```
The Binkley Outbound and Nodelist Keeper

Version 1.17 ** September 25, 1990

Copyright (C) 1986-1990 by Tom Kashuba
```

This documentation is a stripped down and reformatted subset of the
documenation for Oman, the parent program of which Bonk is a subset.
As such, there may be an odd error or two in syntax, meaning, or
option descriptions that slipped through the proof reading. So,
keep a few grains of salt handy. Thanks. -Kash.

```
:::::   C o n t e n t s   :::::::::::::::::::::::::::::::::::::::::::::
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::::::   I n t r o d u c t i o n   :::::::::::::::::::::::::::::::::::::::::::::::::::::::::
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Bonk stands for the <B>inkley <O>utbound and <N>odelist <K>eeper and
is an independent maintenance utility intended to be used by
BinkleyTerm operators to inspect and/or maintain the outbound mail
holding area, nodelist, and BinkleyTerm log file.

Bonk is actually a compiled subset of OMAN (The Opus System Manager)
for Opus 1.10+ and contains just those functions that deal with the
outbound mail area, nodelist, and log file.

To operate, Bonk needs to know several things about your BinkleyTerm
and computer configuration.   As such, it takes its operational
information from a combination of its own optional configuration file
(eg, Bonk.Cfg), command line switches, and/or the DOS environment
variable, "BONK=".

For compatibility across a wide range of platforms, Bonk has several
video output modes available such as via DOS, FOSSIL, BIOS, or direct
video buffer manipulation (RAM).   In addition, Oman can also be run
remotely via FOSSIL controlled modem access.   When operated remotely,
it can be optionally set to request a password for added security and
has carrier detect logic that will immediately terminate the program
when the carrier is lost.

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:::::::  Packing List :::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::::
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The official Bonk utility consists of the following files.   Any
further distribution of this kit must include all of these files, as
is, without modifications of any kind.

README.1ST   Brief unpacking instructions.

BONK.PRN   Documentation (Printer format w/form feeds)

SAMPLE.CFG   Sample configuration file.

BONK.EXE   Main program

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MEMORY

  A minimum of about 250k, depending on the functions used.

DISK SPACE

  Less than 350k is required. No other major operational
  requirements. Just enough to hold the component files of this
  package with a little safety margin.

OPERATING SYSTEM

  Although this product makes use of the extended path specifications
  that were first supported by MSDOS 2.0, the supporting libraries
  used to create it assume MSDOS 3.0 or higher. MSDOS 3.0 or higher
  is recommended.

KEYBOARD

  Local mode:

    When running in local (non-remote) mode, the program accepts
    standard ASCII, WordStar Ctrl-Codes, or IBM PC key codes.

  Remote mode:

    When running in remote mode (via modem), the program accepts
    ASCII or IBM PC key codes (if they can be sent). A limited
    translation of ANSI or VT-100 cursor keys is employed at the menu
    prompts for HOME, END, LEFT, and RIGHT keys for moving through
    records.

FOSSIL INTERFACE PROGRAMS

  For remote operation or when using consoles that are not fully
  compatible with the IBM PC, a "FOSSIL" interface is required
  (Version 5 or greater) to make use of the "FOSSIL" or remote
  options. X00 by Ray Gwinn and OpusComm by Bob Hartman are examples
  of compatible FOSSIL interfaces. Please note that the Bonk option
  of "Video: FOSSIL" does *not* refer to the recently introduced VIDEO
  FOSSIL interface but only to the use of a regular FOSSIL for output.

CARE and FEEDING

Bonk has no special nutritional requirements but likes to be operated
in airy, indirectly lit, open areas with the New Age album of your
choice playing in the background.

FILE FORMATS

Bonk only works with outbound area, nodelist, and log files that are
compatible with the BinkleyTerm and Opus environments.

REMOTE MODE

  When running in remote mode (via modem), the program requires a
  FOSSIL interface, Version 5 or greater.

VIDEO SYSTEM

  Character Set

    The program primarily uses the IBM Extended ASCII character set
    as implemented on the IBM PC but makes minimal use of its text
    graphics codes (128-255).

    For those systems that have trouble displaying IBM text graphics,
    you can optionally request that all IBM Extended Graphics be
    translated into their nearest ASCII equivalents. See the section
    on the configuration file for details.

  Video Monitor

