

## **1.1 LICENSING INFORMATION**

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## **1.2 PowerBBS, Introduction**

Thank you for your purchase of PowerBBS. Is it recommended,

you carefully read this documentation, before running PowerBBS. Please be aware that this manual is a basic operating manual for PowerBBS. This includes all versions of PowerBBS for different operating systems. Generally, the basic setup and use of PowerBBS is the same on all operating systems.

After running the basic installation, and setting up the icon in Windows, you can test out the software. Be sure to set up the Modem info in CONFIG for com port 0, which is the local node. Once loaded, you'll notice many of the screens already exists. These are here to help you set up your bbs. PowerBBS for Windows is a very flexible program, and you can really set it up to do what you want! For beginners, you should have an operating bbs within your first day. Enjoy the system. With your order you will ALWAYS have full support from us at the Product Support bbs (516) 822-7396. You will always have access to the support forum at that location. Your order also includes 6 free months of downloading privileges. After that time, for a VERY small fee, you will be granted downloading privileges, which enables you to download updated versions of PowerBBS.

Most likely, there will be a number of updates to this manual, by the time you receive it. Please view the UPDATE.DOC file on the PowerBBS disk, for the latest information.

### **1.3 PRODUCT SUPPORT**

Russell Frey  
35 Fox Ct.  
Hicksville, NY 11801  
(516) 822-7396 (bbs support line/ordering info)

Written in Pascal, PowerBBS is the product of years of work, to produce the best possible BBS Program. PowerBBS for Windows is the first BBS program to be written under windows, while our DOS version remains on top in its field. You can be sure that we will try to port PowerBBS over to other operating systems in the future.

PowerBBS was developed to be a fast BBS program, with many

features which are easy to use, including an easy installation procedure. Feel free to leave suggestions for future upgrades on the PowerBBS Support BBS. Likewise, if you have any questions or problems on the operation of PowerBBS, please call the support BBS.

To set up PowerBBS read the installation procedure, and install PowerBBS onto your system. When completed you will also find the ability to customize PowerBBS to meet your satisfaction.

#### **1.4 SYSTEM REQUIREMENTS**

The following are the minimum equipment requirements for running PowerBBS:

- (1) Hardware/Resident Software which is 100% compatible with MS-DOS and IBM BIOS standards (at least DOS v3.x or higher)
- (2) Microsoft Windows is required for our Windows Version  
MS-DOS or compatible operating system for the DOS version. (v3.x or higher)  
OR whatever operating system your version of PowerBBS was built for
- (3) Monitor (Preferable Color but not needed)
- (4) A Hard Disk to store PowerBBS files (At least 10 Megs)
- (5) The WINDOWS version currently requires a 286 processor or better. The DOS version, current works on all 8088 processors and better.

PowerBBS may be used locally on a network, for network Email. However, if you are planning on taking advantage of PowerBBS' telecommunications features, you'll need:

1. A Hayes compatible modem (see the "Modem Info" section)
2. A RS232 serial port and modem cables (for external modems)

We do not guarantee PowerBBS will run on every computer. It has been successfully tested on many compatibles. You will need a telephone line. Avoid lines with 'call waiting' and such, it will cause noise and drop callers.

WINDOWS NOTE: When PowerBBS drops to DOS, it will use the \_default.pif pif settings file, in your windows directory.

### **1.5 INSTALLATION**

PowerBBS can easily be installed by following these simple steps. Please note, that INSTALLation will vary for different operating systems.

1. Check your hard disk, to see which drive you would like to install PowerBBS. This is usually drive C:. For the easiest possible installation, Drive C: is recommended.
2. Place the PowerBBS disk, in your floppy drive. It may be placed in drive A, OR drive B. Run Install on this drive.
3. Follow the instructions given in the install program.
4. When you are being asked for your NAME, and PASSWORD to be used, remember this information to log onto your BBS. \*\* IMPORTANT \*\*: DO NOT USE ANY OLD PASSWORD. DO NOT USE THE PASSWORD YOU HAVE ON ANY OTHER BBS! USE A NEW PASSWORD.
5. Edit your CONFIG.SYS file, using a text editor to insure you have the following configuration:  
FILES=40  
BUFFERS=30

Theses commands ensure that your computer allocates enough file buffer space for the BBS. If your CONFIG.SYS already contains these lines, be sure the values for Files and Buffers are at least as large as those shown above. If you are going to run Multi-Node, it is recommended that you add 15 more files for each additional node. If you should run out of environment space, place the following command in your CONFIG.SYS file: Shell=c:\command.com /e:1024 /p

The buffers command sets aside chunks of memory to store the data most recently read from or wrote to your disk. This option

drastically speeds your system, but uses memory. If you are running a disk cache, then you probably do not need the buffers command. (The dos default for buffers is 3).

**\*\* Note \*\*:** You must reboot your machine after editing your CONFIG.SYS.

6. After installation, you will find the main PowerBBS executable files are in your C:\POWRBBS directory. There will also be other subdirectories, such as C:\POWRBBS\DATA, C:\POWRBBS\SCREEN, etc, containing information which PowerBBS will use.

7. If you are using Windows, load up the WINDOWS Program Manager. In the Windows Install Program, the ICONS for PowerBBS and Config are set up automatically (If you cannot find them, follow steps 8 & 12).

8. Enter the group area, in which you want PowerBBS to be located (You may want to create a PowerBBS group). Move your cursor to the FILES Menu in the windows PROGRAM MANAGER and choice NEW. Enter the following data:

Name: CONFIG  
Command Line: C:\Powrbbs\Config.EXE C:\Powrbbs\Powrbbs.dat  
DOS users simply need to use the Command line to run CONFIG.

9. You may now load the configuration, by starting up the CONFIG Icon. Note that Powrbbs.dat is your data file for the current node, and it is required on the command line to load CONFIG.

Please note, that if you are installing on a drive other than C:, INSTALL should have changed most of the defaults from C: to the installation drive. Feel free to go through CONFIG, to check that the proper drive setting has been placed (including the forum setup, and menu setup).

10. Review the information in CONFIG, and make any initial changes, including your MODEM SETUP, etc. You will find detailed

information for each setup in CONFIG later on in this documentation. To test out PowerBBS, it is recommended that you select node 0. This is the local node, and requires no interface with the I/O or modem.

11. If you are installing for DOS, remember to use the START.BAT to always load PowerBBS. You can skip the windows specific install directions.

12. Enter the group area, in which you want PowerBBS to be located. Move your cursor to the FILES MENU in the windows PROGRAM MANAGER Selection, then choice NEW. Enter the following DATA:

```
line 1      PowerBBS for Windows (or whatever you like to call your
program)
line 2      C:\Powrbbs\Powrbbs.exe C:\Powrbbs\Powrbbs.dat
```

If you did not install on drive C:, simply change C: to the drive letter you used.

13. The PowerBBS icon should now be present in the current group. Simply select the icon, and PowerBBS will load.

14. Note that for transferring files, if you want to use DSZ, you should place SET DSZLOG=C:\DSZ.LOG in your autoexec.bat. This will be explained later in the documentation. All versions of PowerBBS come with a PBBSPROT, which is PowerBBS's own transfer protocol. PBBSPROT is automatically installed when installing PowerBBS.

**DOS USERS: ALWAYS RUN START.BAT TO LOAD POWERBBS!**

### **1.6 ANSI.SYS Support**

(Color and Other Screen Displays)

DOS USERS: You must load ANSI.SYS (or other compatible .SYS) in your CONFIG.SYS for COLOR. If you see high byte characters, when you load PowerBBS, this is because you do not have ANSI.SYS loaded.

WINDOW USERS: ANSI.SYS is a dos device driver, which provides screen attribute control, such as colors and moving the cursor. ANSI.SYS reads codes, which it understands, and interprets the codes. PowerBBS does not need this DOS device driver to be loaded, since it interprets for itself.

Note that PowerBBS interprets the codes for display on your screen, and not the person calling your bbs. The receiving caller must be using an ANSI.SYS compatible term program to understand these codes. Almost every popular term program in use today understands these codes, however for those who can't interpret the codes, they can turn color off which eliminates all ANSI.SYS use.

PowerBBS ANSI.SYS interpreter will not interpret the following information, to YOUR screen only (the caller still receives these codes):

(1) Mode controls, which changes the size of screens. (such as 80 x 25 or 40 x 25)

(2) Keyboard controls, which can change the definitions of any non-shift keys, or assigning multiple characters to keys.

## **2.0 CONFIGURATION**

DOS USERS: To run the CONFIGuration, return to your PowerBBS system directory, and fire up the CONFIGuration utility, CONFIG.EXE. You will use this to choose the CONFIGuration options for your system.

WINDOW USERS: CONFIG for WINDOWS, is a true WINDOWS application. You set up CONFIG, exactly as you do with PowerBBS. Enter your PowerBBS Group in Program Manager, and select File New from the Menu. Here is a sample setup:

Description: CONFIG  
Commandline: C:\Powrbbs\Config.exe C:\Powrbbs\Powrbbs.dat

CONFIG is used to maintain system CONFIGuration information. As you enter the program, you will find (4) main screen selections available from the main menu.

The (4) main screen selections are as follows:

- (A) General System Setup
- (B) Forum System Setup
- (C) Edit Files Listing
- (D) Edit MENU files
- (E) Edit Language Files

### General Setup Information

When working in one screen, you have many options to move around. For example, you may move to the next screen by using the (PgDn) key, or move to the previous screen by using the (PgUp) key.

**\*\* IMPORTANT \*\*:** To exit any screen, use the (Esc) key.

While running CONFIG, when you are going through information, the following keys may be used to go through the screens:

Home            Go to the beginning of the current field



End	Go to the end of the current field
Right-Arrow	Go one character to the right in the current field
Left-Arrow	Go one character to the left in the current field
Up-Arrow	Go to the previous record
Down-Arrow	Go to the next record
TAB	Go to the next field
Enter	Go to the next field
PgDn	Go to the next page
PgUp	Go to the previous page
Insert	Toggle between Insert and OverWrite modes
Delete	Deletes character at cursor

### **CONFIG for WINDOWS Info**

With CONFIG for WINDOWS, you may use the same keys as described below. If you have a mouse, you can take advantage of your Mouse's features. You can go to ANY BOX you want, simply by pointing with the mouse cursor, and clicking the botton. This includes the PgDn, PgUp, and ESC boxes, along with all the editting boxes. When you move to an editting box with your mouse, the cursor will appear EXACLY where you clicked it in the box.

At the Main Menu, if you click an item twice, that item will be loaded.

## **2.1 UPDATING GENERAL INFORMATION**

You may update the General Information, by selecting A from the Main menu of CONFIG.

### **2.1.1 Node Information Screen**

The Node Information screen allows defining the parameters that are important for the current node. This info is important for SysOps running MultiNode.

**\*\* IMPORTANT \*\***: When you are running a MultiNode system, **ONLY** this information **MUST** be different on each node. (Note: Entry

#6,7, & 12 should remain the same on all nodes). All other screens, etc should remain the same on all nodes. (Note : Options 3, Entry 6 must also be different). ALSO, if you are running multinodes, you will most likely want a different live program data file for each node. See "Setting Up A Multi-Line System" (section 9.0 of manual) for more information.

**Entry #1: Node Number**

This entry allows you to specify the node number of this DATA file. This should be unique to this DATA file only. If you are running a one line system, and will have only one copy of PowerBBS loaded, enter 0 (although you can use a 1). Multi-line systems should begin with a 1 and increment every node thereafter. If you enter a 0, you will not be able to use the W)ho command.

**Entry #2: Path to Transfer Directory**

This is the directory which will be used for transferring files. For example, when users upload files, the files are uploaded into this directory. You should not keep any files in this directory. It should be empty, and different for each node.

**\*\* IMPORTANT \*\*:** This directory must exist for proper execution of PowerBBS. This directory will be checked by CONFIG on log off, and may be created, if it doesn't exist..

**Entry #3: Path/File used for Display/Output**

This is the file used for several file output after a request has been made by the caller. Used for Testing, Viewing, etc, a file. After a shell has been made at any time, including the live bats, if this file is found it will be displayed.

**Entry #4: Path/File to DSZ Log File?**

In your autoexec.bat, you have placed: SET DSZLOG=C:\DSZ.LOG. Place the C:\DSZ.LOG, or other path, in this selection. This file is also used by PBBSPROT and internally by PowerBBS.

**Entry #5: Path/File to files DSZ listing**

This is the Path/Filename created when using a DSZ protocol.

This file should be different on all nodes. When used, it contains a listing of all the files to be transferred, giving DSZ the necessary information. PBBSPROT also uses this file.

**Entry #6:** Path/File to activity log

The Name/Path of the file which stores all the callers activity information. The file is automatically created if the file doesn't exist, and is added to as each caller logs on. You can view this file from the end to the beginning on the sysops menu. **The activity file itself should not be more than 6 characters** . This entry should be the SAME on ALL nodes. If you are running more than one node, the number of the node is added to the name automatically, within PowerBBS (not CONFIG).

It is **recommended** that you leave C:\Powrbbs\Data\Actlog in this selection.

Example: C:\Powrbbs\Data\Actlog is placed here. If this is node #1, it will automatically be called: Actlog1

**Entry #7:** Name to be given to Compressed Mail

This is the name only (No Path), of the compress filename which is created when a mail download is requested. It should not contain an extension, and should be THE SAME on each node. The Node Number is added automatically to the filename.

**Entry #8:** Path/File to Current Callers Info .....

The path/filename for the user information on the current caller. Used by PowerBBS for internal functioning/protocol running, and may be used by Live Programs.

**Entry #9:** FULL Path/File to Start Batch file

\*\* THIS ENTRY IS NOT USED FOR PowerBBS/Windows \*\*

DOS USERS: Enter full path/filename to your Start Batch file.

**Entry #10:** Path/Filename of Error File .....

This is the Path/Filename to the Error File which is created automatically by PowerBBS. This file is used for testing zip files.

**Entry #11:** Directory to use for PowerMAIL

If you are running PowerMAIL, or are using the Professional Version of PowerBBS, this is the directory that you have unzipped the PowerMAIL door to. You should have a different directory for each node (meaning you have to UNZIP powermail into each node's directory). CONFIG will create this directory on log-off if it doesn't exist.

**Entry #12:** Run as CHINESE (JAPANESE, etc) compatible?

If this option is set to yes, people can enter any name they want. If this option is set to no, a users name must start with a letter (for the fast index routines).

Note: PowerBBS will still be chinese compatible, if you select no. If you still want to use CHINESE (etc) compatible bytes, you must set "permit high characters" (options screen #3, entry #5) to yes. This will permit chinese characters to be sent to chinese windows. The only restriction would be that the persons first name, must begin with a letter.

### **2.1.2 SysOps Information Screen**

The SysOps Information screen permits you to setup the information that will affect all sysop functions on your bbs.

**Entry #1:** Name Of BBS

Place the name of your BBS here. This is displayed at a few places on the BBS, including Logon.

**Entry #2:** Sysops First Name

Put your first name here. **If you are using a Registered Version, be sure to use the same Sysops Name as on the front of your printed manual.**

**Entry #3:** Sysops Last Name

Put your last name here.

**Entry #4:** Compressed Filename Extension

Place the default filename extension of the compressed files you will be using on your system. This file extension is added automatically to files selected by users with no extensions. The usual

extension constitutes a compressed file, such as ZIP.

**Entry #5:** Serial Number

Enter your serial number in this spot.

**Entry #6:** PowerMAIL Code

If you are running PowerMAIL or are using the professional version of PowerBBS, enter an 8 character code to be used as the filename of the .QWK and .REP packets. ONLY use LETTERS for the code. This code should remain the SAME on ALL NODES. **The PowerMail code MUST be 8 characters (no less, no more).**

**Entry #7:** Level Needed to Read, Kill Any Message

This is the minimum security level needed to read ALL mail, including private messages, which are addressed to or from the user.

**Entries # 8 - 13:** Sysops Menu Security Levels

Here are the 6 sysop menu commands, and the minimum security level needed to access the commands. Users must have at least this security level to access the commands.

**Entry #14:** directory containing .MNU/.POW

Enter the directory, which will contain all the MENU files, and the POWERlang files. Example: C:\Powrbbs\Source\ This entry MUST be a directory, and end with \. \ will be added automatically, if it is not placed at the end.

### **2.1.3 Security Levels**

**Entry #1:** Access Level Given to New Users

This is the access level new users are granted on their first call to your BBS, after they completed their registration.

**Entry #2:** Delete a Message

Enter the minimum security level for a user to delete a message in which was written to or from him/her.

