PowerBBS for Windows 4.01
Late Breaking News and Information. Please Read!

PowerBBS is the FIRST Windows Based BBS to accept ASCII, ANSI, RIP *and* Windows Multimedia Callers (using PowerAccess)! Accept no less than PowerBBS! Now with Full Network Connections over a Local Network or Internet!

Operating Systems
      This version of PowerBBS has been fully tested to run and operate under *Windows 3.1*, and *Windows for Workgroups 3.11*. Though not as extensively tested, we feel PowerBBS will function properly under *Windows NT*, and *Windows 95.*

PowerBBS Technical Support
      PowerBBS Support BBS: 516-822-7396, 7568 e-mail James Carr - *fastest*
      Internet: james_carr@powerbbs.win.net - *fast*
      Compuserve: GO PBBS - *for less crucial questions*

PowerBBS software and utilities
      PowerBBS Support BBS: 516-822-7396/7568
      FTP Site: powerbbs.ic.net
      Compuserve: Go PBBS
      America On-Line: Go to keyword TELECOM or search file lists for keyword POWERBBS
      PowrTOOLS products: Calamityville BBS - 610-515-0740
      Other Products: The Mens Room BBS - 301-474-0146

PowerBBS Information and Discussion
      Internet Mailing List: (arrives in the form of personal E-mail) From your Internet address send mail to majordomo@ic.net. In the body of the message place: subscribe powerbbs.
      Usenet Newsgroup: Many PowerBBS sysops regularly read and post to comp.bbs.misc
      PowerBBS Newsletter: *Inside PowerBBS* is a monthly newlsetter devoted to PowerBBS. E-mail James_Carr@powerbbs.win.net for a free issue and subscription information.

PowerBBS Newsletter - Inside PowerBBS

Newsletter Features Include:
• Latest news on PowerBBS including bug reports
• News on PowerBBS related products
• Reviews of doors and third party products
• Door of the Month with batch files included
• Internet section with hottest and latest newsgroups
• Tips on PowerBBS
• Tips on running a BBS - advertising, keeping callers active, charging for access
• PowerLang tips and tricks with actual code
• BBS of the Month Contests
• Best Graphics Contests
• Tips on hardware - what to buy, what not to buy

James Carr is the author of the PowerBBS Users guide and head of PowerBBS tech support. When not handling PowerBBS related duties, James runs two bulletin boards (The Ladies Room and The Mens Room), dabbles in photography, plays bass in a rock band and is an independent computer consultant. On occasion he has been known to sleep.

Inside PowerBBS will be published 12 times a year. Each issue will be from 6-12 pages long with no advertising. Subscriptions are $24 per year and will arrive by mail. No electronic version will be distributed.

_____ Yes, please sign me up for Inside PowerBBS. Enclosed is my payment of $24.

_____ How about a free issue first, James?

Name: _____

Mailing Address: _____

_____

_____

Mail the above with check or money order payable to James Carr to:

Inside PowerBBS
P.O. Box 842
College Park, MD 20741-0842

PowerAccess

PowerAccess will permit you and your callers to log on to your BBS with a Windows multimedia terminal. PowerAccess *NOT* included on the PowerBBS disks.   For the latest copy, FTP powerbbs.ic.net, call our support BBS at 516-822-7396, GO PBBS on compuserve, or search the files on America On-Line.

PowerGenerator

This program is required to create custom PowerBBS 4.0 screens. Run the setup.exe program on the PowerGenerator disk to install it. PowerGenerator is fully documented, so please be sure to read the documentation and help file. The best advice I can give you for PowerGenerator has nothing to do with the mechanics of it - it's already quite easy to use.

You are now entering a new world of being a sysop. You now have the chance to develop a multimedia interactive environment for your callers. Don't think in a linear fashion like you're used to. It's time to take a whole new approach to BBSing. As a PowerBBS sysop, you will be leading the way. Don't try to mimic your ANSI BBS using PowerGenerator. Go for a whole new approach. Use your imagination!

PowerBBS Third Party Programs

The following programs are a few of the third party PowerBBS shareware programs available on the PowerBBS Support BBS:

PowrUSER: Windows based editor for the PowerBBS USERS file.
PowrNODE: Windows based program that tracks recent callers and displays caller(s) on-line.
PowrNEWS: Windows based program to create ASCII/ANSI/RIP and PowerGenerator news screens.
PowrSTRIP: Windows based program to start PowerBBS and related programs with a single click.
Graffiti Wall: Windows based ANSI door that provides callers with colorful brick graffiti wall.
General Store: Windows based ANSI door that allows callers to send electronic "gifts."
Birthday Generator: Windows based program that creates ASCII/ANSI screens of callers with birthdays in the coming week.
PBBS Admin: Windows based program that provides statistics and graphs based on the PowerBBS activity log.

Display Problems Related to Video Fonts

If you have LARGE FONTS turned on, you will need to change the fonts your video driver users from with Windows setup or the DOS program SETUP.EXE in your \WINDOWS directory. When you set up this video driver, select SMALL FONTS.   PowerBBS's terminal window is not compatible with LARGE FONTS. Using large fonts will severely distort the display of the local screen.

