter on message for more information about packing message bases. In our example we will assume that you only have two message bases. You will probably have more. This is just a sample.

```
****PACKIT.BAT****
C:
CD \POWRBBS\FORUM
DEL FORUM00.ZIP
REM DELETE THE OLD BACKUP OF THE MESSAGE FILE
PKZIP FORUM00.ZIP -A FORUM00
REM ZIP UP THE OLD MESSAGE FILE IN CASE WE MAKE A MISTAKE
POWRPACK C:\POWRBBS\FORUM\FORUM00 DELETE R:C:\POWRBBS\RESTRICT
DEL FORUM01.ZIP
PKZIP FORUM01.ZIP -A FORUM01
REM ZIP UP THE OLD MESSAGE FILE IN CASE WE MAKE A MISTAKE
POWRPACK C:\POWRBBS\FORUM\FORUM01 DELETE R:C:\POWRBBS\RESTRICT
CD \POWRBBS
```

In the Event Data File you would enter C:\POWRBBS\PACKIT.BAT as the command line. Check the A box to tell PowerBBS to run this event every day. Enter a time in military time. To avoid inconveniencing our callers, let's enter 04:00 as the time. We're not likely to have any callers on-line at 4:00 AM! Check Wait for Event if you want PowerBBS to wait until the current caller logs off before running the event. If you are running multiple nodes, it is best not to check this. See the following for why.

Multiple nodes
If you are running multiple nodes of PowerBBS, be very careful when running your events. Some events, like PowerPacking your message bases, require that all callers be off-line. If a caller tries to save a message while you are packing the message base, the message file will be corrupted!

To avoid this problem, create an event for all of your other nodes that simply takes the node off-line. One node will actually run the event to pack the message bases. The other nodes will simply run a batch file that makes PowerBBS wait a specified amount of time.

PowerBBS supplies a program called WAIT.EXE. This is a DOS program that takes the number of seconds to wait in the command line. For example, WAIT 60 will simply cause the program to pause for one minute. Use this program to take your other nodes off-line. Here is an example:

```
****WAITPACK.BAT****
C:
CD \POWRBBS
WAIT 300
REM THIS CAUSES THE BATCH FILE TO PAUSE FOR FIVE MINUTES.
REM USE A LONGER TIME IF YOU THINK IT WILL TAKE LONGER TO
REM PACK YOUR MESSAGE FILES!
```

That's it. The only thing to remember is to **not** check Wait for Event. In this example, we want all of our events to start at the same time. If we check Wait for Event and a caller is on-line, one node's event might start after all the others. This will cause problems.

>   **Note: You don't have to take the other nodes off-line for every event, just those events like packing the message and user files. If you have an event that copies or deletes files that your callers may access (like bulletins), play it safe and take the other nodes off-line during that event.**

Running a Windows program as an event

If you have a Windows program that you want to use as an event, simply enter a command line in the Event Data File to run that program. Do not create a batch file for it. Windows programs cannot be run from a DOS batch file.

>   ***PowerTip:*** *Be sure to read the chapter on configuring Windows for PowerBBS. DOS events use the settings in your _DEFAULT.PIF file. If you are having a problem with an event not running properly, this is most likely the cause.*

Packing your USERS file

If you have Dead and Locked out callers (see the chapter on securing your system) or just want to clear out old callers from your USERS file, you will need to pack your USERS file. The POWRPACK program used to pack your message bases is also used to pack your USERS file.

>   **Note: You must not have any callers on-line when you pack your users file. If you do it from an event, be sure to have an event at the same time on your other nodes.**

The following is an explanation of the command line to accomplish this. Items in [brackets] are required. Item in {braces} are optional. All paramaters must appear on one line in your batch file or on your command line. Don't worry, DOS will allow you to enter the full command on one line.

```
POWRPACK [/U] [USERFILE] [INDEX PATH] {DAYS:###} {FORUM:###} {START:###} {ADDRESS} {CLEAR}
```

