

MMC 1.4

COLLABORATORS

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Chapter 1

MMC 1.4

1.1 MMC 1.4

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```

(Mega Multinode Chat) 1.4

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-- MMC requires the LSD Doors or Other-Reg keyfile --

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Many thanks to Niki Murkett & Matt Whitfield during the development of this program.

1.2 Introduction

Introduction

This is a little door that I believe every multinode MAX's sysop wants! It allows users on different nodes to communicate with each other (and the sysop on a local node). It has an IRC style method of working, but it is very simple to use. As it says, Mega Multinode Chat, it's mega, it's multinode and it's chat, it does exactly what it says on the tin!

It also has many useful features, and it is a lot better than the MAX's internal one! I hope you like it... oh but don't run Snoopdos! :o)

Requirements

MAX's BBS 1.54 68000 version or MAX's Pro.
Fast machine, preferably 030 with fast ram.
'LSD_Doors.key' or 'LSD_Otherreg.key' in 'Sys:S/'
A multinode BBS.

1.3 Disclaimer & Distribution

Licence

Licensed to be used on any system with the LSD Doors or Other-Reg keyfile, this means you must be registered with LSD Doors to use this door, see the file '-Regform-' contained in this archive for more information.

This software and accompanying archive must not be altered in any way. This may only be freely distributed with no additional cost except a small charge for the media that it is contained on, no charge must be made if downloading via modem or ISDN for example.

This is not a GNU public release, but is licensed as 'private shareware'.

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END OF TERMS AND CONDITIONS

Additional note: This program has been tested and should not damage your system.

1.4 Installation & Configuration

Installation

Copy the entire MMC directory to Doors:, then put it as a menu function on your BBS, e.g:

Key	Function	Extra	LoAcc	HiAcc	Misc
M	34	0	5	10000	Doors:MMC/MMC [CONFIG]

[CONFIG] is optional, this allows you to tell MMC to read a configuration file, if you omit this MMC will check MMC.cfg by default and read it if it exists (see below for more info). Note: The command line options have changed on 1.4!

Configuration

There are two configuration options in the file MMC.cfg which is located in the MMC directory. The example configuration that comes with MMC contains comments that tell you what should be in the file, you don't actually have to have this file, if you delete it MMC will use it's built-in defaults.

Line 1 - Refresh time

This line contains the time that MMC waits for until it checks to see if new messages have arrived. The lower this value, the more often it checks, but a small warning: If the value is too low, MMC will start to take over your machine if you have many nodes, especially on an 030 or lower, make the value too high and the users will be waiting ages for the messages to arrive in big chunks. MMC defaults to 59 (a sensible value).

E.g. 59

Line 2 - Work directory

The work directory by default is RAM: (because it is fast) but you may wish to use a fast storage device, this is used to send messages from node to node, in future versions message ports might be used, but not yet. To specify a work directory, enter it as an argument. Note: If it's a directory, it must have a trailing slash. MMC defaults to RAM: (highly recommended!)

E.g. DH2:MMCTemp/

Line 3 - Enable network support

This is an ON/OFF value, if this is set it adds 10 to the node number value. See below for more info on networking and MMC. MMC defaults to OFF.

Enter 1 to enable, 0 to disable.

That's it! :o)

Well, it's installed now, you're ready for operation and you will want to zoom onto the

in use
section! You may notice several files
called Display.#.text and Display.#.cfg, these are different
display types for MMC and the user can chose which one he/she wishes to use,
check out

display configurations
on how to configure these.

Networking

MMC allows you to use this over a network to another Amiga, ie. over Parnet.

Firstly, you must decide which machine is the secondary machine, and then make sure that other machine has a device mounted from the other machine such as RAM or a hard disk where you intend to store MMC's work files.

Secondly, set-up the configuration in MMC to reflect this, if your secondary machine accesses MMC directory from the primary machine then you should make two configuration files here and tell the secondary machine to read the 2nd of the config files. The first configuration should be as normal, the work directory to somewhere like RAM: or on a fast storage device, but the 2nd config should have the Network line enabled and the work directory should be the work directory on the PRIMARY machine. In other words, both machines share the same work directory.

Thirdly, test it and make sure it all works, the secondary machine should be it's node number +10, if not then you forgot to set the network option in the configuration. If it's slow, try RAM: on the primary machine for work files.

1.5 Usage

Usage

Well, now you come around to actually using the blighter! When MMC first runs it displays Display.1.text and starts putting text into the chat text area by welcoming you and by showing you who's in chat. From the local side, you won't be able to see a cursor, but you type in the text entry field at the top or bottom of the screen (depending on the current display config).