Norton Desktop

Problems have been reported with PowerBBS and the Norton Desktop for Windows. If you are experiencing strange problems, try uninstalling the Norton Desktop.

Video Accelerator Cards

PowerBBS has been tested and written to work with most video drivers. However, some video drivers will produce unwanted results including General Protection Faults. Before contacting PowerBBS tech support to report a GPF or runtime error, please try using the standard Microsoft video drivers. If the problem goes away with the standard video driver, contact the maker of your video card to see if replacement drivers are available for your card.

New Feature for Dropping to DOS / Running Doors

PowerBBS used to close the com port to run a DOS program and then open up the com port when the application is done. PowerBBS can now operate by NOT closing and opening the com port. Set this up in the MODEM SECTION of config. By doing this you may find it easier to run DOS doors.

Please try both methods of passing the com port before contacting tech support. Also, please install the Lemonade door as outlined in the PowerBBS manual before contacting tech support. If you have not attempted to run this door, Tech Support will merely tell you to test your setup with this door before proceeding any further.

PowerAccess Upgrading

PowerBBS v4.01 requires at least PowerAccess v1.01 for a Windows multimedia connection. If a user logs on with a version of PowerAccess lower than v1.01, he will be presented with a menu for upgrading his copy of PowerAccess to v1.01.   The caller can either download the entire PowerAccess v1.01 package or just a patch to upgrade PowerAccess 1.00 to 1.01.

At the very least you must make the PowerAccess archive available for your callers to download. The full path and filename of this file must be entered in Config under PowerAccess. If you wish to make the patch available, the patch must have the correct filename and be located in your RESTRICT directory, usually \powrbbs\restrict.

The patch to upgrade to version 1.01 is called P100-101.ZIP (meaning the patch will only work on PowerAccess v1.00 and it will only upgrade 1.00 to 1.01).   Place P100-101.ZIP in your \powrbbs\ restrict directory.

**BE SURE AT THE VERY LEAST TO HAVE POWERACCESS 1.01 PATH TO ZIP   CONFIGURED IN CONFIG!!   If you do not have this file available   and a PowerAccess v1.00 user logs onto your system, they will not be able to go further nor will they be able to download the new terminal package! They will have no choice but to hang up and call back in ANSI!

PowerBase Notes

To add a database to the list of databases available, you need to do a local logon (that is an ANSI local logon) and select the Database command. From that point on you will see the advanced SYSOP options to A)dd a database, D)elete a database, P)ack, etc. See the PowerBase chapter for more information.

PowerAccess / PowerBase connections can now have a SOUND field (just like you can already have a graphic field).   Start the sound field name with WAV (graphic fieldname starts with BMP).

Upgrading to a PowerBBS with more nodes

Registered users may upgrade their current version of PowerBBS to one with more nodes. Simply fill in the REGISTER.WRI file for the version you wish to purchase, and send a check for the DIFFERENCE between the NEW and OLD versions. Payable to Russell Frey; 35 Fox Ct; Hicksville, NY 11801. You must include your SERIAL NUMBER.   For example, send in $90 to upgrade from the 1 node to the 2 node version ($109 -> $199).   Deduct 10% when you send in a money order.

If you are purchasing additional tools such as the PowerSuite, PowerGen, or TELNET/FTP, PLEASE INCLUDE YOUR SERIAL NUMBER.

Single Line $109
2 lines $199
4 lines $399
16 lines $699
255 lines $1299
TELNET/FTP add-on $149
PowerSuite $199   (MAPI, PowerBase, PowerGenerator)
        The PowerSuite entitled also includes TWO YEARS of FREE Upgrades on
        PowerBBS itself.
PowerGenerator $50 (included in the PowerSuite)

Local Nodes
PowerBBS limits you on the amount of nodes you can run. However, LOCAL nodes are not counted in this limit of nodes. A local node is a non-networked COM0: node.

Starting PowerBBS from Another Windows Program via Command Line Options
PowerBBS can be started from another Windows program via the command line. PowerBBS automatically picks up the com port for that node and logs on the caller. When the caller hangs up or drops carrier, PowerBBS will terminate and release the com port. This feature is only available for registered users. These command lines will be ignored in the shareware release.

From the command line,
/ONLINE #   where # is the baud rate of the caller
/MAXTIME #   where # is the maximum time a caller can stay on.   Note that the person's normal time limit is used, unless # is less than the person's normal time limit.

For example:
c:\powrbbs\powrbbs.exe c:\powrbbs\powrbbs1.dat /ONLINE 38400 /MAXTIME 100
Would specify a session at 38400 with a maximum time for the session of 100 minutes.