Parameter	Description:
/U	**Required**. This tells POWRPACK that you are packing your USERS file.
USERFILE	**Required.** This is the full path and file name of your USERS file. This is usually C:\POWRBBS\ DATA\USERS. **Do not use USERS.2!** The USERS.2 file is used to store the callers' last message read pointers.
INDEXPATH	**Required.** This is the directory where your index files are stored. This is usually C:\POWRBBS\ INDEX\. Be sure to enter the stroke at the end of the directory name.
DAYS:###	**Optional**. Use this option to remove all callers who have not called in the past ### days. For example, use DAYS:120 to remove callers who haven't logged on in the last 120 days.
FORUM:###	**Optional:** You **must** use this parameter in conjunction with the START:### parameter. Use this option to reset the last message read pointers in the forum indicated by FORUM:### to the number indicated in START:###. This command only needs to be used if you rearrange your forums or pack your messages and set the message numbers to begin with a new number. For example, use FORUM:12 START:2000 to reset everyone's last message read pointers in forum 12 to message number 2000.
START:###	**Optional:** Must be used in conjunction with FORUM:###. See above.
ADDRESS:	**Optional:** Use this option to create a text file called ADDRESS.DAT. It will contain the name and addresses of your callers.
CLEAR	**Optional:** Use this option to clear out the last message read pointers for deleted callers. These pointer are contained in USERS.2, however you will **not** specify USERS.2 on the command line. Under normal operation, POWRPACK does not make any changes to the USER.2 file unless you

use this option.
Example:
```
POWRPACK /U C:\POWRBBS\DATA\USERS C:\POWRBBS\INDEX\ DAYS:120
```
This sample will delete all users marked as Dead & Locked out and all callers who have not called within the last 120 days.

Hints on packing the USERS file

Each record in the USERS file takes up about 1,400 bytes. If you have 1,000 callers on your BBS, this file will be about 1,400,000 bytes (a little over one megabyte). If you have a thousand callers, your BBS is doing quite well. Since PowerBBS uses indexes to quickly look up a caller's name when they log on, a large USERS file will not slow down your BBS very much at all. And even if it does, it will only do so at log on. Therefore, think long and hard about whether you want to pack your USERS file at all. You may want to only pack your USERS file once a month. It's up to you.

However, your USERS.2 file can get rather large. Remember, this file contains the last message read pointers for every forum for every caller. The more forums you have, the larger this file will be. If disk space is a consideration, you may want to use the CLEAR option on a regular basis. This will clear out deleted callers (and caller who haven't logged on recently if you use the DAYS:### option) and clear out the USERS.2 file for those callers.

> **PowerTip:** *You really should back up your USERS and USERS.2 file before packing it. Though we do our best to ensure that this program is bug free, your USERS file is too precious to risk. If you have lost clusters on your hard disk or you have a power fluctuation while packing the USERS file, you may lose it permanently.*

Here is a sample batch file that will ZIP up the USERS files and then pack them. If something goes wrong, you can always UNZIP the old files and try again.
```
****PACKUSER.BAT****
C:
CD \POWRBBS\DATA
PKZIP USERS.ZIP USERS.*
CD \POWRBBS
POWRPACK /U C:\POWRBBS\DATA\USERS C:\POWRBBS\INDEX\ DAYS:120 CLEAR
REM THE ABOVE DELETES ALL CALLERS WHO HAVE NOT LOGGED ON WITHIN THE LAST 120 DAYS
```
> **PowerTip:** *If you have marked a caller as dead and locked out, that caller will be removed during POWRPACK. This means that the caller can now log on. To keep the caller out or at least from using the same name, add that name to your Junk Users file in Config under Data File Locations!*

Special Events

PowerBBS has two special events: Log-on and Log-off. These events are run whenever a caller logs on to or logs off from your BBS. This program can be either a Windows program or a DOS batch file. The file names must be LOGON#.BAT or LOGON#.EXE for the log-on event and LOGOFF#.BAT or LOGOFF#.EXE for the log-off event. The number sign represents the node number. For example, LOGOFF1.BAT will be run every time a caller logs of node 1. LOGOFF2.BAT will be run every time a caller logs off of node 2.

> **Note: If you are running a Windows program as one of these special events, you will have to rename the program to LOGON#.EXE or LOGOFF#.EXE where # is the node number. Look for PowerBBS specific Windows utilities in the near future!**

8.9 Call Back Verifier

If you registered the Professional version of PowerBBS, you have a built in Call Back Verifier. This feature is used to verify that new callers to your BBS are actually calling from the number they say. This feature is handy to keep out unscrupulous and underage callers. *Why?* Because those callers won't want you to know their real phone number!

> **Note: You must check Call Back Verifier Activated in Config under Options #1 in order to use the CBV.**

The CBV is run right after the Stats screen is displayed during log-on. PowerBBS will only call those with a security level that you specify (more on that later). PowerBBS will call the user back using the phone number they

entered as their data phone number. If PowerBBS connects to the other caller's modem successfully, that caller will be upgraded to a security level that you specify.

CBV checks for duplicate phone numbers

The CBV will not allow more than one caller to be verified from the same phone number. The CBV only checks those phone numbers that have already been verified by the CBV. It ignores the phone numbers of those callers who have not been through the CBV.

How it works

The following refers the CALL files, which are explained in just a moment.