**Entry #3:** Reply to A Message

Enter the minimum security level a user needs to reply to a message.

**Entry #4:** Forum Area Change

Enter the minimum security level a user needs to change forums.

**Running FIDO Front DOORS**

(or any other front door)

See section 18.0 of manual for information on setting up FIDO on your BBS.

**Entry #1:** Are you running FrontDoor(tm) or other program?

If you place YES here, PowerBBS will not detect callers. Instead, PowerBBS will drop to dos and run your EVENT.BAT file. When the EVENT.BAT is done, PowerBBS will read the current node's USERINFO.BBS for the Baud rate. It will then log the caller on to the BBS. For futher information on setting up FIDO Net with PowerBBS, call the support bbs.

**2.1.4 Data Files #1**

Files in this area, are data files containing information towards the setup of your bbs. You may edit any one of these files, by typing the F1 key, while you are on the field you want to edit.

**Entry #1:** Path/File to Questionnaire DataFile

This is the menu of questionnaires available. This command is shown when the questionnaires area is entered. The DataFile contains the filespec information of the questionnaires. For information on writing Questionnaires, see 'Questionnaires'.

File Definition: <Questionnaire Path>, <Answer Path>

When you type F1 to edit this file, you have the following options:

#1: The Questionnaire path is the path to the questionnaire data file. Example: C:\Powrbbs\Work\Quest1

#2: The Answer path is the path to the answer data file.  
Example: C:\Powrbbs\Work\Answer1. After users answer a questionnaire, their responses are recorded here.

To actually create your own Questionnaire, see the section "Questionnaires".

**Entry #2: Path/File to download security file**

This is the Path/Filename used to store all of the download file security information. This file can restrict downloads of specific files by security level & password.

File Definition: <filename>,<security level>,<password>

When you type F1 to edit this file, you have the following options:

#1: Enter the path/filename/wildcard Wild-card characters and drive designators to be used to restrict certain classes of files (by extension, by drive, etc) from being downloaded.

Some Examples:

G:\*. \*  
E:\*.GIF  
\*.ZIP3

#2: Enter the minimum security level required to download the files designated in entry #1.

#3: Enter the password, if any, which is needed to download the files designated in entry #1.

**Entry #3: Path/File to upload security file**

This is the Path/Filename used to store all of the upload file security information. This file can restrict uploads of specific files by security level & password.

File Definition: <filename>,<security level>,<password>

When you type F1 to edit this file, you have the following options:

#1: Enter the path/filename/wildcard Wild-card characters and drive designators can be used to restrict certain classes of files (by extension, by drive, etc) from being uploaded.

Some Examples:

\*.EXE  
\*.COM  
\*.GIF

#2: Enter the minimum security level to upload the files designated in entry #1.

#3: Enter here the password, if any, which is needed to upload the files designated in entry #1.

#### 2.1.4.1 Setup of Security Levels

##### **Entry #4: Path/File to security datafile**

This is the Path & Filename to the Security Level file, which contains the minutes and download bytes available to the caller.

**\*\* IMPORTANT \*\***: All the security levels you use and assign, should be defined in this file.

File Definition: <security level>,<max time on>,<max download bytes>,<max monthly bytes>

The time is in minutes, the download bytes are in Kilobytes (1024 bytes), and the max monthly bytes are in megabytes.

When you type F1 to edit this file, you have the following options:

#1: Enter the security level on this entry.  
#2: Enter the daily amount of time permitted, in MINUTES, to



the security level in entry #1.

#3: Enter the daily amount of download kilobytes permitted.

1 = 1024 bytes per download day

1000 = 1 Meg of downloaded bytes per day

#4: Enter the montly amount of download megabytes permitted.

1 = 1 Meg of download bytes per month

**Entry #5:** Path/File to Junk Users Name

This is a pure ASCII file used to store the junk names which will be automatically denied access to PowerBBS.

Example text which may be entered:

+++

MR.

APPLE

THE

JOHNNY APPLESEED

#### 2.1.4.2 Setup of LIVE PROGRAMS

**Entry #6:** Path/File to Live Programs DataFile

This is a Pure ASCII datafile which contains information on the path/file of the batch file, and security needed to load the live program.

File Definition:

<Live Program Filename>,<Minimum Security Level>,<Password>

When you type F1 to edit this file, you have the following options:

#1: Enter the path/filename to the live program file.

Examples: C:\Powrbbs\Fun C:\Powrbbs\Chess When you create these files, the path/filename should be exactly the same, as you have enter here. For example, if you place C:\Powrbbs\Fun here, then create the door file C:\Powrbbs\Fun.

#2: Enter the minimum security level for access to this live program.

#3: Enter the password needed, if any, to access the live program.

Here is a sample live program file:

```
Cd\Chess
Chess Chess.dat
```

### **Setting up either Dos or WINDOWS doors**

Entry #1 in this file notifies PowerBBS to either load a windows or dos live program. Whenever PowerBBS reads a .EXE anywhere in Entry #1, it assumes a WINDOWS program is to load. If no .EXE is found, it assumes a DOS live program is to be run. Also note, that WINDOWS programs require the path to the data file on the command line.

DOS Entry for BlackJack: C:\Powrbbs\DBlack.Bat

Windows Entry for BlackJack: C:\PowrBBS\Blackjk.EXE C:\PowrBBS\Powrbbs.dat

How to get a DOS door to run under Powrbbs:

To create a live DOS door, you will have to edit your live.dat file (you can do this in CONFIG). On Entry #1 you should enter a path to some file (not not enter an .exe or .com). An example would be C:\Powrbbs\Door1. You have now done everything PowerBBS needs.

Using

an ascii editor, such as QEdit, Edit C:\Powrbbs\Door1 file. (Notice we didn't use any extensions in live.dat and we won't use any extensions when creating the file with QEdit).

First of all you must have Convdoor.exe, Russell Frey's free wear program that converts Powrbbs info to Door.sys or Dorinfox.def file format. These files that convdoor.exe create, serve to tell the door all about who is calling, baud rate, etc. The door is not actually interacting with the bbs, it is merely running in place of it and using the phone line to send data to the user. I also uses the door.sys or Dorinfox.def file to "know" about the user. Convdoor.exe is located in your \powrbbs directory. If you just run the program Convdoor.exe,

you'll see the basic usage. This information can also be found in the manual. The first line in Door1 should run Convdoor.exe.

```
Convdoor c:\powrbbs\userinfo.bbs c:\powrbbs\data\users c:\door1\
door.sys
```

You should create a directory for your door application. For example, create the C:\DOOR1 directory. You should have all the door files in there. Notice on the Convdoor line, I have saved the door.sys in the door1 directory. The second line in your C:\Powrbbs\Door1 file, should be to change to this directory.

```
CD\DOOR1
```

#### Problem with DOS doors under WINDOWS

One problem is that the door would run as a live program, as it should, but did not display anything on the callers monitor. If you have this problem, the solution has been to load a Fossil Driver. What you need to do is get a Fossil Driver and put it into your batch file that starts the program, before running the Door program. Note: most fossil driver are supposed to be loaded from the config.sys file and are therefore end in the suffix ".sys". EG: mouse.sys is usually a mouse driver for your mouse. In the config.sys file you will load it by a line stating "Device = Mouse.sys". Powerbbs does not require a Fossil driver. But, since your door may, you will need it! To load one in a batch file you simply rename the file from XXXX.sys to XXXX.exe. Then you put the command in the batch file just before the command to run the door program. Be sure you read whatever command line switches are required for your Fossil driver. BNU170.ZIP is available for download

from the support BBS, if you do not have a fossil driver.

One more note. Be sure what ever door you load, will recognize a dropped carrier. If your door does not self terminate at the loss of carrier, then you may find your bbs locked up when you come home at the end of the day. The door program will be sitting there on the screen!

Example C:\Powrbbs\Door1 file we talked about:

```
Convdoor c:\powrbbs\userinfo.bbs c:\powrbbs\data\users c:\
```

```
door1\door.sys
  CD\DOOR1
  Bnu
  MyDoor
  Cd\Powrbbs
```

**DOS USERS:** You must have START at the end of your door1 file

#### 2.1.4.3 Setup of Bulletins

**Entry #7:** Path/File to Bulletin DataFile

This is a pure ASCII DataFile containing the path/file to the bulletins. The bulletin system is defined by the sysop for posting of information, in which the user can access and read. A bulletin can be any ASCII file. This file contains the path/filename to the specified bulletins. When pressing F1, example data would be:

```
C:\Powrbbs\Blit\Blit1
C:\Powrbbs\Blit\Blit2
```

#### 2.1.4.4 Setup of Protocols

**Entry #8:** Path/File to protocol data file

This is the Path/Filename to the file used to store all protocol information, used for transferring files.

EDITING INFO: (\* F1 \*)

This section enables you to setup the protocol section of your BBS. No protocols are hard-coded into the code. PowerBBS drops to dos to run these protocols. You can set up any protocols you wish to support. Including batch and non-batch. On each page you can edit up to 5 protocols at once, type PGDN for more room to add/edit protocols. Each protocol has 6 options.

Read section 5.0 of the manual for PBBSPROT setup, and section 6.0 for DSZ/HSLINK setup.

#1: Letter

This is the letter which must be entered to use the protocol.

Usually it uses the first letter of the protocol name.

Example: Zmodem would use Z

#### #2: Max DLs

This is the maximum number of files that can be downloaded. If this is a batch file you can have up to 40 files. Only DSZ protocols will allow up to 50 files. See the documentation to your protocol to see how many file can be transferred. If this is not a batch download, put 1 in this space. If you are using a batch protocol, set this to 0. PowerBBS will set up the max dls, to the most it supports, when this option is set. This makes it easier for future upgrades, support a higher number of file transfers.

#### #3: Max ULs

This is the maximum number of files that can be uploaded at once. For DSZ batch uploads you should specify 0 in this spot, meaning PowerBBS will determine the files. Remember to consult the protocols documentation.

#### #4: Desc

This is a short description of the protocol, which is displayed when a user is choosing his/her default protocol. It should tell the name of the protocol, and if possible a little information on the protocol, such as a batch file or single protocol, whether it is slow or fast, etc.

Example: ZMODEM Batch - Fast

#5: (D) Cmd Line

#6: (U) Cmd Line

These two options are the most involved. This is the command line which is run inside of the work directory. You will most likely have to search your protocols information file to see the exact commands.

**\*\* Important \*\*:** The command line should contain a .COM or .EXE, and NOT ANY .BAT files.

WINDOWS USERS: This protocol command line, MUST contain the .COM or .EXE for the protocol to load.

In the Command Lines you are able to use the following macros. The macros are substituted with their correct value. Be sure to have both | at the beginning and end, and also to have the word in CAPS.

|BAUD|            This is the current baud rate of the caller  
|COM|            This is the current com port # on this node  
|FILES|          This is the filename which contains the file list  
|PBBSDAT|        This is the path/filename to your powrbbs.dat (for the current node)

The (D) Cmd Line is when someone is downloading a file. Remember that you are sending the file, so the command line should be an upload command line.

The (U) Cmd Line is when someone is uploading a file. Remember that you are receiving the file, so you are actually putting a download command line here.

You are provided with a protocol.BBS file with your copy of PowerBBS. Protocol.BBS is usually set up to use PowerBBS's own protocol transfer program PBBSPROT.EXE.

DOS USERS: PBBSPROT.EXE uses the INT 14 to send/receive files. You can use DSZ to send/receive.

WINDOWS USERS: It has been found that using DSZ or other dos protocols on UPLOADS will not work good, because bytes will be lost (overrun errors). Future upgrades of Windows (included v3.1) are sure to be a plus with DOS protocols.

**Entry #9:** Path/File to files NoCharge Datafile  
This is the path/file to the pure ASCII datafile containing files

which should not be charged as downloads to callers.

File Definition: <Path/Filename, or Wildcards>

Each line should contain a different file name. Example:

```
*.GIF
INFO.ZIP
```

#1: Callers who download files with extension .GIF will not be charged for that download.

#2: Callers who download INFO.ZIP will not be charged for a download.

#### 2.1.4.5 Setup of Language Datafile

##### **Entry #10:** Path/File to Language Datafile

This is the path/filename of the language datafile, which is read by PowerBBS for multi-language systems.

File Definition:

<# of language>,<extension>,<text>,<phone>

Entry #1: This is the NUMBER of the language file. For example, 1 will be saved as C:\Powrbbs\Source\1.LAN (or where your source directory is specified as in config [A]).

Entry #2: This is the extension of ASCII/ANSI files for this language. For example, if this is the language French, you can type FR for the file extension. Whenever an ASCII/ANSI file is displayed (such as C:\Powrbbs\Screen\Hello1), if the extension is found (C:\Powrbbs\Screen\Hello1.FR), then that file is displayed. This will give you the ability to have different text files for different languages. If you do not want such an extension, just leave this option blank.

Entry #3: The text you place in this option, is the information given to the user on logon. Such as Deutsch, English, etc. You can use whatever you want, so long as you think it will be clear to the user.

Entry #4: The text you type here, is the phone number text used for this current user. Wherever you place a #, a number will be requested. Any other text will just be displayed (and saved in the users phone number list.) Here are some examples:

US:           (###) ###-####  
 France:       ##-##-##-##  
 Germany:   ##-##-####  
 England:     ###-###-###

NOTE: If you put the two letters NO in the ENTRY #4, then the phone number will just be a regular character input for the user. If you receive callers from different countries, you might want to specify this. If your callers are all from the US, then you will want to put (###) ###-####, to force the user to use the correct setup.

You can use whatever you like, but you are limited to 14 characters.

CONFIG Section [E] will edit the language datafiles.

### **2.1.5 Display Files #1**

**For detailed information on setting up files in the display files section, see the "Text Screen Files" area.**

ALL Files in Display Files #1 & #2 can be edited!

Type F1 to EDIT ASCII file, & F2 to EDIT ANSI file!

#### **2.1.5.1 Setup of Securitized Menu Screens**

Security level menus will be displayed if available. Just add the security level, to the specified menu screen.

For example, if you specify the Main Menu to be:  
 C:\Powrbbs\Screen\Menu



If the caller is security level10, C:\Powrbbs\Screen\Menu10 will be displayed. (Menu10c if color).

If this file does not exist, the normal \Powrbbs\Screen\Menu file will be displayed.

**Entry #1:** Path/File to Sysops Menu

Path & Filename to the Sysops Menu Screen which describes the options available to the caller. Only shown when Xpert is turned off

**Entry #2:** Path/File to Opening Screen

Path & Filename to the screen which is shown on logon, before the callers name is given.

### **2.1.5.2 HELLO SCREENS**

**Entry #3:** Path/File to Hello Screen

Path & Filename to the hello screen which is displayed right after the callers name is given. Files Name1 to Name9 is shown. If a filename is not found, the hello stops. You cannot have Hello1 Hello5 Hello9, but Hello1 Hello2 Hello3.

Hello Screens are displayed to the caller when logging on, right after the user enters their password. Files xxxxx1 - xxxxx9 are displayed continuously until a file is not found. The default is Hello. The files Hello1 to Hello9 are displayed in continuous mode until one file isn't found. If Hello5 isn't found the hello screens stop, even if hello6 exists. It is a good idea to have all your files in order Hello1 Hello2 Hello3, NOT Hello1 Hello5 Hello9. Because Hello2 will not be found, and Hello mode ends.

**\*\*NOTE\*\*:** Hellox is ASCII & HelloxC is for color Mode.

**Entry #4:** Path/File to Birthday Screen .....

Path & Filename to Birthday screen, displayed on a callers Birthday.

**Entry #5:** Path/File to Expired Screen .....

Path & Filename displayed when a callers Expiration date has been reached.

**Entry #6:** Path/File to Forum Sub-Menu .....

Path & Filename to the screen which displays the forums available.

**Entry #7:** Path/File to NewUser Screen .....

Path & Filename to the screen displayed to a newuser logon. Displayed right before asking the caller if he/she would like to register.

**Entry #8:** Path/File to Logoff Screen .....

Path & Filename to the screen displayed on logoff, after G Y is chosen.

**Entry #9:** Path/File to No Chat Screen .....

Path & Filename to the screen displayed when the sysop's pager is off, or the pager is on and the sysop doesn't respond.

**Entry #10:** Path/File to Enter Chat Screen ..

Path & Filename to the screen displayed as the caller/sysop enter chat mode.

**Entry #11:** Path/File to Exit Chat Screen ...

Path & Filename to the screen displayed as the caller/sysop exit chat mode.

**Entry #12:** Path/File to Questionnaire Sub-Menu ...

Sub-Menu is screen displayed when Main Menu Command Q is chosen.

