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PowerBBS for WINDOWS, Introduction

Thank you for your purchase of PowerBBS for WINDOWS.   Is it recommended, you carefully read this documentation, before running PowerBBS for Windows. However, 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 NODE 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.

Note: In the CONFIG program, you may come across a few commands not support by PowerBBS for WINDOWS, these features are located in the PowerBBS for DOS version, and many are not needed in the Windows version. All PowerBBS for Windows owners, may download the DOS version from the support bbs, free of charge, as long as you have downloading privileges.

PowerBBS for WINDOWS gives you the ability to take full advantage of your system. You can easily set up a multi-node system, with many nodes running at once on one computer. You could easily accomplish running a 7 line system, AND STILL HAVE THE ABILITY TO RUN LIVE PROGRAMS!

PRODUCT SUPPORT

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

     Thank you for your purchase of PowerBBS software! PowerBBS is the product of
years of work, to produce the best possible BBS Program. Today, PowerBBS for Windows
is the first BBS program to be written under windows.

     Welcome to the world of bulletin boards. PowerBBS is a bulletin board program
written in Pascal.

     PowerBBS was developed to be a fast BBS program, with many features which are
easy to use. Including an easy installation procedure for beginners alike.

     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.

HARDWARE 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 version 3.0 - At least one megabyte of memory
(3) Modem (Hayes compatible, see 'Modem Info')
(4) Monitor (Preferable Color but not needed)
(5) A Hard Disk to store PowerBBS files (At least 10 Megs)
(6) RS232 serial port and modem cables (for external modems only)

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.

Computer Requirement

PowerBBS drops to dos, to run live programs and to run dos protocols for transferring
files. If you are running a 8088 or 80286, you have to be in PowerBBS, since these
processors cannot multitask dos programs.

If you have a 386/386sx/486/486sx or newer processor you will be able to have up to 8
lines. You do not have to be in your PowerBBS, as long as you are running in ENHANCED
MODE.

WINDOWS NOTE: Included in your C:\PowrBBS (after installation), will be a file called
_default.pif. This is a sample default pif, which you should copy to your WINDOWS
directory. This pif is loaded, when PowerBBS drops to dos programs, such as dos
protocols, or live programs.

INSTALLATION

     PowerBBS will be installed easy by using the following steps. Please follow
these steps on installation. Please note, that you will first have to ENTER DOS to

set up PowerBBS on your Computer. For quickest operation, exiting Windows is
recommended.

     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 first PowerBBS for Windows 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 in
your C:\POWRBBS directory. There will also be other subdirectories, such as C:\
POWRBBS\DATA, C:\POWRBBS\SCREEN.

     7.   Load up the WINDOWS Program Manager.

     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

     8.   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.

     9.   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.
     IMPORTANT: If you have installed PowerBBS onto a drive other than the C: drive, you MUST enter the Forum Information of CONFIG. In the forum information, the defaults are for the C: drive. You must change the information from the C: drive, to whereever, you have instalkled PowerBBS.

     10. You must now set up PowerBBS.

     11. 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.

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

     13. Note that for transferring files, you should place SET DSZLOG=C:\DSZ.LOG in your autoexec.bat. This will be explained later in the documentation.

ANSI.SYS Support (Color and Other Screen Displays)

     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.

     CONFIGURATION

     To run the CONFIGuration, you have to enter DOS. 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.

     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

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   Inserts a space at current cursor
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 editing 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.

UPDATING GENERAL INFORMATION

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

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 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)

    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.

    Entry #2: Path to Transfer Directory
        This is the directory which will be used for transferring files. 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.

    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

    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).
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 **

    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.

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 displaced at a few places on the BBS, including Logon.

Entry #2: Sysops First Name
Put your first name here.

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: Registration Number
Enter your registration number in this spot.

Entry #6: 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 # 7 - 12: 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 #13: 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.

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.

Data Files #1

Files in this area, are 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.

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 can 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.

        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, and the download bytes are in Kilobytes (1024 bytes),
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 for this line.
        #2:   Enter the daily amount of time permitted, in MINUTES.
            #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

        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
Note: Many 3rd party live (door) programmers, add a batch file at the end to restart the bbs. You do not need to add this (such as board.bat or start.bat). You live program files SHOULD NEVER CONTAIN ANY .BATs in them. This is true for ANY command line you use in CONFIG.