When a caller logs on with a security level that you have specified in CALL5 as needing to be CBV verified, PowerBBS will ask them to confirm what number they are calling from. PowerBBS then displays CALL2, which should tell the caller what the CBV does. PowerBBS will then ask the caller if he wants to continue. If the caller answer yes, PowerBBS will display the instructions for the CBV as contained in CALL3.

If the caller answers no to using the CBV, PowerBBS will put the caller in the message editor. This will be a comment to the sysop. The caller should explain why he is not using the CBV in this message.

After PowerBBS explains what the CBV does, it will hang up on the caller and then call him back. The caller will then answer the phone with his modem. If all goes well in the connection, PowerBBS will ask the caller for his password. If the caller enters his correct password, PowerBBS will display CALL6. This file explains that the caller's access has been upgraded and instructs him to call the BBS.

The CALL# files

PowerBBS uses six ASCII files to control the CBV. These files are called CALL1 - CALL6 and are located in your \POWRBBS\ directory. You can modify these files with any text editor.

CALL1

This file is displayed to the caller when the CBV will not be able to call him back. This usually happens when the caller is in another area code and the CBV is not set up to call that area code.

CALL2

This file explains what the CBV does. After displaying this file, PowerBBS asks the caller if he wants to continue.

CALL3

This file explains to the caller what is about to happen. The caller is instructed to type ATA when he sees RING on his terminal program. This will tell his modem to answer the phone. After a successful connection, PowerBBS will ask him for his password for verification.

CALL4

This file contains a list of phone numbers that the CBV should not call. At the very least this file should include you local police and emergency phone numbers. If you want to specify that the CBV should not call a certain exchange, enter *NNN where NNN is the exchange. If you want to specify that the CBV should not call a certain area code, enter #NNN where NNN is the area code.

The following sample CALL4 file will tell the CBV not to call any numbers with an 800 or 900 area code. It will also tell the CBV not to call any numbers with the 976 exchange. For good measure, we are also listing some other specific numbers that the CBV should not call.

```
****call4****
911
8227396
*976
#800
#900
```

CALL5

This file actually controls most of the operation of the CBV. Lines that begin with a semicolon (;) are simply my comments to explain this file. Your actual CALL5 file must not have these comments.

```
****call5****
*PREFIX=9
;Tells the CBV to dial a 9 to get an outside line (optional)
*BBS_AREACODE=516
;Tells the CBV what area code the BBS is in
*CALL_ONLY_BBS_AREACODE=TRUE
```

```
;Tells the CBV to only call numbers with the same area code as the BBS.
;If you want the CBV to make long distance calls, set this to FALSE
```

```
*DOCALLAREACODE=607
*DOCALLAREACODE=914
;Tells the CBV to which area codes it is allowed to place long distance calls
*USE_ONE_FOR_LONG_DIST=TRUE
;Tells the CBV whether or not to dial 1+Area Code to make long distance calls
*ALWAYS_DIAL_AREA_CODE=FALSE
;Tells the CBV whether or not to always dial the area code. Some states
;require this setting to be TRUE
*USE_TONE=TRUE
;Tells the CBV to dial out using tones (ATDT)
;FALSE for this setting will tell the CBV to use pulse (ATDP)
10
30
;Tells the CBV to verify level 10 callers and upgrade them to level 30
;upon a completed verification
20
30
;Tells the CBV to verify level 20 callers and upgrade them to level 30
;upon a completed verification
;NOTE: You can have as many pairs of security levels as you need
```

CALL6

This file is displayed to the user after the CBV connects to their modem and gets the proper password. It instructs them to call back, since PowerBBS will then hang up the phone.

> ***PowerTip:*** *If you think you will have a lot of callers from the same phone number (husband and wife, roommates), you may want to disable the CBV. Why? Because it will not call duplicate numbers. Your callers may get annoyed at having to wait for you to manually upgrade them to enter your system.*

8.10 Caller ID support

If your modem is capable of recognizing the Caller ID signal and displaying it in this format:

```
RING
DATE = 0723
TIME = 1327
NMBR = 8102276607
NAME = MARK NEWTON
RING
RING
```

If your modem does not send back this sequence, there is a very good chance that PowerBBS will be unable to answer the phone!

> **Note: You must check Use Caller ID Option in Config under Options #1 to use the Caller ID features. You must also subscribe to Caller ID from your phone company to use Caller ID support!**

What it does for you

PowerBBS will do two things for you if you have a Caller ID modem. First, PowerBBS will write the information it receives from the modem to your activity log.