**Entry #13:** Path/File to Bad Ratios Screen

Path & Filename to the screen displayed to users when they try a download, but they are not permitted to do so because they have either not uploaded or not left enough public messages.

**2.1.6 Display Files #2**

**Entry #1:** Path/File to Read Help File .....

Path & Filename to help file, displayed when reading messages.

**Entry #2:** Path/File to Begin Download File ...**Entry #3:** Path/File to Begin Upload File .....

Files shown when [D]ownload & [U]pload are chosen at the File Menu.

**Entry #4:** Path/File to Files Ratios Screen ...

Enter the path/filename of your ratios screen.. This file is shown to the user after he/she has either completed a transfer, or selects to view this file via the Files Menu.

If you do not want ratios, you can make up any screen. Such as "Welcome to the Files Area", etc.

PLEASE note the macros available to the Files Ratios Screen:

MMR	MINIMUM Message/Calls Ratio
YMR	Users Message/Calls Ratio
MFR	MINIMUM Downloaded/Uploaded files Ratio
YFR	Users Downloaded/Uploaded files Ratio
MBR	MINIMUM Downloaded/Uploaded Bytes Ratio
YBR	Users Downloaded/Uploaded Bytes Ratio

GOOD_MR	This tells the user about his/her Message Ratio
GOOD_FR	This tells the user about his/her File Ratio
GOOD_BR	This tells the user about his/her Byte Ratio

**Entry #5:** Statistics Screen, Path/File .....

This is the path/filename to the statistics screen. The statistics screen should display to the user his current statistics, and standings.

**Entry #6:** Path/Filename to Monitor help file

Enter the path/file to your monitor help file. This file is displayed when a caller is selecting his/her monitor type.

**Entry #7:** Path/File to Live Programs Sub-Menu ...

Enter the path/file to the live programs Sub-Menu. This sub-menu, should display to the user, the live programs available.

**Entry #8:** Path/File to Bulletin Sub-Menu .....

This is the screen which displays bulletins available for viewing.

**Entry #9:** Path/File to Update user info screen

This screen is displayed when the user wants to update his basic user info.

**Entry #10:** Path/File to Clock screen

This is a text file, which you can customize, but should contain the current date and time.

**Entry #11:** Path/File to Chat help file

This file is displayed when entering chat mode.

**2.1.7 File Paths #1****Entry #1:** Path to dir containing sec screens ..

Security Messages are messages text screens, displayed to the user on arrival to your BBS (right after the password is given). If no file is available, none is displayed.

This is the directory which contains security messages. Filename must end in \. Example: C:\Powrbbs\Sec\

Security filenames begin with WEL and end in the security level of the caller. A caller with security level 20, will be displayed the file WEL20 in the directory you specify (or if wel20c is available, and the caller is in COLOR mode).

**Entry #2:** Path/File to uploaders Datafile ....

This is the Name/Filename to a file, which is created by PowerBBS as a pure ASCII file. After an upload the filename and user name plus modem statistics will be written.

**Entry #3:** Path to restricted files directory

This is the path in which uploads which the uploader only wants the sysop to see will be put. If you set all uploads to be restricted, then all uploads will be sent to this directory. Otherwise only files which are specified by the user to be for the SYSOP only, will be sent here.

**Entry #4:** Listing containing private files

This is the path/filename of the file which will list private uploads. (which are contained in the restricted directory)

**Entry #5:** Path/File to users file .....

This is the Path/Filename to the file used to store all user data base information. This file should be the same on all nodes. You can edit information in this file via the Sysop's menu [U]pdate user command.

**Entry #6:** Path/File to Forum Data File .....

This is the Path/Filename to the file used to store all the forum information. This file should be the same on all nodes. You can edit the Forum Data File, via Config's Main Menu [B] option.

**Entry #7:** Path/File to script for new users .....

Enter the path/filename to the file (ascii file), which will contain the QUESTIONNAIRE (see questionnaire section for information on creating such a file), that will be give to new users.

Example: C:\Powrbbs\Work\Quest1

**Entry #8:** File to contain answers to above .....

The path/file you enter here, will contain the output to the above questionnaire for new users.

Example: C:\Powrbbs\Work\Ans1

**2.1.8 Options #1****2.1.8.1 Setup of Files/Calls/Msgs Ratios**

**Entry #1:** Minimum Msgs/Calls Ratio ..... (0..100)

This is the minimum messages per call ratio needed to

download.

Ratio	What to do in order to download
100	Leave 1 Message Per Call
50	Leave 1 Message Per 2 Calls
25	Leave 1 Message Per 4 Calls
0	No public message posts are required

**Entry #2:** Minimum Down/Upload Files Ratio .... (0..100)

This is the minimum download/upload ratio needed to download. This is using the total number of files. It does not matter how large or small the files are.

Ratio	What to do in order to download
100	Upload 1 File Per Download
50	Upload 1 File Per 2 Downloads
25	Upload 1 File Per 4 Downloads
0	No minimum Upload files are required

**Entry #3:** Minimum Down/Upload Bytes Ratio .... (0..100)

This is the minimum download/upload ratio needed to download. This is using the total number of bytes transferred. It does not matter how many files, but the total number of bytes.

Ratio	What to do in order to download
100	Upload 1 Byte Per 1 Download Byte
50	Upload 1 Byte Per 2 Download Byte
25	Upload 1 Byte Per 4 Download Byte
0	No minimum Upload bytes are required

**Entry #4:** Minimum Security to Bypass Ratios .. (0..200)

This security level and higher do not have to worry about ratios. No matter what their ratio is, they can download.

**Entry #5:** Maximum Number of Msgs for Mail File

This is the maximum number of messages a caller can compress using the [D]ownload function in the mail menu.

**Entry #6:** Restrict all uploads?

If you do not want your users to download/view uploads you should set this to Y. If you want your users to download/view uploads set this to N. **\*\* Note \*\***: If this is set to Y, all uploads are sent to the restricted directory and listed under the restricted files listing.

**Entry #7:** Most Idle Mins Before Auto Logoff

This is the most time in minutes, PowerBBS will wait until it hangs up the caller. If set to 0, the caller can be idle for as long as he/she has time.

**Entry #8:** Track Users Birthdate? (Y/N) .....

This selection gives you the ability to turn off asking the callers for his/her Birthdate.

'Y': Normal Setup. Asks users for his/her birthdate, and tracks his/her age.

'N': Will not ask user for his/her birthdate, and Age will be UNKNOWN. You will no longer be able to view the callers age at the bottom of the screen.

**Entry #9:** Char displayed, when not displaying echo ..

Echo anything which is one carrier such as \* or . or @. This character is displayed when PowerBBS is not echoing what the caller is sending, such as when a password is being given.

If you select \* it'll look like:

Enter your Password: \*\*\*\*\*

**Entry #10:** Delete Uploads when Carrier Dropped?

This selection gives you the ability to delete a file or keep a file, when a caller has completed an upload and a description is not given, because the caller has hung up or has been disconnected for some reason.

'Y': PowerBBS will delete new uploads when a caller has not

given a description of the file, and the caller has hung up or disconnected. The User is NOT GIVEN upload credit.

'N': When a caller uploads a file, not giving a description, then hangs up when a description is asked, the description: "User Dropped Carrier", will be given, and the file will be placed where it belongs.

**Entry #11:** Path/File to node status data file....

**Entry #12:** Path/File to whose chatting file.....

**Entry #13:** Path/File to talking temp file.....

These entries should be the SAME on ALL nodes.

node status display: This file keeps track of all the information included in the W)ho function from the Main Menu.

whose chatting file: This keeps track of the node numbers which are chatting.

talking temp file: This file is where all the text from chatting is written to.. The other nodes will pick up new information and display during chat. When there is no one chatting this file is deleted. It is then created when a new chat begins.

**Entry #14:** Allow ONE Word Names?

'Y': This is generally for handle BBSs. It allows for one word names. Example Names: Junkman, Killer, Stranger

'N': If you do not want one worders. Users must use AT LEAST two words. Example Names: John Doe, Billy Green, Howy Rose, The Junkman

**Entry #15:** Do you want MULTI-LANGUAGE support?

If you want to use the default English language, enter 'No'. All the text displayed to the user will be language file #1 (1.Lan), which can be edited in Config's section [E].

If you want to have a selection of languages, on logon, then enter 'Yes' here. PowerBBS will use the Datafiles screen option #10



file, for its language information. This will give you the ability to have different .LAN files, which all can be edited in Config's section [E].

### **2.1.9 Options #2**

#### **Entry #1:** Command to View Compressed Files

This is the command line which is run to get a listing of files inside of a compressed file.

#### **Entry #2:** Command to Test Compressed Files

This is the command line to test the validity of a compress file.

#### **Entry #3:** Command to Compress Mail File

This is the command line to compress the mail file.

#### **Entry #4:** Are you running a CLOSED bbs?

'Y': Enter Yes if you do not want users added to the users database. Instead, the new user must answer the closed script questionnaire, and is logged off. In order to add new users, you must use the U command in the Sysop's menu.

'N': Enter No, for a normal bbs operation, in which New Users are permitted to log on and be added to the users database file.

#### **Entry #5:** Enter path/file to CLOSED script file

#### **Entry #6:** Enter path/file to CLOSED answer file

These two entries are for CLOSED bbs systems. The script file, is the path/file to the script questionnaire which must be answered by a new user. The answers are outputted to the CLOSED answer file. This works just the same, as the Questionnaire Main Menu Function.

#### **Entry #7:** Permit forums to have ANONYMOUS names?

If you want to have forums where users can enter ANONYMOUS messages, you must enter Yes here (you must also select the option in the forum setup).

**Entry #9:** Minimum Security Needed to Abort Intro

Set this option to the security level, that is required to be able to abort the old intro news screens.

**2.1.10 Options #3****Entry #1:** Maximum Lines to a message (15..99)

This is the maximum number of lines a message can be. PowerBBS will not let callers enter a message any larger.

**Entry #2:** Halt Uploads When Drive Has K Bytes (0..9999)

Stop uploads when upload drive has this much space left. Enter in K Byte.

Example: 200 - When 200,000 bytes are left, no more uploads are permitted.

1000 - When 1,000,000 bytes are left, no more uploads are permitted.

**Entry #3:** Normal Default Color

This is the color which is shown as the caller types, inputting data. This is only used when the caller has a [C]olor Monitor. You must type in the ansi color code of the color you desire.

Color Codes:

31 - Red 32 - Green 33 - Yellow 34 - Blue 35 - Magenta

36 - Cyan 37 - White

**Entry #4:** Permit Color in messages (Y/N)

This has been put in, because there have been people going around putting codes in messages, which can do strange things under normal DOS ANSI.SYS (such as redirect keys). Also, color messages are also color to people who have color turned off. Set this to N if you do not want to permit color in messages. If set to Y messages can be entered with ANSI codes.

**Entry #5:** Permit High ASCII Characters (Y/N)

You should set this to Y, unless you are having programs with

high ASCII codes.

**Entry #6:** Path/File to Batch Created For LP & T .

Enter a file, with extension .BAT. This is the file which is created for live programs (LP), and for transfers (T). This file SHOULD BE DIFFERENT FOR EACH NODE.

Examples: LIVE.BAT LIVE1.BAT PROG1.BAT

**Entry #7:** Directory containing index files .....

This is the path of the directory which will contain your index files.

The path should exist on disk, and end with a \.

Example: C:\Powrbbs\Index\ (NOT C:\Powrbbs\Index)  
D:\Index\

**Entry #8:** Ramdisk directory containing index files ....

This is the ramdisk path of your index file. If you do not want to use this, leave this blank. If you decide to use this function, you should create this directory in your Autoexec.bat, and also copy your DISK copy of index to your ramdisk.

**Entry #9:** PowerInfo Path/File .....

This is the file which contains the number of calls to the system, and the pager/display information. This file should be the same on all nodes. Example: C:\Powrbbs\PowerInfo.BBS

**\*\* Be sure to include the FULL path in this entry! \*\***

This file should be placed on a Hard Disk. No Ramdisks since it is important information.

Line #1: Number of Calls to your BBS

Line #2: Display On/Off

Line #3: Pager On/Off

The LENGTH of this entry, should be AT LEAST 3 characters.

**Entry #10:** Path/Filename to Noscroll file  
\*\* THIS ENTRY IS NOT USED FOR PowerBBS/Windows \*\*

**Entry #11:** Path/Filename to quit from PowerBBS  
\*\* THIS ENTRY IS NOT USED FOR PowerBBS/Windows \*\*

**Entry #12:** Path/Filename to Ascii/Ansi Editor  
Enter the editors path, which will be used by CONFIG to EDIT  
Screen files.

### **2.1.11 Comm & Event Setup**

The Communications setup is the most difficult and important information for you to fill in. You are going to have to set up the commands to meet the needs of your modem. Read the information carefully. Remember that proper modem setup is a must for correct operation of your BBS.

#### **2.1.11.1 MODEM INFO**

PowerBBS will work properly only if the communications setup is correct. First of all, you must have a FULL Hayes Compatible modem. Your modem should be able to do the following:

1. Must be able to track Carrier Detect (CD), and know when there is a caller or not.
2. The modem must respond with a 'CONNECT' or 'CONNECT xxxx' messages when connecting to a modem. (xxxx=baud rate). If only CONNECT is received, 300 baud is assumed. Be sure you CONFIGure your modem to send word result codes, along with the baud rate. This is usually done by adding X4 to the initialization string. Be sure to see your manual.

Some modems have the option to disable the CD signal. If your modem does, be sure you CONFIGure your modem to show the 'true' state of CD. If you modem needs commands to do this, add the commands to the initialization string. To have the true state of the CD

signal, you may have to add the following commands to your initialization string:(Check your modem documentation for further & complete information)

&C1 usually sets the true state of the data carrier. This may vary on some modems, and may be a dip switch on others. If your modem contains dip switches, be sure to set the true state of CD.

&D2 usually will disconnect the caller, if it detects an 'on to off' transition on DTR. This may vary on some modems, and may be a dip switch on others. If your modem contains dip switch, be sure to set your modem to respond to the DTR signal from the computer. This can also be set to &D3 if you like. &D3 will initialize your modem to the settings in RAM, when an 'on to off' transition on DTR is found.

WINDOWS USERS: For WINDOWS operations, you are better off not using the DTR to drop carrier (an option described later on, gives you the option). **Most windows users should set the initialization string to &D0.** If you do not, possible disconnections are likely.

If the bbs thinks there is a carrier when you first run PowerBBS, try adding the following command: AT&C1 to your initialization string.

The following command should work on most 2400 Modems:  
ATM0X4&D0&C1S0=0H0

If you want to use AutoAnswer:  
ATM0X4&D0&C1S0=1H0

Some modems may need 'H' instead of 'H0' or 'M' instead of 'M0'. H0 should ALWAYS be placed at the end of the string. Note: Most modems use the 0 (zero), that is not the letter O. However, a few select modems do use the O so be sure to refer to your modem manual.

Here are sample setups for a few modems:

Practical Peripheral 2400

```
Init[1]:    ATZ
Init[2]:    ATM0X4&D0&C1S0=0H0
```

Packard Bell 2400

Note: Packard bell is one of select modems using the letter O instead of 0 (zero).

```
Init[1]:    ATZ
Init[2]:    AT&C1MOX4V1&DOQOS0=1H0
```

TwinCom 14.4/DF

```
Init[1]:    ATZ
Init[2]:    AT&F&C1&D0S0=0Q0X4V1M0H0
```

SupraFax v32bis

Locked in at 19200

```
Init[1]:    ATZ
Init[2]:    AT&F2&D0M0E0V1S95=35
```

USRobotics

Locked in at 19200

```
Init[1]:    ATZ
Init[2]:    AT&C1&D0M0Q0X4&A1S32=2S0=0B0&B1&H1H0
```

### **Entry #1:** Highest Baud Rate

PowerBBS provides serial I/O support for speeds of up to 115,200 baud. You must NOT enter a baud rate higher than your modem actually supports. Enter the baud rate of your modem here, such as 300, 1200, 2400, 4800, 9600, 19200, 38400, etc in the space provided. If you are not sure what your modem supports check your modem manual before going on.

WINDOWS USERS: If you are going to use the Windows API comm routines (instead of the internal ones), be aware that Windows 3.1 limits the baud rate to 19200. If you are using version 3.1, you will not want to use a higher baud rate.

### **Entry #2:** Modem Initialization Command [1]

This string is the first command sent to the Modem when PowerBBS resets the modem. The default string is: ATZ

**Entry #3:** Modem Initialization Command [2]

This string is the second command sent to the Modem when PowerBBS resets the modem. The default string is:  
ATM0S0=0Q0X4V1H0

**Entry #4:** Local Initialization Command

This string is sent to the modem when you do a local logon, or before an event. Default string is ATH1. This command places the phone 'on hook', or busy. If someone calls, they will receive a busy signal.