Shuttle
PowerBBS has been fully tested to work with SHUTTLE a Windows-Based FIDO Mailer.   The following command line options were created for SHUTTLE:

/HOT #   where # is the open port handle
/PAMODE   forces PowerBBS into PowerAccess mode

For more information on Shuttle download SHUTINFO.ZIP or Contact Marvin at:
        11155 Steeple Park Dr.
        Suite 809
        Houston, TX   77065
        Fax: 713-894-4429
        BBS: 713-894-2069

PowerBBS Manual

The manual for PowerBBS comes in two parts: \POWRBBS\PBBSDOC1.WRI and \ POWRBBS\PBBSDOC2.WRI. We had to do this because Windows Write could not handle the manual in a single file. Do not attempt to combine these files together. Write will run out of internal memory and turn the manual into a bunch of trash.

Do not print it without the title pages or the table of contents! If you do, your page numbers will all be incorrect.

This manual, over 100,000 words long, contains the entire text of the printed and bound manual that registered users receive. However, the bound manual uses a better typography scheme for easier reading, graphics for quick reference, and an index with over 400 entries. If you are planning to register PowerBBS, do so as soon as possible. The index alone can save you a lot of time. No, an index is not planned for the shareware manual.

Default Menu Screens [This section refers to ANSI mode, not PowerAccess mode]

The default menu screens that come with PowerBBS are interactive, which means your callers can use their arrrow keys to highlight each menu item. The first letter of each command is a different color than the rest of the command. When PowerBBS highlights that command, it uses a different foreground a background color in that area as set in Config. When the caller moves off of that command, PowerBBS returns the command to interactive color settings as set in Config for that menu. PowerBBS will not change the first letter back to its original color! To accomplish this seemingly simple task would require a very complicated configuration program for the menus to have you tell PowerBBS how to color the first letter. Fortunately, if your callers are using the arrow keys, they won"t need the first letter. If you're callers are not using the arrow keys, then they will see the highlighted letter properly.

Sample ANSI Screens

For your convenience we have provided some additional sample screens for PowerBBS. These were placed in your \POWRBBS\SAMPLE\ directory. Feel free to unzip these files into this same directory and look them over. You are welcome to use them in place of the default screens.

Please note that there are no actual *.MNU files supplied for the menu screens. If you want to use these screens, you will have to modify your menus in Config. See the chapter on configuring your system under Menus for more information.

Back your existing PowerBBS screens before copying any of the sample screens into your \ POWRBBS\SCREEN\ directory.

FAX Send and Receive

PowerBBS requires that you have a Class 2 FAX/Modem to be able to receive faxes. Because Class 2 is only a guideline for manufacturers, not all modems that claim to be Class 2 are 100% compatible. At the very least your modem must be capable of Adaptive Answering, which means it will accept the modem command AT+FAA=1. If your modem can't handle this command, you will not be able to receive faxes with PowerBBS.

Some Class 2 modems do not handle adaptive answering very well. Because of the extra long modem to modem negotiation required, problems may occur. Symptons include the inabilty to connect with 2400 baud modems, "fax not received" messages in the activity log when no faxes were supposed to be arriving, and general connection problems. Unfortunately we at PowerBBS cannot do much about these problems since they are modem related, not software related.

However, you will be able to fax out from your BBS if you have either a Class 2 or a Class 1 fax/modem. See the chapter in the manual on customizing your system under Fax Support for more information.

You will not be able to simultaneously load standard Windows or DOS fax software for the same

fax/modem as PowerBBS is using.

Upgrading to PowerBBS 4.0
Upgrading to PowerBBS 4.0 from PowerBBS 3.5 is going to be simple! Version 4.0 was built upon version 3.5. You won't need to do anything for your ANSI callers. They will see the same BBS as they always have. However, there will be a few new things you'll need to do to accept callers using PowerAccess, the Windows based client for PowerBBS 4.0.

PowerAccess is abbreviated PA in this document. When describing changes to PowerBBS 4.0 you may see something like "...is used in PA..." This means that this feature has a special function for PowerAccess callers.

Installation
Before installing, shut down all nodes of PowerBBS and restart your system. If you have PowerBBS icons in your Startup program group, hold down the right shift key to keep them from loading.

PowerBBS 4.0
Run the setup.exe program from Disk #1 of your PowerBBS disks. Select the Upgrade option. Don't worry, you won't lose any work you have done when the new version of PowerBBS is installed.

PowerAccess
PowerAccess, PA for short, is the terminal program your callers will use to call your BBS. This program is distributed royalty free. You are not permitted to charge your callers for this program. PowerAccess requires a computer running Windows 3.1 or higher. Run install.exe to install PowerAccess.

PA will allow your callers to enjoy a Windows multimedia interface when calling your BBS. PA can also be used to call ANSI BBSs as well. When calling your BBS with PA, callers will see buttons, icons, dialog boxes, full color graphics, and hear sounds. Callers using PowerAccess will still be able to play the same doors that your ANSI callers play. All of your PowerLang programs that callers run from menus can still be used (more on that later). PA comes with its own help file. Be sure to read it to learn more about PowerAccess.

PowerGenerator
This program is used to create custom PowerBBS 4.0 screens. Run the setup.exe program on the PowerGenerator disk to install it. PowerGenerator is fully documented, so please be sure to read the documentation and help file. The best advice I can give you for PowerGenerator has nothing to do with the mechanics of it - it's already quite easy to use.