Second, you can lock out certain phone numbers. If you have a caller who has become bothersome, you may want to lock them out of your system. Even though you can dead and lock them out, they may try to log in under a different name. Some of these jerks can be very persistent.

To lock out a phone number, create an ASCII file in your \POWRBBS\ directory called CALL9. This file will contain a list of phone numbers that you wish to lock out. When a call is received from this phone number, PowerBBS will not answer the phone. Pretty nifty, eh? Here is a sample CALL9 file:

```
****CALL9****
8106249257
8108817805
```

8.11 FAX support

If you have a Class 2 FAX/Modem (henceforth called modem), you may be able to receive faxes from within PowerBBS. *Why "may?"* Because Class 2 is a guideline for FAX cards. Modem makers are not required to follow all of these guidelines to call their product Class 2.

If your modem is not Class 2, you should still be able to send faxes from within PowerBBS. You will be able to set up your BBS to automatically send files to callers. You will also be able to set up PowerBBS to allow a caller to enter a message to be faxed to another number.

> **Note: You will not be able to use any other FAX software for your FAX/Modem while PowerBBS is using that FAX/Modem! Only one program at a time can control the com port (unless two programs are written specifically to share the com port).**

Requirements for automatic fax receive

To receive faxes, you must have at least a Class 2 modem capable of adaptive answering. Adaptive answering is a tool used by modems to answer the phone and detect whether the incoming call is a fax or a modem. To see if your modem is capable of adaptive answering, shut down PowerBBS. Start your favorite terminal program. Type ATZ and press Enter. If you receive OK in response, you will be able to perform this test. Type AT+FAA=1 and press enter. If you receive OK, your modem is capable of adaptive answering. If you receive ERROR, you will not be able to receive faxes from within PowerBBS. Sorry.

In Config under Modem, you must check Use FAX Option. You must also lock your com port at 19200 or less. This is a requirement of FAX/Modems. PowerBBS will not start if you have checked Use FAX Option and have locked your port at a speed higher than 19200. There are no special commands you can enter in the Modem Command strings for FAX support. The modem uses an entirely different set of commands for FAX, and PowerBBS handles these commands internally. You must also check Answer by True Ring Detect. See the chapter on modems for more information.

Start up PowerBBS

> **PowerTip:** *Before testing the FAX options of PowerBBS, make sure you have it working without the FAX option. There's no sense trying to chase down what might be two problems at the same time.*

Once you have set the two options in Config under Modem, you are ready to test for FAX support. Restart PowerBBS. PowerBBS will initialize the modem as usual, then it will check for FAX support. When this process is complete, you will see "Ready to receive FAX/Data," then your screen will return to Waiting for Calls.

If PowerBBS gives you an error at this point, your modem cannot be used to receive faxes. There are no further commands or changes you can make. If this happens to you, but your modem is supposed to be Class 2 compatible, leave a message on the Support BBS to Russell Frey indicating the modem maker and command that failed. You will see the error message in your activity log.

> **Note: If you see garbage characters flash by, don't worry. This is normal for Class 2 FAX/Modems.**

How it works

Receiving a fax with PowerBBS is easy. Tell someone with a fax machine to send a fax to your BBS. Watch your PowerBBS screen. When a call is detected, PowerBBS will answer the call as usual. If the call is a fax call, PowerBBS will force the picture of the modem to stay with a yellow background. It will stay yellow for the duration of the fax. Once the fax is complete, PowerBBS will reset the modem and then update the activity log.

At the beginning of the call in the activity log, you will see a file name ending with APF. This is the name of the fax file. PowerBBS will convert this file to a PCX automatically. Therefore, if PowerBBS is receiving FAX0001.APF, you will find a FAX0001.PCX in your \POWRBBS\ directory.

Each page of the fax will be saved in a separate file. That's just how faxes work. You can open this file with

Windows Paintbrush. When you select File, Open, from the menu, be sure to change List Files of Type (bottom left) to PCX. The fax will appear very large on your screen. This is because the resolution of faxes is normally greater than that of normal PCX files. Use the View, Zoom Out, option in Paintbrush to get a full screen view of the file. You can print this file directly from within Paintbrush.

> **PowerTip:** *If you are going to be receiving a lot of faxes, it is a good idea to invest in another program for viewing the faxes. Paintshop Pro is an excellent choice. It is available as shareware. As with all shareware, if you continue using it past the trial period, please register it!*

Sending faxes from within PowerBBS

PowerBBS is a BBS program, not a fax program. You will not be able to use PowerBBS to send faxes from other Windows or DOS applications. You will need another program to accomplish this. WinFax Pro is one such program. If you use another fax program, you must first shut down PowerBBS to send a fax. Remember, PowerBBS will not share the Com port with other programs.