**Entry #5:** Comm Port (0,1,2,3,4,5,6,7,8)

For a LOCAL Node, set Comm Port to 0. PowerBBS will not try to access the modem at all. Otherwise, enter the NUMBER of your COM PORT.

**Entry #6:** Minimum baud rate

Enter the MINIMUM baud rate which is needed to access your system. If any baud rate may call then enter 0 or 300. If you wish to restrict 300 baud then enter 301, if you don't want 1200 baud then enter 1201, etc.

**Entry #7:** Answer by RING? (No = AutoAnswer)

If you want PowerBBS to detect a Ring and send ATA to answer the modem, select YES. You should use this. If it doesn't work, then use AutoAnswer.

**Entry #8:** Enter Modem Port Irq Number

**Entry #9:** Enter Modem Port Base Code

In order to communicate to you COM port, PowerBBS must know the IRQ number and BASE codes. COM1 & COM2 are standards. They are ALWAYS the same. As you go above 1 & 2, there is no standard. You can check your irq setting & base code in your com port manual. This option gives you the ability to define your own settings, for non-

standard com ports. You must enter the correct information. Be sure you begin the input with the \$ sign as shown below.

\*\*\*\*\* COM1 AND COM2 AND IBM STANDARD! \*\*\*\*\*

\*\* COM 1 - IRQ = 4, Base CODE = \$3F8

\*\* COM 2 - IRQ = 3, Base CODE = \$2F8

Here is a list of some of the other popular settings.

COM PORT	IRQ Number	Base Code
COM3 -----	4 -----	\$3E8
COM4 -----	3 -----	\$2E8
COM5 -----	4 -----	\$3F8
COM6 -----	3 -----	\$2F8
COM7 -----	5 -----	\$2E8
COM8 -----	5 -----	\$3E8

**Entry #10:** Lock in baud rate

If you want PowerBBS to send to the modem at a constant rate, no matter what the caller connects at, enter Yes in this sport. Such modems as Hayes and USRobotics high speed modems, will work with this option. The Hayes Ultra does not require any additional setup, while the USRobotics requires you to give the command &B1 in your modem init.

Setting up a USRobotics:

baud rate: 38400

modem init 1: ATZ

modem init 2:

AT&C1&D0M0Q0X4&A1S32=2S0=0B0&B1&H1H0

**Entry #11:** Use DTR to drop carrier?

If you put YES here, the DTR is used to drop the carrier. This usually requires &D2 to be set. If you put NO here, PowerBBS uses the ATH0 skeem to drop the carrier. You should use &D0 in your initialization string if you put NO in this option.



It is recommended that **WINDOWS users set this option to NO, and put &D0 in the initialization string.**

**Entry #12:** DOS: Use FOSSIL Routines? WINDOWS: Use Windows API Comm Routines?

DOS USERS: If you want to use COMM-DRV or another fossil driver, set this to YES, and refer to the COMM-DRV routines. Otherwise place NO here.

WINDOWS USERS: If you want to use the Windows comm.driv (or other replacement, such as TurboCom (tm), Hayes ESP (tm) replacement, place Yes here. Be aware that you still have to put the baud rate/ base code/ Com Port Number in the setup. Comm.driv is the communications library that Windows installs, and is used by most communications programs for windows. If you set this option to YES, powerbbs will make use of these routines. Windows 3.1's COMM.DRV provides internal support for the FIFO Buffered Uart.

If you place no, PowerBBS will use its own communications routines (not the ones that windows provide).

Note: The default protocol program which PowerBBS installs (PBBSPROT) for sending/receiving files, uses the WINDOWS API. If you have problems with the API and want to use the internal routines, then you must install the PBBSPROT with the internal communications routines.

### **2.1.11.2 Event Setup**

PowerBBS offers a powerfully simple event system. An event is a batch file, which is run daily at a specified time. You can run utility programs, such as powrpack, to keep your BBS up to date.

a) If you want an event active, set entry #1 to yes, otherwise set entry #1 to No.

b) Set Entry #2 to the time to begin your event.

c) Enter the path/filename to the event.bat file you will be using.

EVENT.BAT setup:

Important.. For proper PowerBBS operation, your event should be at least 3-4 minutes. Here is an example batch:

```
c:\Powrbbs\stats c:\Powrbbs\data\users c:\Powrbbs\screen\hello4 10
copy c:\Powrbbs\screen\hello4*.* g:\Powrbbs\screen\*.*
\Powrbbs\wait 240
```

Note: Line #3, wait 240: Wait is a waiting utility, which is included with the package. This will delay the batch file, to wait the desired time. You should always include this line in your batch file.

**Windows Users:** You no longer have to use the WAIT command.

**Entry #1:** Do you want the Event Activated (Y/N)

If you don't want an event set up, answer N and forget about entries #8 & #9. If you want to set up an event set this to Y.

**Entry #2:** Time to start event

This is the time to start the event. Enter in the form of XX:XX.  
Examples: 01:30 05:30 12:30 15:30 17:30  
Times should be from 00:00 to 23:59

**Entry #3:** Wait for Event (Y/N)

If this is set to Y, if a caller is on before an event PowerBBS will let the user use his time, and on logoff begin the event. If this is set to N, if a caller is on before an event, his/he time will be reduced to the time before the active event.

**Entry #4:** Path/File to Event batch file

Enter here, the path file to your .BAT file for your event.  
Example: C:\Powrbbs\Event.bat

### **2.1.12 Test Files Setup**

**Entry #1:** Test new files after upload ..... (Y/N)

Set to 'Y' if you want new uploads to be tested for validity. If the new file fails, the file will be deleted, and the uploader will not be given

credit. If you set to 'N' Skip entries #2 - #4.

**Entry #2:** Path/Filename of test batch .....

This is the Path/Filename to the batch file which will be loaded to test each new uploaded file.

++ Testing Files | Example Batch file to test a ZIP file ++

```
echo off
if exist %3 del %3
pkunzip -t %1 >%4
If errorlevel 51 goto Good
If errorlevel 50 goto Error
If errorlevel 11 goto Error
If errorlevel 10 goto Error
If errorlevel 9 goto Error
If errorlevel 8 goto Error
If errorlevel 7 goto Error
If errorlevel 6 goto Error
If errorlevel 5 goto Error
If errorlevel 4 goto Error
If errorlevel 3 goto Error
If errorlevel 2 goto Error
If errorlevel 1 goto Error
if errorlevel 0 goto Good
```

```
:ERROR
Echo Error In Zip
Copy %2 %3 >NUL
Goto Exit
```

```
:GOOD
Echo Zip is good
goto :Exit
```

```
:Exit
cd\Powrbbs
```

When PowerBBS loads the batch file, it uses the following parameters:

%1 = The Compressed File to be Tested.

%2 = The Error File which is created before loading the zip, if an error occurs, there is a file to copy.

%3 = The Temp Error File which is created if the Compressed file has an error.

%4 = The Logfile which is displayed to the user as the batch completes.

NOTE: When you are testing errorlevels in a batch file, DOS tests the errorlevel not for equality, but for greater than or equal to.

EXAMPLE: If the program exits with an errorlevel of 5, errorlevels 4 to 0 will also be true. Errorlevel 0 is always tested as true. Therefore, errorlevels should be tested in descending order.

**Entry #3:** Path/Filename of Temp Err File ...

This is the Path/Filename to the Temp Error File created by your Batch file when an error is found in the compressed file. If PowerBBS finds this file, it knows an error occurs.

## **2.2 UPDATING FORUMS**

You may update the forum information, by selecting B from Config's Main Menu. This selection enables you to add/edit/delete forums. Forums are message areas, and each one may have its own files area. You can have up to 201 forums (0 - 200).

Note:

To start a new message base, do the following:

1. Enter the correct information for the forum in this section.
2. If you entered a valid message base path/file, when you type PgUp, PgDn, or Esc, and the file is not found, CONFIG will create the message base for you.

3. Enter PowerBBS, and enter a message in the new forum (Use A to get to the forum. Give yourself access if needed).

4. PowerPack the message files every so often (or in your event!)

**Entry #1:** Forum Name .....

This is the name of the forum area. The name will be prompted in several areas, including at the main prompt. The name can be up to 20 characters.

**Entry #2:** Forum Sub-Sysop .....

This is the user name who will be the Sysop of this Forum. If you do not want a forum sub-sysop, you can leave it blank. The Sub-Sysop is given special message base access. He/She can read all messages, and use the message base sysop commands in this forum only. No special access is given for the files area.

**Entry #3:** Public Access Forum ..... (Y/N)

This entry affects users who do not have access to the forum yet. If set to 'Y' all users will be able to access the forum. When set to 'N' the users will only be able to access the forum, when given access by the sysop via the sysop menu.

**Entry #4:** Minimum Security to Join ...

This is the security level needed to join the forum. Only users with this security level or higher will be able to access the forum.

**Entry #5:** Message File path .....

This is the path to the message base file for this forum. When entering Page Down, Page Up, Esc, the file will be checked. If it is not found, CONFIG will create the message base files automatically.

**Entry #6:** News File path .....

This is the path to the ascii file, for the [N]ews Command. When the news command is entered, this file will be displayed.

**Entry #7:** Files Listing Sub-Menu .....

This is the Ascii file displayed when the Files Menu [L]ist

command is used.

**Entry #8:** Listing DataFile .....

This is the path to the file which contains the path & description to all the file listings.

For each forum to have it's own files area, the filename must be unique for this forum.

File is setup as follows:

<Path to listing>,<Description of files>,<Dir which Contains Files>

Note: The <Path to listing> will have all the files and their descriptions stored sequentially in a text file. When a caller lists the files in this forum, at the files list menu, they get a number of files to choose from. Each of those choices calls one of these text lists for display! The first entry in this file <Path to listing> will be listed by choice "1" of the caller, the second entry <Path to listing> will be listed by choice "2" that the caller may select and so forth. You will later create an Ansi Screen to present the caller with a nicer submenu which offers these file listings.

Enter F1 to edit this file, each line has 3 entries:

#1: Enter the path/filename to the files listing.  
Example: C:\Powrbbs\Files>List1

#2: Enter a description of this files listing.  
Example: Games

#3: Enter the DIRectory, which contains these files.  
Example: C:\Powrbbs\Games\  
(This is where the programs can actually be found on

the hard disk.)

NOTE: You are currently limited to 50 different directories, for each forum. You can have 50 directories, in EACH forum!

**Windows Users:** You may have up to 250 file listings!

**Entry #9:** Download Dirs Datafile .....

This is the path to the ascii file which contains the directories of downloadable files. All the files in the directories that you specify, will be accessible to downloads (any other directories on disk will not be accessible). To put restrictions on the files in these directories, edit the download security file (Data Files #1, Entry #2).

NOTE: The name of each Download Dirs Datafile should be unique in that forum. This will keep your downloads directories appropriate for that forum. For every entry you have made in Entry #8, you must have a corresponding download directory here. These path listings allow the bbs to find the files when a user selects files to download from the listings in #8 above. The listings in #8 are used only for display purposes, this listing (Entry #9) are used by the bbs to locate the downloadable files. **Include here the path to your new uploads** in item #10 below, or else your callers will not be able to download files that have been recently uploaded to the new uploads area! The text file list for the new uploads will be stored on the path you specify in item #11 below. This list will ALWAYS be the last choice on the submenu that the user sees. If you have three different file areas for a forum, then there will be a fourth choice for callers, this will bring up the NEW UPLOADS listing file from item #11.

To edit this file, type F1. Each line has 1 entry:

#1: Enter the Path/DIRectory, which contains user downloadable files.

Examples:

```
C:\Utils\  
D:\Files\Games\Games1\  
E:\Allmy\Files\  

```

Each line should contain the drive letter, and then the dir (and sub-directories). Be certain all the dirs exist. Order has no importance.

**\*\* NOTE \*\*:** 200 directories are the limit for each forum.

**Windows Users:** You may have up to 500 download directories!

**Entry #10:** Path to Upload Directory .....

This is the directory in which uploads are placed. Be certain to have the drive letter, dir, and/or sub-directories. All files uploaded to this forum that are not RESTRICTED for sysop only, will go to this directory.

**Entry #11:** Uploads Listing Dir .....

This is the path to the ascii file in which uploaded files are added & listed.

Forum Editing, F3 Command. Type F3 if you would like to delete the current forum. You will also be asked if you want to update the users file. If you select yes, CONFIG will delete the forum information in the user file. You should always update the users file.

**Entry #12:** Make all messages PUBLIC?

If you do not want any PRIVATE messages to be permitted to be placed in the current forum, then place Yes here. All Private messages will be routed to forum #0 (Note that you cannot make forum #0 a public forum, you must put No for forum #0).

**Entry #13:** Do you want ANONYMOUS names?

If you enter YES to this question, users will be able to leave ANONYMOUS messages in this forum. You will then have no way of knowing who left the messages (the only way you could tell is if you are watching your bbs in action and actual see the message entered!)

### **2.3 EDIT FILES LISTING**

You may edit the files listings, by selecting C from the Main Menu of Config. This option lets you edit your files listings, and move files between directories.



When you enter a file listing, you are first asked if you would like files in the directory that are not in the list, to be added. If you select Yes, PowerBBS will check the directory for files not in your list. The files that are found, will be marked by 'D' in Option #1. If you would like this file to be listed, you must enter the current number of the file listing.

If you see a 'N' before the option #1 on any file, this means that the file listed is not currently in the directory.

Each option is explained below:

**Option #1:** Enter the conference number. This is the conference number which contains the files listings you want to edit. Remember, each forum can have a different files listings, as you have selected in Section [B] of CONFIG.

**Option #2:** You may now enter the files listing # you want to edit. You should now be in edit mode. On each files list page, there are 4 options to EACH file:

**Entry #1:** Forum #

This is the forum # that the files list is in. If you want to move the current file to a different forum, just replace the given forum # with the forum # that you want the file to be located at.

**Entry #2:** List #

This is the list number, this file is in. If the file is not on the list, and ONLY in the directory, then D is placed here. If you want to add this file to the current list, change the D to the current list # (if you leave D, the file line will not be saved). If you want to move a file between lists, enter the list # to move the file to.

**Entry #3:** Filename

This is the filename of the file. It should be placed as a standard DOS name.

**Entry #4:** Date

This is the DOS date of the file.

**Entry #5:** Description

This is a general description of the file. You should place the general aim of the program here.

## **2.4 EDITTING MENU FILES**

You may edit your menus, and create your own menus, by selecting D from the Main Menu.

All you MENU source files and PowerLANG files must be placed/ located in your source directory. This directory is CONFIGurable in CONFIG (The General System Setup).

### 2.4.1 Code #s of Built In Commands

1) Area Change:

Used to jump to a different forum. Forums usually deal with a certain topic, and includes its own message base.

2) Read Bulletins:

This option will display a listing of bulletins, which can be displayed. You have the option to read one or more bulletins by selecting the bulletin number, re-listing the bulletins that are available for display, or returning you to the MAIN menu.

3) Clock Display:

This option will display the time you called up, the current time and date, the amount of time used on this call, and the amount of time left for your call.

4) Goodbye, Logoff:

Terminates the current connection and disconnects. You will be asked if you are sure you want to logoff. If Yes, you will be disconnected after the logoff screen is shown. If No is entered, you will be returned to the MAIN menu.

5) Initial Welcome:

This will display the opening screens, which were displayed to you as you logged on today. This lets you look at the screens, without having to logoff and then call again.

6) Live Programs, Doors:

This feature permits you to run an outside program, and leave the main bbs temporarily. Live programs can be almost anything from a database to a game. You will be displayed a list of programs, and you must type in the program # to run, or return to come back to the MAIN menu.

7) News Display:

This menu choice displays the contents of the current Forum you are in.

8) Page the SysOp:

This selection allows you to page the system operator. If the sysop's Pager is turned on, the computer will try and call the SysOp by beeping. If the SysOp is there, he will go into CHAT mode. You must first give a reason for calling him.

9) Questionnaire:

You are presented with a menu screen containing numbered listings of questionnaires available to be answered. Select the number you wish to answer. You will then be followed by questions, which are defined by the SysOp, to answer.

10) Update Settings:

This gives you the ability to make changes to certain information in your User database. You may change the entries in some area, while others are not accessible. This gives you the ability to set up color, hotkeys, etc.

11) View Statistics:

This displays information from your User Database. It will display your file information, settings, etc.