You are now entering a new world of being a sysop. You now have the chance to develop a multimedia interactive environment for your callers. Don't think in a linear fashion like you're used to. It's time to take a whole new approach to BBSing. As a PowerBBS sysop, you will be leading the way. Don't try to mimic your ANSI BBS using PowerGenerator. Go for a whole new approach. Use your imagination!

Getting Ideas

Discussions about PowerBBS can be found in many places, but the best right now is the PowerBBS Internet mailing list. If you have access to Internet mail (something callers to America On-Line, CompuServe, Genie, Delphi, and Prodigy have), you can subscribe to the mailing list. Send a message to majordomo@ic.net. In the body of the message put Subscribe PowerBBS. This will put you on the mailing list.

Other places to look for discussions about PowerBBS include CompuServe. We now have our own forum. Just type Go PBBS from any ! prompt to get there. PowerBBS sysops can also be found lurking in the comp.bbs.misc Usenet newsgroup. Subscribe to that newsgroup to keep up on the latest information.

Inside PowerBBS is a monthly newsletter devoted to PowerBBS. For subscritption information and a free issue, contact james_carr@powerbbs.win.net

The Local Screen

You will notice a new button on the local screen. This button looks the same as the PowerAccess icon. Click this button to start PowerAccess and log on locally to your BBS. After you have logged in locally to PowerAccess, you will notice a new phonebook entry for your own BBS. Instead of clicking the PA button from the PowerBBS local screen, you can "dial" your BBS locally from PowerAccess.

When a PowerAccess caller is on-line you will see a lot of information which may not always make sense to you. This is the "behind the scenes" operation of PowerBBS and PowerAccess. It would take up too much RAM, system resources and CPU time to show you the same screens the caller sees. Furthermore, PowerBBS does not always know what the caller is doing. For example, a caller can have four PowerBBS menus open at one time as well as several file lists. Until the caller actually does something like click and icon or download a file, PowerBBS will have no idea what he is looking at.

Getting Started

Once you have installed PowerBBS and reviewed the new settings in Config for PowerAccess, log on to your BBS using PowerAccess. Take your time and explore the system. PowerAccess comes with a help file in case you get stuck. If you have any questions, please leave them on the Support BBS. Since you now have PowerAccess, be sure to make use of the off-line mail reader to save long distance charges!

Changes in Config

System Operator

The Sysop name is now entered in one field instead of two. This change was made to accommodate sysops using a single name, businesses with complicated names and other circumstances. Please verify that your name is entered properly in this field.

> If you are using third party software that reads the powrbbs.dat file to get the Sysop
> Name for registration purposes, you may need get an updated version of that software.
> We at PowerBBS apologize for the inconvenience, but there was simply no other way to
> accommodate everyone's needs.

Modem Setup

There is a new group listed under COM Port which are used for network connections. There is also a new option at the bottom of the screen to enable network connections. Refer to the section on Network Connections in this document for more information.

Options #1

Allow RIP Connections is a new option. If you don't want to worry about RIP screens now that your callers can use PowerAccess, check this option. Callers using a RIP terminal will still be able to connect, but they will only get ANSI screens, even if RIP screens exist.

There is also a whole new set of options in Config which allow you to customize the information asked of new callers when they first log on. The only mandatory pieces of information required now are Name and Password.

Options #2

No changes.

Options #3

No changes.

Data Files Setup

Bulletin Data File: This file has a field for the bulletin description. This name was not used in PowerBBS 3.5, but it is used in PA. If you do not provide a description, PowerBBS will just use a generic description such as "Bulletin #4." The Bulletin Sub-Menu screen is not used for PA callers.

Download Security Data File: This file is used as it always has been, but is now also used to determine which files a caller is permitted to preview. Basically, if a caller can download a file, he can preview it.

Live Programs Data File: This file has a field for the Live Program Description. This field is used in PA to show the caller the names of the live programs you have. The Live Programs Sub-Menu screen is not used for PA callers.

Protocol Data File: This file remains unchanged in PowerBBS 4.0. Please note that there are no user configurable settings for the internal PA file transfer protocols. Callers using PA will only be able to transfer files using the new bi-directional protocol. Only callers not using PA will be using the protocols described in this file.

Questionnaire Data File: This file has a field for the description of the questionnaire. This description is used in PA to show the caller the names of the questionnaires you have. If you do not have a description, a generic name like "Questionnaire #5" is used. The Questionnaire Sub-Menu screen is not used for PA callers.

File Locations #1

Directory Containing Security Screens: The screens in this directory are used for PA callers. If the PowerGenerator version is not available, the ANSI version is used.

File Locations #2

No changes

Security Level

No changes

Screen Locations #1

Most of these screens are not used for PA callers since PowerBBS handles this internally. The only screen on this list that is used for PA callers is the Birthday Screen. You can make a PowerGenerator version of this screen and append a P to the end of the file name. If a PowerGenerator version is not available, PowerBBS will use the ANSI version.