Menu Command 55, Fax on Demand, will allow you to send text files (ASCII) or PCX files by request to your callers. When the caller selects this menu command, PowerBBS will show them a screen (FAXLST) of available faxes the caller can receive. The caller will then select a file. During your next event, PowerBBS will send the caller a fax at the number they entered as their fax number.

Menu Command 56, Send a Fax, will allow your callers to type a message that will be faxed to another number. This number must match the restrictions set forth in the CALL4 and CALL5 files described earlier in this chapter under Call Back Verifier.

Fax on Demand in more detail

In order for you to provide a Fax on Demand service using Menu Command 55, you must create an ASCII file called FAXLST and place it in your \POWRBBS\ directory. This file will list the files that you have available on your system for download. These files must be either plain ASCII files with extension TXT or PCX graphics files. The files you want available for download must be located in your restricted directory (see Config under File Locations #1). By default this is \POWRBBS\RESTRICT\.

> **Note: PCX files are very picky. You absolutely cannot fax a color PCX file. Be sure to test PCX files before offering them to your callers.**
>
> **PowerTip:** *A great way to get a PCX file into your system is to use another fax machine to fax it to your BBS!*

The format of the FAXLST file is as follows:

```
@##
FILE.TXT          Description
@##
FILE.PCX          Description
```

In @##, the ## represents the number of credits that you will charge your callers for each fax listed below. Along the left hand side is the name of the file that is located in your restricted directory. Starting at column 16 is the description of the file.

When the caller selects the Fax on Demand option, he will see a screen listing the files and descriptions. He is then asked to enter the name of the fax he wants to receive. PowerBBS will record this information and send the fax to the caller during the next event for that node.

Here is a sample of a FAXLST file:

```
@30
NEWIN35.TXT    New features in PowerBBS 3.5
@10
REG.TXT        Registration information for PowerBBS 3.5
```

Send a Fax in more detail

When a caller selects this command, he will be able to send a fax to any number he chooses. PowerBBS will check this phone number against the settings in CALL4 and CALL5 (see Call Back Verifier) to determine if you permit that phone number on your BBS.

He will the be able to enter a message using the normal PowerBBS message editor. He will simply type this

message as he would any other message. When he saves the message, PowerBBS will place a file in the restricted directory to be sent during the next event for that node.

If you want to charge credits for this service, you must enter the cost in the FAXLST file. Place a @## entry on the first line above all the other files you have listed for faxing. This single entry will be the cost of sending a fax. Here is the sample FAXLST file with an entry to charge 100 credits to send a fax:

```
@100
@30
NEWIN35.TXT     New features in PowerBBS 3.5
@10
REG.TXT         Registration information for PowerBBS 3.5
```

Allowing the caller to send a fax to a predetermined number

        If you want to use the Send a Fax command to allow the user to choose a number to which to send the fax, you must write a PowerLang (POW) program to ask the caller to choose a number. This could be used to allow the caller to send a fax to a restaurant to order a meal, right from your BBS!

        You must understand PowerLang to be able to accomplish this. See the chapter on PowerLang for more details. Basically, you will write a POW to present a series of choices to the caller. At the end of the POW, whatever value is in S1 is the number PowerBBS will use. This POW must be called FAX.POW and be located in your source directory.

```
****FAX.POW****
Display "Order from what restaurant?"
Display "A. Rob's Place"
Display "B. Rosie's Bar and Grill"
Display "C. Sam the Butcher"
Display
Display "Enter choice: ";
Get_Choice ABC C1
Display
If C1 = "A"
                                        give_value S1 "(516)822-7396"
Endif
If C1 = "B"
                                        give_value S1 "(516)822-7568"
Endif
If C1 = "C"
                                        give_value S1 "(516)822-7397"
Endif
Display "Thanks!"
Get_return
```

Faxes are sent during your next event

        When a caller requests a fax or enters on to be sent, PowerBBS will not immediately send that fax. It will send the fax during the next event for that node. Most sysops run their events at night when nobody is on-line. However, faxes can be sent any time. Faxing does not require that the other nodes be free of callers (see the chapter on events).

        If you want to send your faxes on a more timely basis, create a "dummy" event. This event will simply be a one line batch file. Call it FAX.BAT. It will do nothing more than sit there for ten seconds. However, before running this batch file, PowerBBS will send out any pending faxes. Use this batch file for as many "dummy" events as you choose. The batch file will look like this:

```
****FAX.BAT****
C:
CD \POWRBBS
REM JUST SIT HERE FOR 10 SECONDS
WAIT 10
```

End of Part 1 of the Manual
See MANUAL2.WRI for Part Two