12) Who is on, Node Chat:

If you are running multinodes, users will be able to see who else is online, and chat with other nodes.

13) Expert Toggle:

You have the option of two levels of menus: Expert And Novice. In Novice mode full menu support is shown, while in Expert mode the screens are by-passed.

14) Comment to SysOp:

This permits the user to enter a message to the SysOp. The message is saved in the current forum.

15) Enter a Message:

This message entry command has a number of features. First you must select who to address the message to. If return is selected, it will be addressed to ALL. You are then asked for the Topic of the message. The final prompt prior to message entry is whether to make the message private. Private mail is seen only by the sender, recipient, Sysops, and Sub-SysOp. If your computer permits Ascii codes, a full screen editor will be used, with numerous features.

16) Lastread Update:

Allows you to reset your last message read pointers (for the forums). Used for Downloading of Mail, and for reading messages.

17) Read Messages:

Reading messages involves selection of the messages to be read from a sub-menu. The choices within the READ command are fully explained in a help file within that area.

18) Scan Messages:

Scanning messages is different from reading messages. Only the header information is shown. It is used in cases where a quick

view of the messages is needed.

19) Update Forum Info:

This permits the user to change the forums he wants to scan. The scanning is used for when Reading Messages, and when downloading mail.

20) View Forum Info:

This prompt displays all the forums which you have access to and all the forums which are set for scanning.

21) Your Mail:

This will search messages for mail written to YOU.

22) Download files:

This option allows transferring files from the BBS system to your computer. If your ratio does not comply with the system rules, you will be notified and returned to the FILE menu. You can fix this by Uploading files, and/or by leaving messages. To see what you have to do, use the Y function to view your statistics. If you have a set protocol, you will be prompted for the name(s) of the files to download. If you do not have a set protocol, you will have to enter a protocol. You can transfer up to 50 Files using Batch mode. When the BBS indicates 'ready to send' you should begin your own local transfer procedures, using the same protocol as you selected.

23) List Files:

This option views the available files for download from the BBS. It presents a sub-prompt asking for which file area to be displayed.

24) New Files:

Displays a sub-prompt asking for the date to use as a basis for the search. The default date is the last time you used this option. The files which are that date are newer will be displayed.

25) Protocol Option:

This gives you the ability to change the default protocol,

which is used for transfers.

26) Read a Text File:

A sub-prompt asks for the name of any ascii file listed in the file database. The selected text file is displayed with appropriate screen pauses. Only files with .TXT are permitted.

27) Search File List:

This option gives you the ability to search the files listing for any series of characters. If the series is found in the filename, or description, the file will be shown.

28) Test a File:

This will test an ARCHIVE to see if it is a valid ARCHIVE.

29) Upload a File:

This option allows transferring of files from your computer to the BBS. If no default protocol is set, you must choice the file. You will then be prompted for the files, and enter a description. If enter is hit alone, you can upload the files and be asked for the descriptions later.

30) View inside a ZIP:

This selection is designed to allow viewing compressed files, such as .ARC, .ZIP, .PAK, .ZOO, etc.

31) Write MARKED files:

This permits you to update the information in the MARKED files listing. This listing of files, is set to be downloaded, when the D FILE MENU option is used.

32) Your Stats [Ratio]:

This will display your current download/upload information, your ratio, the lowest ratio available for download, and if you have access to download. If you have a bad ratio in either Downloading/Uploading or Messages Per Call, you will be notified.

33) Sysops System:

This function will load the SysOps Menu, PowrSYS.exe.

34) Download Mail:

Executes a mail scan in which unread messages in the forums you select are placed into an Ascii file, Archived, and prepared for download from the Files System. Will use your 'Forum Scan' default when the A)ll Forums selection is used.

35) Ascii Upload:

Allows for Ascii Uploads

36) View Graphic online

See GRAPHICS section for more info

#### 2.4.2 Download/Upload .QWK/.REP Packages

37) Command to permit User to Download Mail

38) Command to permit User to Upload Mail

These options are only available on the PROFESSIONAL VERSION, not the regular version (registered or shareware). These options will permit your users to download mail, and read the mail with any quickmail compatible reader off-line. Option #38, permits them to upload their replies to the BBS.

#### 2.4.3 Info On Editing Menus

You will first be asked the Menu #. Enter the # to edit (1 to 99). The File saved will be located in your Source .MNU/.POW directory. For example, if this directory is C:\Powrbbs\Source\, and you enter 1 to edit, the file C:\Powrbbs\Source\1.MNU is used. If the MENU is not found, it will be created automatically.

IMPORTANT: Menu # 1 (one) is the MAIN MENU. After logon, Menu #1 is loaded. You MUST have this menu made, for correct operation!

Note that one of the setups from the Menu Editor, is the

Interactive Menu Setup. This setup refers to the capability of using the arrows at a menu. If you have interactive menus set up, people who have ansi capabilities can use their arrows. Be aware that you do not need to have this on your bbs. One of the bottom entries will be "Allow Interaction". If you place NO here, then you can skip over the other interactive entries. You decide for EACH Menu, whether you would like interaction.

The options given are:

Letter	C/G/M	Min	Sec	Code #	Time	Description
--------	-------	-----	-----	--------	------	-------------

**Entry #1:** Letter

This is the one character letter of the command. This is the character the caller must type on his keyboard for access to this command. For example, if you made the letter A, then an A is the command the caller must use.

**Entry #2:** C/G/M

You are now creating the command. Enter here the letter C or G or M. Each of these 3 letters, tells PowerBBS where to go when the user types this command.

'C': This refers to a built in command. You should find the "Code #s of Built In Commands" listed previously.

'M': M is referring to another MENU. Type M here if you want to load a different menu. For example, if this is the MAIN menu, and you want F to lead to the FILES menu, then type M here.

'G': G is referring to a PowerLang file. PowerLang is a simple language which permits you to create your own commands. If you have created your own command, via a PowerLang file, use G here. PowerBBS will know to run a PowerLang file.

**Entry #3:** Min Security

Enter the minimum security level the user must have to enter this command.



**Entry #4: Code #**

This gives the computer the exact information on what to do. On the entry for C/G/M if you entered:

'C': Use the above chart of "Code #s of Built In Commands". Just enter the number from the chart, and this is what the computer will run. For example, if you put 1 here there Computer will run the procedure for area changing.

'M': If you entered M for the C/G/M option, this command will run another menu. This current menu will go out of memory, and the new menu will be run. Just enter the MENU NUMBER, (the same menu number you entered to edit menus).

'G': Enter the PowerLang file. PowerBBS will run the PowerLang file located in your .MNU/.POW source directory. For example, if this directory is C:\Powrbbs\Source\, and you enter the code number 2, then the PowerLang file C:\Powrbbs\Source\2.Pow will be run. Be sure you create the PowerLang file.

**Entry #5: Time**

This tells the computer how to charge time, when this function is in use. 1 is the normal time. Anything above 1 gives the user less time, anything below gives the user more time.

Use the following chart:

Time	Description
-1.0	The user is given 1 minute for each minute being used. -1 or -2 is useful for the UPLOAD option. This will give users time back, for their uploads.
0.0	The clock is stopped, and no time is being charged.
1.0	1 minute is charged for every minute used. This is

the normal time, and  
should be placed on almost all of your functions.  
\*\* This is the normal setting \*\*

**Entry #6:** Intr

This options stands for the Interaction menu item. When a user logs onto an interactive menu, the first menu item that is selected is Intr #1. If the User pressed, the down arrow, Intr #2 is selected. You should begin your menu items with 1 and go up by 1 from there.

If you have interaction menus on, but do not want this command to be selected via the interaction method, put a 0 here.

**Entry #7:** X

This is the interactive X coordinate. When a user is up to this Intr #, PowerBBS will go to this X coordinate, and display the description.

**Entry #8:** Y

Same as the previous entry, but the Y coordinate.

**Entry #9:** Description  
Enter a small description on the command.

**F3: Editing other information**

When you type F3 you can edit the main information of the menu file.

#1: Name of this menu

Enter a short description of this menu. This short description is displayed at the command line.

#2: Menu Display File

This is the SCREEN which will be displayed to the user. Enter the Path & Filename to the Menu Screen. Remember, this is like any other screen file. This path is to the ASCII path/filename. During use, if a color file is found (with C added to the filename), and the user can use color, then that is displayed.

### #3: Help Display File

This is the SCREEN which will be displayed to the user, when the user types ? or H for help. Enter the path/filename to the help file.

### #4: Norm Background

Normal background, is the color selected that PowerBBS uses for interactive menus.

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

### #5: Intr Background

This is the color that PowerBBS will use when the current menu item has been selected via the interactive method.

### #6: Norm Color

This should be the normal color of the text that is being used on the interactive menu.

Black -> 30  
Red -> 31  
Green -> 32

Yellow -> 33  
Blue -> 34  
Magenta -> 35  
Cyan -> 36  
White -> 37

#### #7: Intr Color

This is the color that PowerBBS will use when the current menu item has been selected via the interactive method.

#### #8: **Allow Interaction?**

Place a 'Y' here if you have interaction set up for this menu, otherwise put 'N'.

\*\*\* NOTES On Menus \*\*\*

The characters H and ? cannot be used. When these commands are pressed, help is displayed.

### **2.5 Config Section [E] - Edit Language File**

This section will let you edit the language specific files. Note that 1 (which is 1.LAN) is the default text file, which is used when you are not running a multi-language bbs.

If you want to have different languages you should read section 2.1.4.5 of the manual, and also set entry #15 on options screen #1 in CONFIG to yes (described in section 2.1.8).

\*\* If you do not have on disk, language file #1, then the internal text will not be displayed correctly. \*\*

When you are asked for the language number, this file is stored as #.LAN in the SOURCE directory. You can create a new file by editing a language number that does not exist. This new file will contain the ENGLISH default text.

In all the text editing, you can type whatever you want. Plus you can use ANY MACROS that are documented in this manual. This includes the COLOR macros:

@1@ - Blue   @2@ - Green   @3@ - Cyan   @4@ - Red   @5@ -  
Magenta  
@6@ - Gray   @7@ - Yellow   @8@ - Brown   @9@ - White

Also, the macros which will follow (|DATE|, |NAME|, etc) may also be used.

Example:

@7@Press [@9@RETURN@7@]:

This selection, prints Press [RETURN]: to the caller. The @7@/@9@ are color codes. If the caller is in graphics mode, these colors are shown.

You can use any of the Color Macros, or users macros in this area.

You can also do:

|FIRST|, Please press [RETURN]:

Remember that |MACROS|, MUST be in CAPS!

### **3.0 TEXT SCREEN FILES**

The text (screen) files you defined in CONFIG gives the path/filename to the ASCII (Non-Color) file. If the caller has a color monitor the code will display the color ANSI (Color) file. (If the ANSI file is not available, the ASCII file will be displayed) Add a C to the Path/Filename of the ASCII file to make the ANSI File.

(This is what you enter)	(C is added automatically)
ASCII File (Non-Color)	ANSI File (Color)
C:\Powrbbs\Screen\Hello1	C:\Powrbbs\Screen\Hello1C
C:\Powrbbs\Screen\Welcome	C:\Powrbbs\Screen\WelcomeC
C:\Powrbbs\Blit\Blit	C:\Powrbbs\Blit\BlitC

Because of the way C is added to make the Path/Filename of ANSI files, it is a good idea to limit the Filename of ASCII files to 7 characters.

In any text file, you can place these macro commands. These commands will be substituted with the current values. Be certain to include one | in the beginning and one | at the end, and to put the macro in CAPS.

### 3.1 MACROS

#### **MACROS MUST BE IN CAPS!**

BAUD	This is the current baud rate of the caller
BBSCALLS	Total number of bbs calls
BIRTHD	Date the current caller was born
COM	This is the current com port # on this node
CLOCK	Current System Time
DATE	Current System Date
DLFILE	Total number of downloads for current caller
DLBYTE	Total number of bytes downloaded by current caller
DLKA	Total number of k bytes available for download
for the current call	
EX	Expert mode on/off by current user
EXPDAT	Expiration Date for current caller
FILES	This is the filename which contains the file list
FIRST	The current callers first name
FIRSTD	The current callers first date called
LASTDT	The current callers last date he called
LEVEL	Security level of current caller
LOG	This is the log file, which if found is viewed by the caller after a shell.
MBDL	Current monthly download byte limit in kilobytes
MONITOR	The current callers monitor type (Ansi = Color, Mono = Otherwise)
MINLEFT	The current callers minutes left before log off
MINON	The current callers minutes on the system (time in mins used)
MSGSL	Total number of messages left
NAME	The current callers FULL name
NAME25	The current callers FULL name (always 25 characters)
NODE#	The current node number
PAGELEN	The current callers page length
PBBSDAT	This is the path/filename to the current node's Powrbbs.dat file
SS	In = Pager on, Out = Pager out (Sysop in/out)

SYSOP	The sysop's first name
ULFILE	Total number of uploads for current caller
ULBYTE	Total number of bytes uploaded by current caller
USRCALLS	Total number of calls the user has made
VER	The current version number of PowerBBS
WHO-ON	identify the current callers (all the nodes) information

The following Macros can be anywhere, but are usually located in your Ratios Screen File.

MMR	This is the MINIMUM Message/Calls Ratio
YMR	This is the Users Message/Calls Ratio
MFR	This is the MINIMUM Downloaded/Uploaded files Ratio
YFR	This is the Users Downloaded/Uploaded files Ratio
MBR	This is the MINIMUM Downloaded/Uploaded Bytes
Ratio	
YBR	This is the Users Downloaded/Uploaded Bytes Ratio
GOOD_MR	This tells the user about his/her Message Ratio
GOOD_FR	This tells the user about his/her File Ratio
GOOD_BR	This tells the user about his/her Byte Ratio

**\*\* IMPORTANT \*\***: The current limit is 255 characters to each line. Do not save any ANSI files past this limit. When using | in color files be sure to:

(1) Save your ANSI files to 150 characters per line. This will ensure you that the 255 limit will not be violated, when the new information replaces the | statements.

(2) When saving | statements in color files, you cannot change the color within the | statement. Also be certain that your ANSI editor does not split the | between 2 lines. When this happens the new info will not replace the macro.

(3) If you are using THEDRAW to edit ANSI SCREENS, you might want to use [ ALT-B, S ] to save the screens.



## 4.0 Files Configuration Setup

Because it is possible to have different files for each forum, in order to set up files you must first enter the update forums area of CONFIG (see manual 2.2).

Entry #8 in the forum setup will set up the listings itself (the screens your users will see when they enter the file listings command). When a user selects Download, PowerBBS will search all the files in the directories you specify in Entry #9.

Be sure you go over this section thoroughly before moving on.

Once you have the basic configuration of the files area complete, you can now edit and change the files listings, and the files contained within. Section C of Config (see manual 2.3) edits the file listings.

If you are creating the listing for the first time, you will most likely want to add files on disk that are not contained in the listing. You should then select Yes when CONFIG asks you if you want to add files that are found on disk but are not on the list. PowerBBS will then add the files on

disk to the list temporarily. It is only temporary because the listing # (entry #2) will contain a [ D] meaning it is on the disk but not contained within the listing. If you want the file to be contained within the listing, change the [ D] to the listing number you are working with. If you are working on listing #2 change it to 2 [ 2].

That is the basic setup of files. Your last concern should be of new uploads to the system. There are two kinds of uploads, public and private. Public uploads will be accessible to downloads, whereas private uploads will not. You can restrict all the uploads on your system to

be restrictive by turning entry #6 "Restrict all Uploads" in the Options #1 screen to Yes. The files uploaded will then go into the directory you specify in files paths #1 screen entry #3 and listing in entry #4.

If you set "Restrict all Uploads" to NO, PowerBBS will permit uploads to go in the public directory that you specify in the forum setup entry #10 and be listed in the file specified in entry #11.

## **5.0 PBBSPROT SETUP**

PBBSPROT is a file transfer utility, which is automatically installed by INSTALL. PBBSPROT.EXE is placed in your \Powrbbs directory.

DOS USERS: Remember that PBBSPROT ONLY uses the INT 14 to transfer files in its DOS version.

Usage:

PBBSPROT PowerData-File command

PowerData-File                  PowerBBS (Powrbbs.dat) file for the current node (or |PBBSDAT| macro)

sx/rx	Send/Receive Xmodem-CRC
sxk/rxk	Send/Receive Xmodem-1k
sxg/rxg	Send/Receive Xmodem-1kg
sy/ry	Send/Receive Ymodem
sz/rz	Send/Receive Zmodem

Example commands in your protocol.bbs file: (which you can edit in Config's Data Files #1 screen, Entry #8)

To send Zmodem files:

```
PBBSPROT sz |PBBSDAT|
```

To receive ymodem files

```
PBBSPROT ry |PBBSDAT|
```

Xmodem:

```
(U) PBBSPROT rx |PBBSDAT|
```

```
(D) PBBSPROT sx |PBBSDAT|
```

YES, its that SIMPLE!