Chatting

As chat text is displayed you may notice there is a delay between the time it is written and the time it is displayed, this is because the text is checked every 2 seconds or so instead of constantly (therefore using less CPU time).

If you login on a local node and you aren't using MAX's Pro 2, MMC will automatically convert 'node 0' into your real node number, but don't do multiple local logins!

While chatting you will notice the following (please note: ENABLE ANSI COLOUR).

```
<name> <- yellow brackets  
cyan text = Normal text from person specified by the line above.
```

```
[name] <- magenta brackets  
cyan text = Normal text from person, but this person has operator status.
```

```
<Sent/Got private message to/from [name]>  
magenta text = Private message received/sent specified by the line above.
```

You will also have other information text appearing on the chat screen.

Settings File

All users settings are saved to a file named "Settings.cfg", this stores the page and display settings for each user, if they have OPs and the chat topic.

Operator Status

Users can have operator status in MMC, this means that users can have control over MMC regardless of their access level. When new users join (they haven't been recorded in the Settings file), they don't get operator status unless they have access of 5000 or above, although OPs can be given to any user and OPs removed in the same way. Sysop's at access 10000 /always/ have OPs, if they are DeOP'ed (OPs removed), they can join again to have OPs back. MMC operators are signified by their username being surrounded by magenta square brackets.

OPs entitles a user to:

- Change the chat topic.
- Gives OPs to other users.
- Remove OPs from other users.
- Kick users off the BBS.

OPs for each user are saved to a settings file so they have OPs (or don't have OPs) next time they join MMC.

Key Functions

- [Escape] - Quit (nooo).
- [Ctrl+Z] - Display help screen
- [Ctrl+L] - Clear chat text and redisplay the ANSI screen
- [Ctrl+N] - Display information on other nodes
- [Ctrl+P] - Page a node (ask them to come into chat!)

Inline commands

These are entered straight into the chat line:

/whois - displays a list of the people (and node number) currently in chat.

/msg <node> <text> - send a private message to a node, e.g. /msg 1 hello. This allows you to send private messages to each other, this means you can have a private conversation with someone else and no one else can see!

/me <text> - shows your writing as if you were doing it, e.g. /me says hi, ie. an action text.

/bold <text> - shows your writing in white bold (bright) text, e.g. /bold hi!.

/pause - pauses the chat text (ENTER continues), this is a special mode, you can't paste text into the normal text mode - but you can here!

/op <node> - gives MMC operator status to a user (OPs only).

/deop <node> - removes MMC operator status from a user (OPs only).

/topic <topic text max 30 chars> - sets the chat topic (OPs only).

/kick <node> - kicks a user off the BBS (OPs only).

/mode <mode> - change display mode (just type /mode on its own for a list).

display configurations
for more information on these!

/page ON - turns your pager on, this allows other users on the BBS to page you when you aren't in MMC.

/page OFF - turns your pager off, stops users from paging you!

/myconfig - displays your current configuration, if you have your pager on etc.

/clear (same as [Ctrl+L])

/help (same as [Ctrl+Z])

/quit (same as [Escape])

Important Information

Every effort has been made to make MMC stable, but on the event of MMC locking up, you can do the following to save resetting your machine:

Twit yourself/the user off the BBS..

Press LEFT AMIGA + LEFT SHIFT + M

..once a grey screen is displayed..

Press CTRL + C

This is a last resort going back to AMOS itself (eek) but it should be ok!

Well, thats ya lot, check out the rest of the guide!

1.6 Display Configurations

Display Configurations

There is no main configuration file for MMC, this is because it doesn't need one, instead there are several little configurations which configure the output and operation of the display in MMC.

There are two files for each configuration:

```
Display.#.text
Display.#.cfg
(where # is a number, from 1 to as high as you want...)
```

The user can chose which display he/she wants using the /mode command within the chat. The #?.text files are ANSI file templates for the display, #?.cfg files are the actual files which tell MMC what to do, these files are easy to configure and the example ones contain comments, MMC will ignore all lines starting with a comma (;) so you can make as many comments as you like, but the order of the configuration file must be the same, this is as follows:

Line 1 - Description of the display style

This is a description for the style of display, e.g. "Cool Style".

Line 2 - Top line for the chat text

The chat text is the main text that everyone sees, this may be confined to an area on the screen and the text will scroll within this area, the number you enter here is the line at the top of the chat text area, this is the actual line as seen on the screen in ANSI, e.g. "5".

Line 3 - Bottom line for the chat text

This is similar to above except its the bottom line for the chat text area, the chat text will be confined to and scroll between this value and the one above, e.g. "20".

Line 4 - Initial line that the chat text starts on

This is the line the chat text begins printing at, as you see the chat text doesn't have to start at the top line, it can start anywhere it likes, so you could have a logo that displays at the start, that scrolls up as more and more text comes on the screen and eventually disappears at the top, although it will be displayed again if the screen is cleared or MMC is started again, e.g. "9".