     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

     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\Blt\Blt1
       C:\Powrbbs\Blt\Blt2

     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. Each protocol has 6 options.

          #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 batch file or single, slow, 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.

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

    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. It provided the setup of the major protocols, using the DSZ (tm) program.

    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.

Entry #10: Path/File to TEXT BBS Info File
This is the path/filename to the file which will contain your TEXT data, which
PowerBBS uses. You can edit this TEXT Data, at the end of this CONFIG section A.

Display Files #1

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

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

 ++++ Info on 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. No color screen is needed, since PowerBBS does not know yet if the caller
can translate ANSI codes.

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

Hello Screens are displayed to the caller when logging on, right after the
password is given. 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

   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 [Download & [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 when he/she enter the files area, and is also used for the
file Menu 'Y' function.

   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 THIS RATIOS SCREEN ONLY:

          |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.

     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 only in which uploads which are private 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.

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.

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.

Options #1

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
```

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
```

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
```

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

     Options #2

     Entries #1 - 10: Macros
** Macros are not supported in PowerBBS for Windows.

     Entry #11: Command to View Compressed Files
     This is the command line which is run to get a listing of files inside of a compressed file.
     Note: All command lines in PowerBBS SHOULD NEVER CONTAIN ANY .BAT files.

     Entry #12: Command to Test Compressed Files
     This is the command line to test the validity of a compress file.
     Note: All command lines in PowerBBS SHOULD NEVER CONTAIN ANY .BAT files.

     Entry #13: Command to Compress Mail File
     This is the command line to compress the mail file.
     Note: All command lines in PowerBBS SHOULD NEVER CONTAIN ANY .BAT files.

     Entry #14: Are you running a CLOSED bbs?
     'Y': Enter Yes if you do not want users added 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 #15: Enter path/file to CLOSED script file
     Entry #16: 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 Q)uestionnaire Main Menu Function.

     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 Left No More Uploads

                1000 - When 1,000,000 Bytes Left No More Uploads

        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. 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\PowrInfo.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.

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.

MODEM INFO

PowerBBS will work properly only if the communications setup, is set up
correctly. First of all, you must have a FULL Hayes Compatible Hayes (Or Hayes
itself!). 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 & DTR signals. If your modem
does, be sure you CONFIGure your modem to show the 'true' state of CD, and respond to
the DTR signal from the computer. If you modem needs commands to do this, add the
commands to the initialization string. To have the true state of the CD & DTR signals,
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.

    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&D2&C1S0=0H0

    If you want to use AutoAnswer:
                ATM0X4&D2&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.

        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.

        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.

        ***** 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&D2M0Q0X4&A1S32=2S0=0B0&B1&H1H0

Event Setup
        PowerBBS offers a powerfully simple event system. An event is a batch file, which is run daily. This should meet your daily tasks, saving you time.

 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 the time being, 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.

        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

Test Files Setup

Entry #1: Test new files after upload ...... (Y/N)
Set to 'Y' if you want new uploads to be tested for validty. 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
Powrtool %5
```

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.
 %5 = The Current Userinfo.BBS Path/File

        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.

IMPORTANT: PowerBBS needs PowrTool to run, to inform PowerBBS for Windows, that the
Current Window is done.
     This is important, since you are running a batch file.

        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.

Text Setup

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

        On these two pages you are given text. These text lines, are used in PowerBBS,
and are SysOp definable. For each line, you are given an example line. You then place
what you want under the line.

        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]:

        As long as space qualifies... Remember that |MACROS|, MUST be in CAPS!

    UPDATING FORUMS

        You may update the forum information, by selecting B from the 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).

     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. The way you
input the name, is the way it will be printed (Case sensitive).

     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.

File is setup as follows:
 <Path to listing>,<Description of files>,<Dir which Contains Files>

        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\

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

in EACH forum!

Entry #9:   Download Dirs Datafile .....
This is the path to the strait ascii file which contains the directories, which can be searched for users to download.