## **6.0 SETTING UP DSZ**

DOS USERS: If you are a DOS User, than DSZ will most likely be your first choice for protocol setup. Remember, that the PBBSPROT included will also transfer files, via the INT 14 method. If you have the FOSSIL loaded, you can still use DSZ. However, you cannot use IRQ sharing cards with DSZ. If you are using Irq sharing cards, you **MUST** be PBBSPROT!

Before starting anything you should gain a copy of DSZ. Be sure your copy is NO EARLIER than 4/6/88. Remember DSZ is a shareware product.

The DSZ program requires two important environment variables to be set up for operation with PowerBBS. These variables should be added to your autoexec.bat. Dos sets an environment as follows:

SET VARNAME=VALUE

VARNAME = The variable

VALUE = The assigned value to that variable

Check your DOS manual for further information.

### 1. DSZPORT

This variable tells DSZ which com port you are using. This should be assigned either a value of 1 or 2.

SET DSZPORT=1

SET DSZPORT=2

### 2. DSZLOG

This variable tells DSZ to record the results of file transfers. PowerBBS will then take that information for CPS info, etc. If this file is not found, PowerBBS will determine the results and CPS to the best of its ability.

This should be set to the path/filename you entered in Config's Node Screen, Entry #4.

```
SET DSZLOG=C:\DSZ.LOG
```

Your autoexec.bat should now contain 2 NEW VALUES.

DSZ is case sensitive. Be sure you read the documentation to DSZ before switching the command lines.

An example Zmodem (D) Cmd Line is:

```
DSZ port |COM| handshake both pB4096 z pb1 sz |FILES|
```

If you are using a high speed modem and have chosen to LOCK in at 19,200 or 9,600 some addition parameters are needed. Check your documentation for more info.

An example Zmodem (U) Cmd Line is:

```
DSZ port |COM| pB4096 rz
```

An example Ymodem Batch (D) Cmd Line is:

```
DSZ port |COM| pB4096 sb -k |FILES|
```

An example Ymodem Batch (U) Cmd Line is:

```
DSZ port |COM| pB4096 rb -k
```

### 6.1 Setting up HSLINK

HSLINK is currently a DOS protocol, that will permit your users to download and upload at the same time. It will work with both the DOS and WINDOWS versions of PowerBBS. As with any DOS comm program under WINDOWS it will not be nearly as fast as a WINDOWS comm program.

Once you have a copy of hslink.exe in your \powrbbs directory, add the following to your protocol.bbs file:

H 40 40 1 0 Hslink (use D to begin Only)  
 c:\powrbbs\hslink -P|COM| -B|BAUD| -U|UPDIR| |FILES|

Be sure that you have set up the "SET DSZLOG" as described above. That is all you have to do to have hslink set up on your bbs.

To operate HSLINK, your users should select the Download command, as you can tell there is no command for uploads. They can select the files for download, and once in Hslink they can upload files at the same time. PowerBBS will check for the new files when the transfer is complete.

## **7.0 SYSOPS FUNCTIONS KEYS**

When a caller is on-line, the sysop sees a little display on the bottom of the screen. The display lets the SysOp know who is on-line and statistics on the caller. The following commands may be executed by either typing the F keys OR USING THE MENUS at the top of the screen! Just click the menus as you would with any other WINDOWS program.

Command	Description
---------	-------------

F1: Adds 2 minutes to the current users time

F2: Subtracts 2 minutes from the current users time

F3: Toggles the system pager. When ON, the sysop will be beeped when a user chooses to Page the sysop from the main menu. When OFF, the user will be displayed the nochat screen.

F4: Toggles the screen writing. When off there will be no screen writing on the local monitor. This is useful, in that the ansi-interpreter does not have to interpret the messages, and thus speeds up operation.

F5: Upgrade User On-line. Using this command you can set the users security level, expiration date/level, forum status. If the computer should hang up before the user exits (Goodbye, Live Program, Transfer), the information will be lost.

F6: Hangs up the current caller. Logging him off, and saving current user information. Use this if you have to use the computer for some reason, or if the caller is doing something you don't want.

F7: Breaks into chat mode, a procedure in which the sysop can talk to the user, with no other activity occurring.

F8: Toggles Printing of Activity Log on/off

F9: Loads a file from your bbs, and uses the file as if you were typing it in as an input.

F10: Outputs all caller activity, screens, etc to a file you specify.

**DOS USERS: Pressing Home, PgUp, and PgDn will give you more information on the current caller.**

## 8.0 Run External DOS programs after each caller

PowerBBS looks for a particular batch file in your **Powerbbs directory** after each caller hangs up. This can give you the opportunity to run programs that may update a last caller screen, etc. Such utilities are available at the PowerBBS Support BBS.

The file is "Logoff" + the node number + ".BAT"

For example, node #1 would be Logoff1.bat. (\powrbbs\logoff1.bat). If this file is found after a caller logs off, it will be run.

Be aware that PowerBBS will look for these files in the same directory as your powrbbs.dat. So if your command line in start.bat is powrbbs \powrbbs\powrbbs.dat, then powrbbs will look in the \powrbbs directory. If you do not have a path (powrbbs powrbbs.dat), powrbbs looks in the \ directory. So be sure you give the full drive path information at the command line to run powrbbs.

### **Run external DOS programs on each logon**

This is the same as running a DOS program on logoff, except it is after the caller has logged onto the bbs.

PowerBBS will run "LOGON"+Node#+".BAT"

## **9.0 SETTING UP A MULTI-LINE (MultiNode) System**

To set up more than one node of PowerBBS

1) First install PowerBBS. This will install one line, or one copy, when complete.

2) To set up each addition node, you have to do the following:

a) Copy your PowrBBS.DAT (which is the date file for the first line), to a new name, such as PowerBBS2.dat

b) Run Config for the new data file. CONFIG PowrBBS2.dat

c) Edit the information which needs to be different for this node, including the node information screen, and the modem information. You will probably have to change the com port, irq & base numbers. **The following information is required to be different on each node:**

1) All the options on the Node Information Screen, except entrys 6,7, & 12.

2) Options Screen #3, Entry #6 (Path/File to Batch created for LP & T)

3) You'll probably want a different live programs data file (Data Files #1, Entry #6.

d) Now just as you installed your first copy of PowerBBS, set up a NEW ICON for this node, by typing File New in Window's Program Manager.

You should have something like:

I. PowerBBS (node 2)

II. C:\Powrbbs\Powrbbs.exe C:\Powrbbs\Powrbbs2.dat

Notice the Data file is different for this node. You can now load your second node, by running the ICON.

DOS USERS: You will need a different START.BAT for each node. If you are running desqview, you'll need to run the different START.BAT for



each node that loads.

## **10.0 NETWORKING**

PowerBBS will work properly under networking protocols based on DOS 3.x and up, included SHARED and file/record LOCK modes. PowerBBS should run properly under just about any network, as long as the network is 100% NetBIOS compatible.

You can use a NETWORK drive, which can share PowerBBS data for different nodes.

## **11.0 QUESTIONNAIRES**

The questionnaire system gives the Sysop the ability to ask the callers questions, and respond with answers. PowerBBS uses a simple line-oriented language and text files to do this.

In the CONFIG program, you filled in two important pieces of information:

- a) Questionnaire menu file (Display Files #1 Screen, Entry #12)
- b) Questionnaire data file (Data Files #1 Screen, Entry #1)

When the caller, selects the Q function (At the Main Menu), he/she is shown the questionnaire menu file. The caller can then select the questionnaire he/she wants to answer.

To create the questionnaire file, you have to create the ASCII file, using the questionnaire command structure. You are provided with sample questionnaire files. Viewing these files will help you in making your own questionnaires.

The questionnaire commands are as follows:

Be sure not to use ANY commas except for the designed areas. You can not use: |Welcome, to our BBS. You can use: |Welcome to our bbs.

| : Begin line with a | for display of any string to the right. It will not ask any questions of any sort.

1,3,How old are you?  
Structure: 1,<Max Length>,<Question>

To ask a Question with a string result begin a line with the number 1 and a comma. The next data is the maximum length the user can respond. The above command will permit only 3 characters at

the most for the caller to respond with. The last data is the question you want to be asked. The above command will permit a string input, with a maximum of 3 characters, and the question: How old are you? to appear on the screen. A maximum of 75 characters is permitted for <Max Length>

2,Are you a sysop?  
Structure: 2,<Question>

To ask a Yes/No Question, begin a line with a 2 and a comma. The only other information required is the question. The above command will display: Are you a sysop? (Y/N). The (Y/N) is added automatically in PowerBBS to let the caller know Y or N must be hit.

3,(###) ###-####,What is your business telephone #?:  
Structure: 3,<Input Form>,<Question>

This is the most complicated command you will come across. Be certain you know what your doing when using this command! This command gets a full input of numbers and will not let the caller quit till all the numbers are filled. Begin the line with a 3 and a comma. On the next command be careful. You can form any number input you want. The #'s will be inputed where the # is. All the other text is displayed and added to the output file. The above example: (###) ###-#### is one way of doing a phone number. A date would be ##-##-## or ##/##/##.

4,10,50      4,<Access Level>,<New Access Level>

This option permits you to upgrade users, but only of a certain access level. In this example (4,10,50), users are upgraded from level 10 to level 50. ONLY level 10 users are upgraded to level 50.

Each time the questionnaire is answered, the answers are appended to your answers file. It is a simple text file, with the user info, his/her record #, and the questions/answers.

5,50      5,<Pow file to run>

The above (5,50) will run 50.POW in your SOURCE directory.

Be certain to read the docs, and view the sample questionnaires before starting your own questionnaire. Remember to test your questionnaires once written!

## **12.0 SYSOP MENU**

The sysop menu, permits you to access special areas which permit you to keep up with your BBS & your users. The SysOp menu is an external windows only program, PowrSys.exe, contained in your \ Powrbbs directory. The Menu is not CONFIGurable. You can enter the Sysop Menu via the 1 command at the standard Main Menu.

The default menus which come with PowerBBS, will enter the Sysop Menu when you press a 1 at the main menu (150 is the default security level required).

The commands available are:

- A) Activity Log
- L) List Users
- D) Drop To Dos
- P) Perform Dos Function
- U) Update User Database

Command	Definition of Command
A)ctivity Log	Permits you to view the caller activity.
L)ist Users	Lists the users in the database. The users name, city, and last time called is displayed.
D)rop to dos	This permits you to drop to dos remotely. The batch file 'REMOTE.BAT' is shelled to.
P)erform Function	This permits you to enter a dos command which will be shelled to dos and run. Use this so you don't have to shell to dos for a simple function, such as directory, or to copy a file.

Update User Dbase This is a full featured User Database control function,which can be used to upgrade your users information, including security level, downloads, etc.

### **13.0 POWERLANG**

PowerLang is a Basic Type of Language, which permits you to write your own menu routines. PowerLang files can be created by any text editor or word processor which can edit standard text files. PowerBBS runs PowerLang programs line by line, and run just like a basic program.

Be aware that the values for Strings, Integers, Booleans, and Chars can be between 1 & 25.

Here are the commands which are currently available in PowerLang:

#### **Activity**

Structure: Activity "Info to be written to Activity Log"

Description: Writes info to the Activity Log. Info in quotes can be no larger than 75 characters.

Examples: Activity "Added BBS to BBS Listed"  
Activity "Loaded Viewage program"

#### **Append**

Structure: Append "Path/Filename to open file for Append"

Description: This command will open a file to write to. If the file is not found, it is created. The Write\_File command will write to the end of the file. The file is NOT DELETED, the data is written to the end of the file.

Examples: Append "Blt.Dat"  
Append "BBS.Lst"  
Append "D:\Powrbbs\Bl\Bl4"

### **Change\_Area**

Structure: Change\_Area "[Forum to change to]"

Description: Will change to the forum selected in quotes.  
Ex: Change\_Area "0" will change the user to forum #0

### **ClearScreen**

Structure: ClearScreen

Description: Clears the screen

Examples: Clearscreen

### **Close**

Structure: Close

Description: Closes the current open file (If a file is currently open)

Examples: Close

### **Dec**

Structure: Dec [Integer Code] [Integer Code]  
Dec TIME [integer Code]  
Dec SAFE [integer Code]

Description: Decreases the integer. For example, if you do (Dec I1 I2), if

I1 = 12 and I2 = 5, I1 becomes 7 and I2 stands at 5.

You can Decrease the users TIME or SAFE by using this command.

Examples: Dec I5 I7



Dec TIME I1  
Dec SAFE I1

### **Delete\_File**

Structure: Delete\_File "[Path/Filename to delete]"

Description: Deletes the file you specify in quotes

Examples: Delete\_File "C:\Junk.Txt"

### **Display**

Structure: Display "[Text to be displayed]";]  
Display S1[;]  
Display I1[;]

Description: Display sends text to the caller, and writes the info on the local monitor.

Usage: Text in " can be anything BUT Quotes ("").  
If a Comma (',') is placed at the end of the line,  
no return (C/R) is send and written on the monitor.  
If no Comma is present, C/R is sent and written on  
the local monitor.

To display a string or integer, just enter the code of  
the string, integer.. You MUST include the S or I.

Examples: Display "Welcome to the FUN world of BBSing.. "  
Display "Enter your name: ";  
Display I1  
Display S1;  
Display S1

### **Display\_BMP**

Structure: Display\_BMP "Path\Filename to ZIP with 499.BMP in it"

Description: If you want to send a BMP graphic file ONCE, use this command.

Requires:

- 1) File in QUOTES must be a .ZIP file, but LEAVE the .ZIP extension OFF in the actual quote.
- 2) The actual file in the ZIP MUST be 499.BMP

Examples: Display\_BMP "C:\PBBS"

### **Display\_BMP\_SAVE**

Structure: Display\_BMP\_SAVE # "Path\Filename to ZIP with 499.BMP in it"

Description: If you want to send a BMP graphic file and have it SAVED on the USERS end for QUICK RETRIEVAL use this. The # used, MUST be between 900 and 1000.

Requires:

- 1) File in QUOTES must be a .ZIP, but LEAVE the .ZIP extension OFF in the actual quote.
- 2) The actual file in the ZIP MUST be #.BMP  
For example, if you use the number 905, then 905.BMP should be included in the .ZIP

Examples: Display\_BMP 908 "C:\PBBS"

### **Dos**

Structure: Dos "[Dos Command Line]"

Description: Shells to Dos, and runs the command in quotes (" "). When the shell is complete, if the log file is found,

it is displayed and then erased.

Examples:        Dos "Dir >|LOG|"  
                   This will do a directory of the current location, and  
                   send the output to the |LOG| file. The |LOG| file  
                   is then displayed and erased.

### **Dos\_Windows**

Structure: Dos\_Windows "[Windows PowerDOOR Command Line]"

Description:        Shells to run a PowerDOOR, and runs the command  
 in quotes (" ").

Examples:        Dos "c:\mail\powrmail.exe |PBBSDAT|"

### **Give\_Value**

Structure: Give\_Value S1 "This is what S1 will equal"  
 Give\_Value I1 "300"

Description:        Assigns the identification code (either string or  
 integer)  
                   a new value which is assigned in quotes.

Examples:        Give\_Value S9 "Welcome..."  
                   Give\_Value I1 "1"

### **If (EndIf)**

Structure: If [!] [Flag #]  
 If [!] [Char #] = "Character to compare character # with"  
 If [!] I1 = I2  
 If [!] I1 > I2  
 If [!] I1 < I2  
 If [!] S1 = S2  
 If [!] S1 > S2  
 If [!] S1 < S2

Description: The If statement, will check to see if the flag is true, or

statement if the character is equal to the character in quotes. If the definition is true, all the commands after the If

will be run, until an Endif statement is reached.

values.. If statements for integers can compare different integer

The ! is optional, and stands for Not. In this case, if the definition is false, then the if statement is run.