Screen Locations #2

Most of these screens are not used for PA callers since PowerBBS handles this internally. The following are the exceptions. Simply name these files using the same naming convention as you do for ANSI and RIP screens using the letter P for PowerGenerator screens: Credits (Used Up), Hello screens, New User Information, Opening screen and Logoff screen.

Forums

The only change on this screen is that you can now have a longer forum name if you don't have a forum sub-sysop. Simply type a longer name in the Forum Name field and leave the sub-sysop field blank.

Menus

The descriptions you use in this file are used to create the default PowerAccess menu screens. Negative time entries (those that grant time and/or credits) are not used for PA callers. This is because a

PA caller can perform multiple tasks simultaneously. There is no way to gauge what they are doing short of shutting down all other windows.

The following menu commands are not supported for PA callers:

3 - Clock (Time is displayed on screen)

13 - Expert Toggle (No need in PA connections)

20 - View Forum Information (Now part of Update Forum Information)

25 - Protocol Setting (PA callers use proprietary protocol)

26 - Read a Text File (PA callers can simply preview text files)

28 - Test a File (PA callers can Preview ZIP files)

30 - View Inside a ZIP File (PA callers can Preview ZIP files)

31 - Edit Marked Files (Integrated into download screen)

35 - ASCII Upload (No need for PA Callers)

45 - List Users (If needed can be run by a POW: Run_Menu_Command "45". Otherwise this command is replaced by User Registries that can be set up with the database option).

57 - Forum Stats - Use Last Read Update to see the forum statistics

Language

No changes. PowerAccess has its own internal language that cannot be changed at this time. Translations to other languages have already been done.

Events

No changes.

Paging Times

No changes.

PowerAccess (new)

This is obviously new for PowerBBS 4.0. The settings on this screen only apply to PowerAccess callers.

Path/Filename of PowerAccess EXE: Enter the full path and file name of where you have PowerAccess installed (usually \powracc\powracc.exe). This entry is used to start PowerAccess from the Local Screen.

Access Level to Send Chat Text: Since all PA callers are in teleconference as soon as they log on, you must set a minimum security level needed to actually participate in teleconference.

Access Level Needed to Preview a File: This is the minimum level needed by a caller to preview a file. This setting is superseded by the Download Security Data File.

Access Level Needed to View User Registry: This setting determines the minimum level needed to view a user registry database from within teleconference. It has no effect on the user registry where it is placed on a menu or started from the database screen.

Directory Containing PowerGenerator Sounds: This directory is used by both PowerBBS and PowerGenerator (purchased separately) to locate and store sound files (WAV, MID) used with PowerGenerator screens (c:\powrbbs).

Directory Containing PowerGenerator Pictures: This directory is used by both PowerBBS and PowerGenerator (purchased separately) to locate and store bitmaps and icons used with PowerGenerator screens (c:\powrbbs\pgpics).

Directory Containing PowerGenerator Screens: This directory is used by both PowerBBS and PowerGenerator (purchased separately) to locate and store PowerGenerator screens (c:\powrbbs\ screens).

Directory to Hold Previews: When PowerBBS creates a graphics preview to be sent to a PA caller,

you have the option of keeping those files on disk. The next time a caller requests a preview of that file, PowerBBS will not have to create it again. Similarly, you can use the File List Manager to generator previews of graphics files. This entry is the directory in which you want them stored.

Save Previews on Disk after Creation? If you check this option, PowerBBS will keep any graphics preview files created when your callers request a preview. Each preview (*.PRE) is about 5-10K in size. This setting has no effect on the option in the File List Manager to create previews.

Copy Files to Transfer Directory Before Sending: Since PA callers use a proprietary transfer protocol that functions differently than other standard protocols, it requires a new setting. If you are using a CD-ROM to offer files for download, check this option. Otherwise, leave it unchecked and monitor the speed performance yourself as it will vary by system.

Allow Downloading of PowerAccess upon ASCII/ANSI/RIP Connect: If you want to offer PA to your callers automatically when they log on, check this option. Before your opening screen is display, the caller will see a message about PowerAccess and have the option to download it. This does not apply to PA callers.

Path\Filename of PowerAccess ZIP: This is the location of the PowerAccess archive that your callers will be able to download if you check the above option.

File List Manager

The only change made to the File List Manager is the ability to create graphics preview files (PREs). First choose a file list. Next, click the Generate Previews button. Then simply fill out the dialog box and click OK. The previews are stored in the directory indicated in Config under PowerAccess.

Special Considerations
Menu Files

Unless you have purchased PowerGenerator, you will not be able to customize your menu screens. PowerBBS will create graphical menu screens automatically using default icons and the descriptions you have entered in the *.MNU file.