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

#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 lines is the limit.

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.

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.

EDIT FILES LISTING

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

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: 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 want to move a file between lists, enter the list # to move the file to.

Entry #2: Filename
This is the filename of the file. It should be placed as a standard DOS name.

Entry #3: Date
This is the DOS date of the file.

Entry #4: Description
This is a general description of the file. You should place the general aim of the program here.

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).

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

You will first be asked the Menu #. Enter the # to edit. 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.

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

Once you have entered the Menu Number, you can know edit THIS menu.
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 the computer 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" a little above.

       'M': M is referring to another MENU. Type M here if you want to load another
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: Description
        Enter a small description on the command.

    F3: Editting 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.

*** NOTES On Menus ***

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

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. Be sure you at least have an ASCII file. 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\Blt\Blt   C:\Powrbbs\Blt\BltC

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.

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)
|MSGS|            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
|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
```

 The following Macros can be used ONLY for the Ratios Screen
 (File shown to the user when he/she enters the file area)

```
 |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.

MORE ON SETTING UP ZMODEM AND OTHER DSZ PROTOCOLS

Before starting anything you should gain a copy of DSZ. Be sure your
copy is NO EARLIER than 4/6/88. You can download a copy on our
PowerBBS support bbs (516-822-7396). Remember DSZ is a shareware product.

The DSZ program uses two important environment variables to run correctly on a bbs.

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 C:\ DSZ.LOG.

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

        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. Then 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.

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

        SETTING UP A MULTI-LINE (MultiNode) System

        You can run a multi-line system on ONE COMPUTER, by taking advantage of the
Windows Interface. Because PowerBBS drops to DOS for protocols, and live programs,
you are still limited in the number of nodes you can set up. To give you a brief
explanation, you should have about 620k of memory if you are running DOS 5.0. If you
give each bbs line 80k of memory, you could easily run 7 nodes. This is much more
than enough memory to run DSZ, but it gives you some space to run live programs. If
however, you want to run a 4 line system, you could give 150k to each line, giving you
extreme flexability.
        Note that PowerBBS for Windows itself does not require ANY dos memory, it is
run in high memory at all times. If you do not drop to dos, it is possible to run a
large number of nodes, with a multiport type of card.
        Do not use SHARE with WINDOWS running multinodes, or else you will get share
violations.

         To set up more than one copy 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) Drop to Dos. 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.
          d) Go back to Windows. 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.

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.

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
     b) Questionnaire data file

     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.

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

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.

The commands available are:

                        A) Activity Log
                        L) List Users
                        M) Message Base Pack
                        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.

M)essage Base Pack This permits you to pack the current message base, of the current forum.

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.

U)pdate 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.

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.

        PowerLang files are read line by line, and run just like a basic program.

        You can truly customize your bbs, by making your own FUNCTIONS! This is a truly outstanding ability, yet somewhat conplex for a novice. If you would like the full command structure of the Language, check out the file PowrLang.Doc, located in your C:\Powrbbs directory.

(PowrPack.Exe)   PowerPack   (PowrPack.Exe)
     External mail packing system written by Russell Frey

Packing Forum Files

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. If this is not chosen, private messages which have been read, may not be deleted, depending on their age.

DAYS:xxx   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 me 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 refreshen the message base. It does nothing more, then ridof 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 addtion to deleting all private and read messages, and also deleting all messages over 60 days old.

Packing User Files

Packing a User file is defined as:

PowrPack /U USERFILE INDEXPATH DAYS: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.

(Convsys.Exe)   Convert Sys
Converts PowerBBS's Userinfo To PCBoard(TM) Pcboard.sys File

Use this program to support Live Programs which require the PCBoard.sys file.

In the documentation to the live program, you should read all the information needed,
and be sure it only needs the PCBoard.sys file. Be sure to test the live program once
you have finished setup.

Here is an example batch file to start a chess program:

Convsys Userinfo.bbs Pcboard.sys
cd\Chess
Chess

You should always run convert sys first. This will create the Pcboard.sys file.

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     PowerBBS   Russell E. Frey   DSZ
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     MS-DOS   Microsoft Corporation   Hayes
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