Examples: If B1 (Use B and the number for flags)  
 Display "B1 = True"  
 Display "This statement is still run"  
 Endif

If ! B1  
 Display "B1 = False"  
 Endif

If C1 = "A"  
 Display "The Character #1 is equal to A!"  
 Endif

If ! C1 = "A"  
 Display "The Character #1 is NOT equal to A!"  
 Endif

If I1 > I2  
 Display "Integer I1, is greater than I2!"  
 Endif

If I1 = I2  
 Display "Integer I1, is equal to I2!"  
 Endif

If I1 < I2

```

        Display "Integer I1 is less than I2!"
    Endif

```

Note: You can place if statements, within an if statement..  
Examples:

```

    If C1 = "A"
        If I1 < I2
            Display "I1 < I2 and C1 = A!"
        Endif
        If I1 > I2
            Display "I1 > I2 and C1 = A!"
        Endif
        Display "GoodBye!"
    Endif

```

### **Get\_Return**

Structure: Get\_Return

Description: Forces the caller to type RETURN

Examples: Get\_Return

### **Get\_Choice**

Structure: Get\_Choice [Ok\_Char\_String] [Char #]

Description: Forces the caller to keep inputing, until one of his characters is contained in the OK\_Char\_String. The Char # is given this value. The Char # can be from 1 - 25, and is understood as C and the number, such as C1. C does not have to be present in this command.

Examples: Get\_Choice YN 1  
This command will wait until Y or N is pressed, and give C1 the value which is pressed.

Get\_Choice ABCDEFG 4  
 This command will wait until one of the letters A,B,C,D,  
 E,F, or G are pressed, and give C4 that value.

### **Get\_Yesno**

Structure: Get\_YesNo [Flag#]

Description: Forces caller to type Y or N.  
 If Y is pressed the Flag# given is assigned True  
 If N is pressed the Flag# given is assigned False

Usage: The Flag# is a number from 1 to 25 (NO higher, NO lower).  
 B can be placed before the number, but is not necessary in  
 this function. (It IS nessassary in other functions)

Examples: Get\_YesNo B1  
 Get\_Yesno B3  
 Get\_Yesno 4

### **Goto**

Structure: Goto [Line to move to]

Description: Goes to a certain line number. Lines designated for  
 GOTO,  
 begin with :.

Examples: Goto END  
 :START  
 DISPLAY " This is Start "  
 :END  
 DISPLAY " This is End "

### **Inc**

Structure: Inc [Integer Code] [Integer Code]  
 Inc TIME [integer Code]

Inc SAFE [integer Code]

Description: Increases the integer. For example, if you do (Inc I1 I2), if

I1 = 5 and I2 = 12, I1 becomes 17 and I2 stands at 12.


You can increase the users TIME or SAFE by using this command.

Examples: Inc I5 I7  
Inc TIME I1  
Inc SAFE I1

### **Input\_String**

Structure: Input\_String [Max String Length] [String #]

Description: Gets a string from the caller (Combination of any characters), up to the Maximum string length. The Value of the String Input is given to the String #.

Usage: The Input String Number, is a variable defined as S and the number of the string which can vary from 1 to 15. You can have up to 15 strings (S1-S20). In this function, only the number of the string has to be given, since only strings are outputted. The Maximum length a string can be is 50  characters.

Examples: Input\_String 50 1  
Input\_String 25 2  
Input\_String 40 S3

### **Int\_To\_Str**

Structure: Int\_To\_Str [Integer Code] [String Code]

Description: The integer value from the integer code is assigned

to a string

Examples:     Int\_To\_Str I1 S1   
               Int\_To\_Str I19 S5

### **Number\_Input**

Structure: Number\_Input [Number Format] [String #]

Description:     Inputs a number-format, and sends input to the string #

defined. The Number Format is the same used in the script questionnaires. In for Number Format, wherever a # is placed, the caller must enter a number. Anything else in the format, is just displayed to the user, and also entered in the string #.

Examples:     Number\_Input (###) ###-##### S1  
               Number\_Input ##-##-## S2  
               Number\_Input ##/##/## S3

### **Return\_To\_BBS**

Structure: Return\_To\_BBS

Description:     Quits, and returns to PowerBBS

Examples:     Return\_To\_BBS

### **Run**

Structure: Run "[PowrLang Source Code Path/Name to Run]"

Description:     Quits out of the current code, and runs the code specified in the Run QUOTES. It quits the current code, and WILL NOT COME BACK (Unless that source RUNs the current code again).



Usage: Run "EndOf.Pow"  
Run "Menu.Pow"

### **Run\_Menu\_Command**

Structure: Run\_Menu\_Command "Menu command # to run"

Description: Will take a built in Command, and run the option.

Example: Run\_Menu\_Command "1"  
This will run the Forum Area Change built in command.

### **Run\_Menu\_Command**

Structure: Run\_Menu\_Command "[menu to run]"

Description: Will load another menu

Example: Run\_Menu\_Command "1.MNU"

### **Set\_Flag**

Structure: Set\_Flag [FLAG #] [YES/NO]

Description: Sets the flag # to either true (YES) or false (NO).  
Flag # can be a number from 1 - 25.

Examples: Set\_Flag B1 YES  
Sets flag #1 to True  
Set\_Flag B19 NO  
Sets flag #19 to False

### **Str\_To\_Int**

Structure: Str\_To\_Int [String Code] [Integer Code]

Description: The Integer value of the string is assigned to the

integer code

Examples:        Str\_To\_Int I1 S1  
                  Str\_To\_Int I19 S5

### **Type\_File**

Structure: Type\_File "[Path/Filename]"

Description:        Types a file to the screen and to the caller.

Usage: In " " should be the path/filename of the file you want to be typed to the caller and monitor. No " should be present.

Examples:        Type\_File "C:\Powrbbs\Screen\Menu"  
                  Type\_File "D:\Fun"

### **Type\_File\_List**

Structure: Type\_File\_List "[Path/Filename]"

Description:        Use this command the same as Type\_File, except Type\_File\_List will display the file as though it is a file listing (meaning, PowerBBS will automatically color the listing if a user has color).

### **Wait**

Structure: Wait [Milliseconds to Pause]

Description:        Waits for the certain time in milliseconds. 1000 => 1 Second

Examples:        Wait 5000     :: Pauses for 5 Seconds ::  
                  Wait 200        :: Pauses for .2 Seconds ::

### **Write\_File**

Structure: Write\_File [String #][;] [/String Length]  
Write\_File "[Text to write]"[;]

Description: Writes Info to the current opened file. File must be opened for REWRITEing, or APPENDING.

String # is the String #. If no ; is present, C/R is entered in the file. If there is a ;;, no C/R is present, you can then use the / command. The /# will write the

string

to the file, set in the number of strings. For example, if you write S1 to the file and S1 = "516", but you want the file to be cleared for the next data, you can use Write\_File S1; /4 which will write "516 ", instead of "516".

Info written in Quotes, will be written to the text file.  
; places the same role as above. No / is supported.

Examples: Write\_File S2  
Write\_File S2;  
Write\_File S2; /5  
Write\_File "516-873-8032"  
Write\_File "516-873-8032";

### 13.1 BBS Database in PowerLANG

Example [1.Pow]:

```
:BEGIN
Display
Display
Display " @2@BBS Database... @8@Written By Russell Frey in
PowrLang... "
Display
Display " @7@[@9@A@7@]dd to Local BBS Listing"
Display
Display " @7@[@9@V@7@]iew Local BBS Listing"
Display
```

```
Display " @7@[@9@Q@7@]uit to Main Menu"  
Display  
Display " @1@(@2@|MINLEFT|@7@ mins Left@1@)@3@ Enter  
Command: @3@";
```

```
Get_Choice AVQ 1
```

```
Display  
Display
```

```
IF C1 = "V"  
Type_File "Local.Lst"  
Get_Return  
Goto BEGIN  
Endif
```

```
If C1 = "Q"  
Return_To_BBS  
Endif
```

```
Display  
Display "      Enter the BBS Name (25 Chars): ";  
INPUT_STRING 25 1  
Display
```

```
Display "Enter the PHONE Number (XXX-XXX-XXXX): ";  
NUMBER_INPUT ###-###-#### 2
```

```
Display "Enter the highest BAUD rate (5 Chars): ";  
Input_String 5 3  
Display
```

```
Display "      BBS Software Used (9 Chars): ";  
Input_String 9 4  
Display
```

```
Display "Description of this BBS? [2 Lines/30 Chars]: ";  
Input_String 30 5
```

```
Display "Description of this BBS? [2 Lines/30 Chars]: ";
Input_String 30 6
```

```
Display
Display "Add Entry To BBS List File? (Y/N) ";
GET_YESNO B1
```

```
If ! B1
GOTO BEGIN
EndIf
```

```
APPEND "Local.Lst"
```

```
WRITE_FILE S2;
Write_File " ";
Write_File S1; /25
Write_File " ";
Write_File S5
Write_File "Highest Baud: ";
Write_File S3; /5
Write_File " ";
Write_File "Software: ";
Write_File S4; /9
Write_File " ";
Write_File S6
Write_File " "
Close
```

```
GOTO BEGIN
```

### 13.2 Safe (Save Time) in PowerLANG

Example [3.Pow]:

```
:BEGIN
Display
Display " @5@Minutes in safe: @3@[SAFE| "
Display " @7@[ @9@T@7@]ake from safe, [ @9@P@7@]ut into Safe,
```

```
[@9@Q@7@]uit?@3@
```

```
";
```

```
Get_Choice TPQ 1
```

```
Display
```

```
Display
```

```
If C1 = "Q"
```

```
Return_To_BBS
```

```
Endif
```

```
If C1 = "P"
```

```
Give_Value I1 "|SAFE|"
```

```
Give_Value I2 "60"
```

```
Give_Value I5 "|MINLEFT|"
```

```
Dec I2 I1
```

```
Display "@2@Put how many minutes into the safe (Max:@3@ ";
```

```
Display I2;
```

```
Display "@2@)?@3@ ";
```

```
Input_String 2 S1
```

```
Display
```

```
Str_To_Int S1 I4
```

```
If I4 > I5 Then
```

```
Display "@9@You don't have that much time!"
```

```
Goto BEGIN
```

```
Endif
```

```
If I4 > I2 Then
```

```
Display "@9@Safe can't hold over 60 minutes!"
```

```
Goto BEGIN
```

```
Endif
```

```
INC SAFE I4
```

```
DEC TIME I4
```

```
Endif
```

```
If C1 = "T"
```

```
Display "@2@Take how many minutes from the safe (Max: @9@|SAFE|
```

```
@2@)?@3@ ";
Give_Value I1 "|SAFE|"
Input_String 2 S2
Display
Str_to_int S2 I2
If I2 > I1
  Display "@9@Sorry, the safe only has |SAFE| minutes! "
  Goto BEGIN
endif
DEC SAFE I2
INC TIME I2
Endif

Goto BEGIN
```

## 14.0 Settings up GRAPHICS (Windows Ver Only)

Now you can have a BMP compatible BBS (such as a picture of yourself on the log-on screen!!).

Note that your user will only receive GRAPHICS if they are using PowerComm. Otherwise, the normal ascii/ansi screens will be sent.

To setup graphics on your bbs:

1) The graphics file that is sent to the user, is a .BMP file that is ZIPped. For example, the live programs regular screen setup is called LIVE. To support graphics for this screen, first create a 1.BMP. Then ZIP it to the name you call it in CONFIG (which default is LIVE).

2) Only the following screens are currently supported (with the name that must be in the .ZIP)

Live programs menu	1.BMP
Opening Screen	2.BMP
Hello Screens	Hello1.ZIP -> Hello9.ZIP
500.BMP -> 508.BMP	
Forum Listing	3.BMP
Bulletins Listing	4.BMP
Sysop Enter Chat	5.BMP
Sysop Chat End	6.BMP
LogOff Screen	7.BMP
Questionnaires Screen	8.BMP
Begin Download Screen	9.BMP
Begin Upload Screen	10.BMP
Bad Ratios Screen	11.BMP

3) Another Example:

Ascii Opening Screen: C:\Powrbbs\Screen\Opening  
 Create BMP Compatible File: 2.BMP  
 ZIP with PKUNZIP (tm): C:\Powrbbs\Screen\Opening.ZIP



When a PowerComm Graphics User Logs on, they will receive your graphics file.

-- For those sysops who would like to have graphics files libraries viewed --

A new built in menu command (#36, which you can add in the menu editor) has been created for those that would like to have a file list of ZIPped .BMP files. The way this entry works, is the user will be permitted to view any files with .ZBM extensions on your bbs. The file itself in the .ZBM file must be 499.bmp. \*\* Be aware that users are not charged download bytes for viewing the graphic! \*\*

PowerLang Users will find the commands DISPLAY\_BMP & DISPLAY\_BMP\_SAVE.

## 15.0 Setting up a PAY Credit System

The usual method to limit one's use of your system, would be by putting a time limit (in the seclevel file), to once's security level.

By selecting the "Use a Credit System" in CONFIG, the following system will result:

- \* Each user must be granted a certain amount of credits by the Sysop, manually via the Update Users selection of the Sysops Menu.
- \* The maximum amount of credits used per day, is the amount of time given (for example, if a 50 level user is given 50 minutes, then they will only be able to use 50 credits for the day).
- \* using this CREDIT system, you can adjust each menu option to use a certain amount of credits (Entry #5 in the EDIT MENU section), by changing the TIME attribute in the EDIT MENU section.

Screen to display when credits are used (edit in CONFIG): This menu option should include the path/filename of the screen filename to display, when the credits are VERY LOW. This should give the user information on ordering more credits, etc.

## **16.0 PowerPack** **External mail packing system written by Russell Frey**

### 16.1 Packing Message Bases

The forums you set up, each contain a separate mail file for the message system. Callers will leave new messages, delete some, etc. This calls for the need of a program to rid of the deleted messages, and freshen up the message base. PowrPack.exe is located in \Powrbbs, and is a DOS program.

Packing a forum file is defined as:

```
PowrPack MAILFILE DELETE DAYS:xxx TOTAL=xxx
```

When running PowerPack, be sure all your commands are in CAPS. Putting any commands which are not recognizable, or which are not in CAPS will bring the program to termination.

Command	Description
MAILFILE	This is the path/filename to the message base you are packing. The message base should contain no extension. Example is: C:\Powrbbs\Forum\General D:\Fun\Games The path/filename does not have to be put into caps (The only one that doesn't).
DELETE	This is an optional command. Place this in the command line if you want to delete all private & read messages.
DAYS:xxx to keep.	Use this command to specify the oldest age message to keep. Examples: DAYS:365 This will delete all messages older than 365 days DAYS:30 This will delete all messages older than 30 days

**\*\* NOTE \*\*** DAYS:xxx is an optional command.

TOTAL=xxx      Use this command to specify the maximum number of messages to keep. If the number of messages are larger than this, the oldest messages will be deleted.

Example, if you have 2500 messages in your SysOp forum, and you have the command TOTAL=2000, at least 500 messages will be deleted.

**\*\* NOTE \*\*** TOTAL=xxx is optional.

The commands here can be mixed, so long you AT LEAST have the MAILFILE, otherwise nothing can be done.

This program is good for running in your events.

Example Commands:

```
PowrPack C:\Powrbbs\Forum\General
PowrPack C:\Powrbbs\Forum\General TOTAL=500
PowrPack C:\Powrbbs\Furum\General DELETE DAYS:60
```

Line #1 will refresh the message base. It does nothing more, then delete the deleted messages. All valid messages will stay intact.

Line #2 will do the same as #1, with the exception: The maximum messages PowrPack will permit is 500. If you go over 500 messages, PowrPack will delete the old messages till 500 messages are there.

Line #3 will do the same as #1, in addition to deleting all private and read messages, and also deleting all messages over 60 days old.

## **16.2 Packing User Files**

Packing a User file is defined as:

```
PowrPack /U USERFILE INDEXPATH DAYS:XXX FORUM:XXX START:XXX
```

Be sure to use CAPS.

Command	Description
---------	-------------

/U	You MUST put /U right after PowrPack. This tells PowrPack that you want to Pack a USER file.
----	--

USERFILE	Enter the full path/filename of the user file to process. Example: C:\Powrbbs\Data\Users User files SHOULD NOT have extentions!
----------	--

INDEXPATH	Enter the DIRectory which contains your INDEX. Example: C:\Powrbbs\Index
-----------	---

DAYS:xxx	This is the ONLY optional command. All users who have not logged on for xxx days will be deleted. DAYS:20, will delete all users who have not logged on for 20 days. DAYS:200 would be 200 days, etc.
----------	---

FORUM:XXX & START:XXX commands enable you to set the last message read pointer in a particular forum, to some value. Example: FORUM:1 START:100 will set everyones last read pointer to 100 in forum #1.

## **17.0 (Convdoor.Exe) Convert Door Converts PowerBBS's Userinfo To DOOR.SYS or DORINFO1.DEF**

Use this program to support Live Programs which require the DOOR.SYS or DORINFO1.DEF standard.