Please note that certain menu commands are not supported for PA callers as indicated in this document under Config, Menus. If you feel your PA callers must have access to these commands for some reason, simply create a on-line PowerLang file. Use this POW in your menu editor instead of the menu command. For example, if you want your PA callers to have access to the List Callers command, create a on-line POW called 45.POW. The file will have one line that looks exactly like this:

Run_Menu_Command "45"

In the menu editor, use G instead of C in the CGM column. Since we named the POW 45.POW, we do not need to change the number in the Code column. Using this POW, your callers will have access to the List Callers command or any other command you choose.

Message System

No changes have been made to the underlying message system. It will work as it always has.

FrontDoor

FrontDoor users should not have to make any adjustments for PowerBBS 4.0.

Doors

No changes have been made for the installation of doors. Just remember that callers who run doors will only see the door while they are using it. All other PowerAccess screens are closed until the caller returns from the door.

Sysop Chat

When you enter a sysop chat with a PowerAccess caller, you will see a graphical screen instead of the text screen you normally see. Because PowerBBS 4.0 uses a packet based system, you will not see what the caller is typing as he types it. We tried to work around this, but it just wouldn't fly.
One to One Split Screen Chat

Other than Sysop Chat, this is not possible with PowerAccess. However, PA callers and ANSI callers can chat with one another in the powerful new teleconference. Be sure to read the PowerAccess help file concerning teleconference. If two callers want a private teleconference they need only create a private room.

PowerLang, EXE, and DLL programs

PowerAccess callers can still run the above from any menu. When a POW, EXE or DLL is run, all of the GUI windows on the caller's PA terminal are hidden and an ANSI window is opened. When it is done executing, the ANSI window closes and the rest of the GUI windows are opened again. Any background file transfers are suspended during this operation.

Screen Files

As noted earlier in the section on Config, most of the screen files are not needed with PowerAccess callers. This is because PowerBBS handles displaying this information in one form or another. For the screens used for PA callers, use the letter P as you do C and R For example, you already have HELLO1, HELLO1C, and HELLO1R. If you create a new HELLO screen using PowerGenerator, call it HELLO1P. If you do not have a PowerGenerator version of a screen file, PowerBBS will send the ANSI (C) version in its place. If no ANSI version is available, PowerBBS will send the ASCII version.

Screen Files and PowerLang

POWs cannot be run from screen files for PowerAccess callers. This is because PowerAccess is an event driven interface (it reacts to what the caller does) whereas the standard ANSI interface is a linear interface. In an ANSI interface, the caller has a finite number of choices limited by the program. In the PA interface, the caller can switch menus at will, upload, download, chat, preview graphics, list files, all at the same time. It would be impossible to impose a linear interface such as a PowerLang program in that environment.

If you find you really must run a PowerLang program from a certain screen, use PowerGenerator to add a button or icon to that screen. Set that object up to run your POW.

Credits Systems

Credits are used by PA callers at the rate of one credit per minute. No distinction is made between items on menus that use 0 or -1 credits. This is because callers can perform multiple tasks at once. For example, you may charge one credit per minute for downloads but offer bulletins for free. Since a caller is able to do both at once, how can PowerBBS deduct credits?

You will need to have a Credits Used Up Screen to be displayed when a caller runs out of credits. A screen comes with PowerBBS to handle this situation. This screen is the only screen the caller will see (besides welcome screens) unless you customize this screen to bring up another screen. The default

version of this screen has the following four commands: Page Sysop, Comment to Sysop, Read Bulletins, and Goodbye. A caller who is out of credits will only be able to perform one of these four actions when he calls your BBS.

PowerBase

PowerBBS uses its own controls on the PowerAccess side to control the display of databases. Your ANSI display screens and POWs are not used for PA callers. If you want to have a single record full screen view of a PowerBase database, you must purchase PowerGenerator to create that screen. Maintenance of PowerBBS databases must still be done from an ANSI log-on.

File System Changes

The File System in PowerBBS 4.0 remains virtually unchanged from 3.5. You should be able to run your system with few or no changes after installing PowerBBS 4.0.

Fussy File Lists

Since PA callers now see a different screen altogether when listing files, it is vitally important that your file lists are laid out properly. Even though the same file list will display properly to ANSI callers, it may not work at all for PA callers. They will see a List Not Found message appear on their system.

The following is a sample of a properly laid out file list. Notice especially where each field starts and/or stops:

```
ACTION.TXT        5305   02-27-94  All of the actions in teleconference!!
AIR800.ZIP       19200   10-18-94  windows card file for airline 800 numbers
BDAY01.ZIP       83201   09-09-94  Birthday Generator v0.1. Creates bulletin
                                   of user birthdays for coming week. GUI
                                   Config, Runs as Windows event for
                                   PowerBBS 3.5. Requires VBRUN300.DLL.
                                   $5 registration!! By James Carr
```

Name: Starts at column 1. Filename can be up to 12 characters
Size: The file size ends at column 21.
Date: The date field ends   at column 31. The dates must be in ##-##-## not ##/##/## format.
The Description field starts at column 34. You may run across a file list that does not have descriptions starting in this column (maybe a CD files.bbs file). You will need to manually adjust this file. If you have a lot of these files, contact us on the Support BBS. We may be able to help.