Line 5 - Column or "X position" that text entering field starts at

The text entering field is the area in which you can enter text into while chatting, this is one line on the screen. The number you enter here is the X position (column) in ANSI that you start entering text at on the screen, e.g. "10".

Line 6 - Line or "Y position" that text entering field is on

This is what Y position (line) in ANSI that the text entering field is on,

used with the above value to get a X,Y co-ordinate for this field.

Line 7 - Maximum length of text entering field

Well you know where the text field starts, this number allows you to set where the field ends, by specifying its length in characters, the maximum for a line is 79 characters, so don't go above this value, stay below 75, e.g. "70".

Line 8 - Column or "X position" for the user's name

MMC prints the user's name on the screen (to give a more IRC feel), this is the X position (column) where the user's name is printed, e.g. "2".

Line 9 - Line or "Y position" for the user's name

This is used with the above value to work out the whole X,Y co-ordinates to print the user name at, this is the Y position or line at which the user's name is printed, e.g. "2".

Line 10 - Scrolling method

This is the scrolling method used for the chat text, there are only two things allowed here. Enter 1 or 2. 1 will scroll the text upwards from the bottom line, and 2 will 'pull up' the text top the top line, e.g. "2".

If this doesn't make much sense then I'm not surprised, you must always have an area on the screen that is permanently there and is not scrolled, ANSI codes do not allow enough flexibility to scroll a confined area, but only the entire screen (from a point), this means you can only have permanent area at the top of the screen OR at the bottom. 1 must be used if its at the bottom (and the chat text goes above it), and 2 must be used if its at the top (and the chat text goes below it). Hope you understand now :o).

Line 11 - Scroll lines

This is a number which allows you to say if you want to scroll more than one line of text at once, jump scrolling its sometimes called, this scrolls text every ## lines by ## lines (IYSWIM), e.g. "1".

Take a look at the configs that come with MMC for more information!

1.7 Contacting me, Greetings and Thanks

Credits

©1998 Steve Clack of Liquid Software Design of NSA Design.

With thanks to Niki Murkett for Kewldoors extension for AMOS and the patcher that allows this to be used on Multinode systems. Also thanks to him for his "Who Online" code, which I adapted for MMC, and his ideas.

Also thanks to:

- Matt Whitfield for useful ideas and Display Designs 4, 5 & 6.

- Glen Martin for many ideas & bug reports.

Contacts

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Greetings

All registered LSD DOORS users!

Niki Murkett, Techn!x, Leigh Russ, Dr. X, Wendell Watanabe, Luigi, StoneCold, Pete Laird, Bullseye, Christopher Jeffery, Bradman, Skutter, Kevin LaRocque, Jim Oloughlin, MR TOAD, Paul Waite, Sheep Strike, Sykoe, Erland Andreassen, Robert Swain, mR bOOMBASTIC, Shakey, Bomma, Timm Rutland, Stuart Hedges.

All Fluffynet guys!

SORRY IF I FORGOT YOU! (Nag me!)

1.8 History

History

1.0 - Internal beta, not released, many thanks to Matt Whitfield for support.

1.1 - Not released.

1.2 - Released :o).

1.3 - Added word wrap and fixed the bug that ate the last character typed on the input line.

Fixed the pager.

More room on the NodeStatus screens to display more information, copy over the NodeStatus.text from this archive or adapt your own screen.

Added user settings and operator status. User settings store the user's preferences for display mode, their pager settings and if they have OPs. This file also stores the chat topic. Operator Status (OPs) allows certain users (regardless of access level) to do important commands like /topic /kick /op /deop.

Read the

in use
section for full information.

Added topics and changed "User Name" to topic on chat screen, updated all display files to cope with this - Marty.

Different username colours for each node (5 colours then cycles) - Marty.

Added commands:

/me <action text> - Displayed as "* Username <action text>"
/topic <topic> - Changes the topic of conversation, OPs only, MAX of 30 characters only.
/op <node number> - Gives operator status to a user, OPs only.
/deop <node number> - Removes operator status from a user, OPs only.
/myconfig - Displays your current settings and if you have OPs.
/page on - Turns on your pager.
/page off - Turns off your pager.

Small bug fixes, changed a few things & put in speed increases.

Added login notification (tells you when someone logs in on a node).

1.4 - Added configuration bit! See
Installation & Configuration
for info!

Important: The command line options have changed, if you used any please read the installation section.

Hopefully stopped the infinite "Error 96" bug!

Added support for the new LSD_Otherreg.key!

Made it a bit nicer in places, although you probably won't notice. :o)