Usage: CONVDOOR [PowrBBS Userinfo] [Users File] [Output File] [(2)]

[PowrBBS Userinfo] Current NODES userinfo.bbs file  
Set in CONFIG [A] - Node info screen

[Users File] Path to USERS Record file  
Usually \Powrbbs\Data\Users

[Output File] This is where to put the output information,  
such as Door.sys

[(2)] This is an optional command. If you want to convert  
to DOOR.SYS, put NOTHING here.  
If you want to convert do dorinfo1.def, put 2 here!

Examples to convert to DOOR.SYS

```
Convdoor C:\Powrbbs\Userinf1.bbs C:\Powrbbs\Data\Users C:\Doors\
Door.sys
Convdoor D:\Powrbbs\Userinfo.bbs D:\Powrbbs\Data\Users D:\Pdoor\
Door.sys
```

Examples to convert to DORINFO1.DEF

```
Convdoor C:\Powrbbs\Userinf1.bbs C:\Powrbbs\Data\Users C:\Doors\
Dorinfo1.def 2
Convdoor D:\Powrbbs\Userinfo.bbs D:\Powrbbs\Data\Users D:\Pdoor\
Dorinfo1.def 2
```

Here is an example batch file to start a chess program:

```
Convdor Userinfo.bbs \powrbbs\data\users door.sys
```

```
cd\Chess
```

```
Chess
```

```
Start (* Only needs START.BAT in DOS VERSION door batch files! *)
```

You should always run convdor first. This will create the door.sys or dorinfo1.def file.

## 18.0 Connecting to FIDO Mail Network

The following information will describe the basic setup of interfacing into the FIDO network. This text on setting up PowerBBS to work with FrontDoor was originally written by Michael Miller, author of PowerEcho and other utilities on interfacing PowerBBS with the FIDO network. Michael runs his own bbs at 412-662-0769 and can be reached at FIDONET number 1:2601/531.

The latest version of PowerEcho is always available at the PowerBBS Support BBS. It is an excellently written program, to help you interface with FIDO. If you use the program, please show your support by registering the program.

Front Door and all related programs and files are property of Advanced Engineering sarl.

ConfMail and all related programs and files are property of Bob Hartman, copyrighted by Spark Software.

PowerEcho and all related programs and files are property of Michael A. Miller, copyrighted by ROCKSoft Programming Labs.

This document will not even attempt to explain net mail, echo mail, mail tossing, mail packing, or the mail man. What this document will do is give you detailed instructions on how to interface Front Door with PowerBBS.

### 18.1 Programs you will need.

A FIDONET compatible echo mail processor. I use CONFMAIL version 4.00. This document will show CONFMAIL specific command lines, but with a little patience and understanding of the echo mail process, any mail processor could be used.

A FIDONET compatible front end mailing program. I use Front Door 2.02 non-commercial. This document will give some Front Door(FD) specific examples, but with some patience and



understanding of how a front end mailer works, any mailer could be used.

PowerEcho - Another MUST HAVE program. This program can also be downloaded from the PowerBBS support BBS or the Last Outpost.

### **What is Front Door and why would I want to interface it with PowerBBS?**

Front Door is front end mailing program designed to send and receive net and echo mail. Without it, there would be no way to get the mail. Front Door takes care of calling other systems to get the mail, and it also allows other systems to call you so that they may download their mail. What it boils down to is, if you want echo mail, you must run a front end mailer program like Front Door.

#### 18.2 Setting up PowerBBS to handle echo mail.

It is very easy setting up PowerBBS to handle echo mail (it's the other programs that are difficult). First, call up the config program that comes with PowerBBS. Select A - General System Setup then go to the third screen by pressing PgDn twice. You will see a section called FIDO Support Options. Put a "Y" in the field labeled Are you running FrontDoor(tm) or other prg? Next, write down the path and the name of the field labeled Temporary file to read baud rate from? (you can change if you want, just be sure to write it down for later use).

Now, hit the PgDn button eight(8) times. This should bring up the screen that has the communications setup and the event setup. The event setup is the part we are interested in. Turn the event off by placing a "N" in the field labeled Do you want the Event Activated? You will want to write down the path and the name of the event batch file. There is a bug in PowerBBS that causes PowerBBS not to recognize a batch file/path name in lower case. Make sure the path/filename is in ALL CAPITAL LETTERS.

Next, set up the forums that you want the echo mail imported into. If you don't know how to set up the forums, you should go back and re-read(or read for the first time) the PowerBBS docs. After you

get the forums set up, you might want to write down the path/filenames of the message files for each forum on your handy-dandy piece of paper. Now store the piece of paper that has the temporary baud rate path/filename and the event path/filename in a cool dry place. Keep away from fire or flame. Do not store in direct sunlight. Caution : contents are fragile. This end up. That's all that needs to be done for PowerBBS. Not too difficult. Just wait....

### **Creating Mail Directories**

Now that PowerBBS is set up, you must now create the directories where the messages will be exported. I recommend creating a directory off of the root called ECHOMAIL. Change to the ECHOMAIL directory, and create one directory for each echo forum you set up in the PowerBBS config program. You do NOT want the PowerBBS message file to be stored in this directory. You simply want one directory for every forum you are going to echo.

Here's an example. You are going to have 3 forums support echo mail. You call one forum LOCAL Echo, another forum Humor Echo, and the third Windows Echo. Your message file for Local is C:\POWRBBS\FORUM\LOCAL, the one for Humor is C:\POWRBBS\FORUM\HUMOR and the one for Windows is C:\POWRBBS\FORUM\WIN. You would probably want to create the following directories under the ECHOMAIL directory to hold the outgoing mail.

C:\ECHOMAIL\LOCAL

C:\ECHOMAIL\HUMOR

C:\ECHOMAIL\WIN

You should not have 2 forums sharing the same directory. This will lead to cross-conference messages which will get quite a few people pretty upset. Remember, one directory per forum.

You will also need to create a directory to hold the files that Front Door receives. I recommend calling the directory C:\INFILES.

### **Setting up Front Door**

At the time of this writing, Front Door 2.02 is the most recent version. Always use the most recent version, older versions may not be allowed in FIDONET.

Start setting up Front Door by creating a directory called FD off of the root. Unzip Front Door in this directory and set it up (if you think I'm going to walk you through setting up all of Front Door, you are obviously taking some sort of controlled substance). Front Door is a very complex program. I will not even attempt to describe fully how to set up the program. What I will do is go over the options that are somewhat PowerBBS specific. These areas are the event manager, folder manager, and errorlevels.

### **ERRORLEVELS**

The most important part of setting up Front Door is setting the errorlevels. The ERRORLEVEL sub-menu is called from the MAILER option on the main menu. The errorlevels you enter here will correspond to the errorlevel Front Door exits with when a human caller connects. I would recommend setting the 300 baud errorlevel at 240, the 1200 baud errorlevel at 241, and continue working your way up. It would probably be a good idea to set all of the errorlevels, even though your modem may not support the higher baud rates. This way if you ever upgrade your modem, you won't have to mess with these options again. You will also see an option labeled RECEIVED MAIL set this errorlevel to 255. The last option on this menu is Create .BAT File. Set this option to YES(Use ENTER to toggle).

### **EVENT MANAGER**

An event is any action that you want Front Door to do at a specified time. Events can be internal to Front Door, like having FD call a BBS to send/receive mail; or they can be external, like running a batch file. If you fail to set up the events properly you will not be able to send or receive mail.

You only need to create three events to begin with. The first event should last all day. This event will define Front Door's behavior all day. To create the all day event, the start time should be 00:00 and the length should be 23:59. The second event is an external event. This will cause Front Door to exit with a specified errorlevel. This event is used to run your daily maintenance programs and to process

outbound mail. The last event is an internal event that will make Front Door call your local echomail hub to get your daily mail shipment. The Front Door documentation will discuss how to set up these events.

### Setting Up ConfMail

Unzip ConfMail into the Front Door directory. Next, grab your favorite text editor, create a file called AREAS.BBS in your Front Door directory. This a sample of what a simple AREAS.BBS file would look like :

```
The Last Outpost -Mercer, Pa 412-662-0769 ! Michael Miller
;
C:\ECHOMAIL\LOCAL          LOCAL
2601/100
C:\ECHOMAIL\HUMOR          HUMOR
2601/100
C:\ECHOMAIL\WINDOWS        WINDOWS      2601/506
```

The first line contains the system name separated from the sysop's name by an exclamation point(!). The next line is usually blank, and the remaining lines specify which echos go to which directory, the proper Fidonet name of each echo, and where you are sending/receiving the echos. In the above file, the LOCAL echo is stored in the C:\ECHOMAIL\LOCAL directory, and is being sent/received from net/node number 2601/100. There is one line like this for every echomail area.

The second file you need to create is called CONFIG.DOG. Here is a sample file:

```
NODE 1:2601/531
MAIL C:\ECHOMAIL
FILES C:\INFILES
```

The first line is your net/node number. The second line is the name of you netmail directory, and the last line is the directory where the new message packets can be found. This file will work fine as-is with the on-going example. Both of these files should be in your Front Door directory.

### Setting up the PowerEcho Programs

Create a directory off of the root called P\_E., and unzip PowerEcho into this directory. Copy the files called EXEBBS.EXE and EXEBBS.DAT into your Front Door directory. You may have to edit the EXEBBS.DAT file. The contents of this file should be the same as the PATH/FILE to Current Callers Info as defined in the node information screen in the PowerBBS config program.

Now we want to set up the main PowerEcho Program. The first step is editing a file called POWRECHO.CFG. This file should be in your P\_E directory. The file should contain 3 lines; the first line is your registration number; the second line is the sysop's first and last names; and the last line is your zone number. Please remember that most echos in FidoNet require the use of real names.

Now we want to call up the configuration mode of POWRECHO. To enter the setup mode of PowerEcho, type POWRECHO SET. After you get past the title screen you will see a menu with 5 options. Since this is an initial installation of PowerEcho you will want to select the first menu option, Add a Forum. This will bring up a data entry screen. Help can be obtained while you are entering data by pressing the F1 key.

The first option on the data entry screen is FIDO NAME. This is the name of the echo you will be receiving. It is a good idea to use the proper FidoNet area name, future versions will use this field for more than a label. In the running example, this field would be LOCAL.

Now you want to get out your handy piece of paper that you have been taking such good care of. The field labeled Msg File contains the name of the PowerBBS message file. Do NOT put the extension of the file in this field. In the running example, this field would be LOCAL.

The next option is the Origin Line. This is a string of 50 characters that is appended to the end of every message. Most people put their BBS name and phone numbers here. For my BBS I would use "The Last Outpost - (412) 662-0769, but you can use anything you want.

The Path to PBBS is the PATH(no filename) to the PowerBBS message files. This should be written down on your handy piece of paper. In the example we are calling this field C:\POWRBBS\FORUM\LOCAL. The Path to Fido is the directory specification of where the FidoNet messages are stored. This should be the same as the directory specified in your AREAS.BBS file for the same forum. To keep with the

example, the file would be C:\ECHOMAIL\LOCAL

If you chose to Delete Imported Messages then PowerEcho will delete the FidoNet message from the disk as soon as it is written into the PowerBBS message base. The last 4 options are for your net/node number and for your host net/node number. If you don't know what these are, then have someone who is more familiar with FidoNet to help you.

That's it for setting up PowerEcho. Just repeat the above steps for echo forum you want to echo. Information on how to use PowerEcho is in the PE\_DOC.WRI file.

### Creating Batch Files

Your batch files are very important. They are what tie all of the other programs together. Probably the easiest way to describe how to set up the batch files would be to show a completed series of files. If you have copied the actions in this document, the following batch files should work without modification. All of the lines starting with a semicolon(;) can be deleted, and are for reference only.

Filename : C:\POWRBBS\EVENT.BAT

```
; change to the C drive
C:
; make the Front Door directory the active directory.
cd\fd
; LOOP is a label
:loop
  c:
  cd\fd
; execute Front Door
  FD
;check the errorlevel Front Door exited with
  if errorlevel 255 goto inmail      ; Front Door received mail
  if errorlevel 246 goto board      ; Human caller logged on at 19,200
baud
  if errorlevel 245 goto board      ; 9600 baud
  if errorlevel 244 goto board      ;4800 baud
```

```

if errorlevel 243 goto board      ;2400 baud
if errorlevel 242 goto board      ;1200 baud
if errorlevel 241 goto board      ;600 baud
if errorlevel 240 goto board      ;300 baud
if errorlevel 230 goto local ;User defined key in FD to generate an
                                ;errorlevel of 230 for LOCAL

If errorlevel 150 goto daily ; External event errorlevel for daily
maint.
if errorlevel 10 goto userbrk     ; EXIT the BBS
if errorlevel 4 goto fatal        ; Front Door fatal error
if errorlevel 3 goto dspace       ; Low disk space
if errorlevel 1 goto fatal        ; Front Door fatal error
    goto Loop                    ; Front Door exited with an unknown
errorlevel.          start
    over
;Front Door creates a batch file called DoBBS.BAT. This will execute
that file.
;Change toLOCK.BAT if running a locked com port.
:board
    dobbs
; run daily maint
; process on-line games
:Daily
cd c:\doors\yt
ytmaint
cd c:\doors\oo
maintoo
ooiitop
cd c:\doors\ec
ecmaint
cd c:\doors\cr
campedit
;return to front door
goto loop
:inmail
del c:\echomail\local\*.msg ;clear out the message directories.
del c:\echomail\local\*.
del c:\echomail\humor\*.msg

```

```
del c:\echomail\humor\*.
del c:\echomail\windows\*.msg
del c:\echomail\windows\*.
c:
cd\powrbbs
powrpack c:\powrbbs\forum\local=100 ;power pack the message
;bases(IMPORTANT!)

powrpack c:\powrbbs\forum\humor total=200
powrpack c:\powrbbs\forum\win total=300
; change back to the Front Door directory and run ConfMail to import
FidoNet
; messages
c:
cd\fd
Confmail Import areas.bbs -k -n -f echotoss.log -m -a arce
Confmail Import areas.bbs -k -n -f echolist.log -m -a pkunzip
; change to the PowerEcho dir.
c:
cd \P_E
PowrEcho BOTH ; import and export the new messages into the
PowerBBS msg
bases
; change back to the Front Door directory and run ConfMail to export
new FidoNet
Messages
c:
cd\fd
Confmail Export areas.bbs -a pkzip
c:
cd \powrbbs
powrpack c:\powrbbs\forum\local total=100 ; PowerPack the
message
bases(IMPORTANT!)
powrpack c:\powrbbs\forum\humor total=200
powrpack c:\powrbbs\forum\win total=300
; all done! start over and load up Front Door
goto loop
:local
```



```
local
:userbrk
  rem ---User break
  cls
  echo User break.
  goto done
  rem ---Disk space error
:dspace
  cls
  echo                FrontDoor reported insufficient disk space
  goto hang
  rem ---Fatal condition
:fatal
  cls
  echo                FATAL error reported by FrontDoor.
  goto hang
:done
  stop
:hang
  Echo ***FATAL ERROR***
  @echo off
:lockit
  goto lockit
```

You will also need to create two(2) more batch files. One is for Local mode and the other is for exiting the BBS. They are only one line each.

Filename : C:\FD\LOCAL.BAT

EXEBBS LOCAL

Filename : C:\FD\STOP.BAT

EXEBBS EXIT

## **LOCKED COM PORTS**

If you are running a locked com port, you must make a a small change to the EVENT.BAT file given above. Change the DOBBS.BAT to LOCK.BAT in the EVENT.BAT file. You must also create a new batch file called LOCK.BAT. If your com port was locked at 19,200 baud your LOCK.BAT would look like this:

```
EXEBBS 19200
```

Just replace the 19200 with the rate at which your com port is locked. That's it. Those are the only batch file you need.

### 18.3 Connecting to PCRelay Mail Networks

To connect to a PCRelay mail network, you must first have a copy of the PCRelay software. The only PowerBBS specific information you need to know is that you must use the PCBoard 14.0 UTI in interfacing with the PCRelay network.

### 19.0 Advanced DOS version features

Want PowerBBS to swap out memory to EMS, XMS, or file, on dropping to DOS? Then in START.BAT change the line:

```
PowrBBS c:\powrbbs\powrbbs.dat %1
```

to:

```
PowrBBS c:\powrbbs\powrbbs.dat %1 x
```

On dropping to DOS, PowerBBS will only use 4-7k of memory.

Some additional changes for this feature:

Options Screen #2

Entry #1, #2, & #3: You must include the full paths to pkzip & pkunzip. Ex: replace pkzip -v with c:\pkware\pkzip -v giving the complete path to pkzip.

## 20.0 Credits

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