Previews

Your callers can preview graphics. The access level to preview any   file is set in the PowerAccess section of Config. Once a caller has preview privileges, then PowerBBS checks the Download Security Data File to see if that caller has permission to download that file. If a caller can download it, he can preview it.

Be sure to review the PowerAccess section of Config for more information about previews.

Uploads

Uploads can still be checked by a third party ANSI upload checker such as TranScan. Since the upload checker is a DOS program, all other activities will be suspended while the file is checked. When the upload checker closes, the caller's screen will pick up where it left off.

Network Connections

PowerBBS 4.0 and PowerAccess allows connections over a network using TCP/IP. This connection looks and works the same way as a regular modem connection. See the manual for more details.

Connection through network does not allow execution of DOS DOORS. This is due to the fact that DOS doors are talking directly to the serial hardware in the BBS machine, not to the TCP/IP software. However, a door using the PowerBBS DLL API can be used through the network connection.
Technical Info

The PowerAccess / PowerBBS network connection is using a connection similar to TELNET. However, the protocol used is PowerAccess own, no other terminal program can be used to connect. The port number used for the connection is 4895. If your network are using 'firewall' protection you will need to set it up to allow connections on that port. This only apply to large networks with direct connections to Internet.

FTP/Telnet Changes

The Telnet/FTP add-on must be purchased separately. FTP has been added to the Telnet option. See the manual for more details.

Software Developers Kit

ANSI DLLs:

Included with PowerBBS are two files called POWRDLL.C and POWRDLL.PAS. These files can be used to create C or Pascal DLLs which can be used directly from within PowerBBS. You may distribute these files freely. If you develop a DLL for PowerBBS, please contact the Support BBS and let us know. We'll get the word out to other sysops.

A DLL can be a door, utility, or simply a new feature in PowerBBS. If you have a favorite door, contact the maker of that door and tell him about the Software Developers Kit for PowerBBS. If he can port it over to a DLL, you will be able to run that door as a Windows program instead of a DOS door!

By writing an ANSI DLL, your DLL can be run by ALL callers to PowerBBS.

GUI DLLs:

Included with PowerBBS are two files POWROBJ.PAS and POWROBJ2.PAS to demonstrate the following SDK.

The PowerBBS GUI SDK works by having a DLL operating on both the BBS and PowerAccess sides. Both these DLLs are to be created by the developer. The DLL on the BBS side has access to information available on the server and can handle requests by the client DLL which operates on the PowerAccess side. The client DLL is the full presentation DLL for the user. So if, for example, you need to draw a chess board the client DLL should do that.

Since inside of the DLL you can do ANYTHING needed, the power of this SDK is limitless. It is suggested that when creating a WINDOW on the PowerAccess side you create a child of the parent which will make your window part of the application.

The two DLLs communicate via a Frame protocol. Each DLL in its initialization tells either PowerAccess or PowerBBS which frame commands it handles. When PowerBBS or PowerAccess receive such a frame it calls the DLL with the frame. In this way, the DLL is called when it is needed and may exit the DLL when complete. This provides a continuation of an EVENT system which is what Windows thrives on.

PowerBBS sends the actual DLL to PowerAccess upon start up. If you are firmilar with AOL they send

you either updated or NEW DLLs to add functionality to their program. This is the same concept.

Setup with O (object) command. Either internally in PowerBBS with O as the command and the DLL as the description or O-NAME.DLL in PGen. DLL name used for both the BBS and PowerAccess should be NAME.DLL on the BBS side and NAME2.PA on the PowerAccess Side.

PowerBBS DLL should reside either in \powrbbs directory or \windows\system. The PowerAccess DLL should reside in the source directory \powrbbs\source.

Note that the normal DLL SDK functions may be used as long as they are not ANSI related.. (You can get the memory location of the user records, etc, but you cannot println_modem or do any of that)!

Before you are licensed to distribute a PA/PBBS DLL you *must* register your frame numbers with us to become an authorized DLL to be used with PowerBBS! This is simply to avoid conflicts. Make your frame numbers as constants that can be easily changes in your code in case the numbers you selected have been used. Because commands are 32-bit numbers, we will never run into a problem with not enough commands, but we do not to avoid conflicts with developers using the same frame numbers. You also *must* register the NAME of your DLL with us.   This is because the DLLs are stored in the \PowrAcc directory so that it only has to be downloaded once and used on multiple BBSes.

On both the PowerAccess and PowerBBS DLLs you need to export three functions:
POWERBBS_DLLGUI, POWERBBS_END, and POWERBBS_FRAME. Be sure to name your procedures these EXACT names as PA/PBBS look for these procedure names in your DLLs for them to work correctly.

**When you send use Send_Frame or PowerProt_SendFile it is suggested that you bring up the hour glass on the PowerAccess side to avoid letting the user click on another selection which may result in a stack overflow.

PowerBBS

Main DLL Procedure:
```
void _export WINAPI POWERBBS_DLLGUI (HWND PBBSWin,
                    long *low_frame_number,
                    long *high_frame_number,
                    int DLL_Value)
// PowerBBS_DLLGUI needs to tell PowerBBS which frames it handles.  This way
// after PowerBBS_Main takes care of its normal operation and returns
// control to PowerBBS, PowerBBS will know when to call powerbbs_frame.
// when you are done with the door, use command: END_DOOR to tell PowerBBS.
// PowerBBS will not accept any frame numbers below 200,000..  These
// are reserved.
// DLL_Value is the internal number used by the given PBBSWIN..  Used
// when you want to end the DLL [10082].

void _export WINAPI POWERBBS_END(HWND PBBSWin, int DLL_VALUE)
// PowerBBS will call this procedure if the user drops carrier or leaves.
// Also called after this DLL calls END_DOOR.
{
```

```
}

// When a frame number that was specfied by POWERBBS_DLLGUI is received,
// this procedure is called with the specified frame number and data.
void _export WINAPI POWERBBS_FRAME(HWND PBBSWin,
                    long framenum,
                    char *framedata,
                    int DLL_VALUE)
{
}

// function command #10080 is used to SEND a FRAME.. (note this information
// is sent and an ACK is waited for from the receiver).
void Send_Frame(HWND PBBSWIN, long command, char *data)
{
  char tosend[255];
  strpcpy(tosend, ltoa(command));
  strcat(tosend, ";");
  strcat(tosend, data);
  SendMessage(PBBSWIN, WM_COMMAND, 10080, (LPARAM)(LPSTR) tosend);
}

// Sends a file over..
void PowerProt_SendFile(HWND PBBSWIN, char *tosend)

{
  SendMessage(PBBSWIN, WM_COMMAND, 10081, (LPARAM)(LPSTR) tosend);
}
// Note that this file send is done in the BACKGROUND.  An hour glass
// should be shown while this is happening.  It is meant for you to
// transmit small files.  If a normal file download is already happening
// this takes priority and the file is sent, followed by a continuation
// of the normal file download.

void End_DLL(HWND PBBSWIN, char *DLL_VALUE)
{
  // DLL_Value is an integer converted to string.. Ie "1" or "15"
  PostMessage(PBBSWIN, WM_COMMAND, 10082, #);
  // Where # is the number to close.
  // Notice that POSTMessage *must* be used!
}
```

PowerAccess

Same Interface as the BBS except PowerProt_Send and END_DLL are not
supported. PowerAccess Supports a procedure called Get_ReceiveDir
which will allow you to find out what the current receive directory
for files is. The receive directory is where files sent from the BBS
(with PowerProt_SendFile) will be located.

Procedure Get_ReceiveDir(PBBSWIN: HWND;
               Var InputS: String);
var
 pIn: Array[0..254] of char;

begin
 SendMessage(PBBSWIN, WM_COMMAND, 10083, longint(@pIn));
 InputS := StrPas(pIn);
 MessageBox(PBBSWIN, pIn, 'Receive Directory', mb_ok);
end;

Also, you must export a PowerBBS_Info procedure with version and vendor information that
is displayed prior to a user downloading the add-on product.

procedure PowerBBS_Info(version,
               vendor: pChar); Export;

begin
 StrPCopy(version, '1.00');
 StrPCopy(vendor, 'Test PowerObj Demo by PowerBBS');
end;

Note that on PowerBBS_END you should close everything, free all memory,
etc (this means if you created/opened a window it should be killed!)

The DLL is only allowed to be opened once. So if you write a chess DLL,
and the user selects the button to open the DLL, they will not be allowed
to open the DLL again until they close the currently openned one. So you
need to include support for closing. PowerAccess should send a frame
to PowerBBS DLL which in turn should call End_DLL. The rest is taken
care of internally. So be sure that if you create a window with a
system menu that allows for closing the window that you include this
support.   If you do not allow closing your DLL, End_DLL will be
called when the user disconnects from the BBS.

Custom Programming
        If your company requires custom programming for either PowerBBS or PowerAccess email
serious inquiries to Russell_Frey@powerbbs.win.net or Russell Frey on the support BBS (516) 822-
7396.

License Agreement

THIS SOFTWARE AND ACCOMPANYING MATERIALS ARE DISTRIBUTED "AS IS" WITHOUT WARRANTY, EXPRESS, IMPLIED OR STATUTORY, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IN NO EVENT SHALL ANYONE INVOLVED WITH THE CREATION AND PRODUCTION OF THIS PRODUCT BE LIABLE FOR INDIRECT, SPECIAL, OR CONSEQUENTIAL DAMAGES, ARISING OUT OF ANY USE THEREOF OR BREACH OF ANY WARRANTY. ONCE LICENSED, ANY UNAUTHORIZED DISTRIBUTION OF THE LICENSE NUMBER WILL IMMEDIATELY INVALIDATE YOUR LICENSE AND NO PRODUCT SUPPORT WILL BE GIVEN. ILLEGALLY DISTRIBUTING A LICENSE NUMBER WILL ALSO BRING ABOUT CRIMINAL CHARGES TO THE FULL EXTENT OF THE LAW.