    The screen presentations in both local and remote modes utilizes
    24 lines of 80 columns each and can be presented in either
    monochrome or color.

  Video Interface - Hardware

    Any controller that is compatible with the text modes of the
    IBM MDA or IBM CGA video controllers or any later models that are
    downward compatible such as the EGA and VGA. controllers. Since
    bit mapped graphics are not used, graphic modes are not an issue.

  Video Interface - Software

    The program has different software support requirements based
    upon its selected video mode. It defaults to using very standard
    DOS supervisor calls (slowest but safest) but can be set to use
    IBM-BIOS (faster), FOSSIL (most generic), or Direct Ram Write
    (very fastest) video routines. The following table lists the
    requirements for each mode.

    Video Mode   Requirements

    IBM   IBM PC/XT/AT compatible BIOS

    DOS   MSDOS 2.1 or higher with ANSI.SYS

    FOSSIL   FOSSIL driver (Version 5 or superset)

    RAM   IBM CGA or MDA video buffercompatibility

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Bonk's operational parameters are taken from up to three different
sources which can all work together in an increasing order of
precedence (as listed below):

    o Bonk configuration file (eg, Bonk.Cfg)

       You can use an optional Bonk configuration file, "Bonk.Cfg", to
       conveniently set its initial defaults.

    o Bonk Environment Variable "BONK="

       You can set a DOS environment variable, "BONK=", which can
       specify the same values as those that can be entered on the
       command line (see command line, next).

    o DOS command line

       You usually run Bonk by just entering "BONK" on the DOS command
       line which would run it using the defaults set in BONK.CFG. Or
       you might add some command line switches to temporarily override
       the defaults.

Actually, the scanning order is a little more complex to allow for a
wide range of control variations. The exact order in which these
configuration sources are scanned is as follows:

    1. Environment string "OMAN=" only for -C or -N parameters.
    2. DOS Command line only for any -C parameter.
    3. Default Configuration File (or as given by -Cpath).
    4. Environment string "OMAN=" (all settings EXCEPT -C, -N)
    5. DOS Command line (all settings EXCEPT -C or -N)

As these sources are scanned in the above order, an option set in one
overrides any like option set at a previous level.

Please note that, although the -N switch looks like a command line
switch, it is only meant to be used in the environment string and
turns off command line scanning. This is the primary reason for
environment string being scanned before the command line. That is, by
setting the -N switch in the environment string, the command line will
not be scanned. This feature is needed in some cases where a host
program might unconditionally pass some command line parameters which
are not compatible with Bonk.

┌─────────────────────────┐
│   Configuration File   │
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The configuration file, "BONK.CFG", is optional and, if used, must be
placed in the same directory in which Bonk is located unless its path
is explicitly defined on the command line or in the BONK environment

variable. See the Appendices for a complete description of the
configuration file, its syntax, and the acceptable commands.

Here are some sample configuration files:

   The following configuration is for 100% compatible IBM PC or
   compatible and enables direct video RAM screen write for maximum
   video response. It also disables the use of color. Although the
   program automatically matches the color mode indicated by the BIOS
   flags they do not always reflect the desired mode. With this setup,
   the program can be run without any arguments.

```
   ;
   ;   Standard local PC configuration
   ;
   COLOR Off           ; Forces monochrome
   VIDEO Ibm           ; Video uses IBM BIOS
   ;
```

   The following configuration autostarts the Outbound Manager whenever
   it runs and is for a machine whose BIOS does not match IBM's so the
   FOSSIL interface is requested for video operation. With this setup,
   the program can be run without any arguments.

```
   ;
   ;   Autorun Outbound, Use FOSSIL video
   ;
   EXEC Outbound       ; Run OutBound Manager
   VIDEO Fossil        ; Video uses FOSSIL calls
   ;
```

The following configuration sets up a forced remote operation at
2400 baud using the COM1: port and enables password control for the
password "ABC".

The "CMD off" is used here to suppress the scanning of the command
line in case the program is called from another that passes command
line switches that are incompatible.

Please note: the manual setting of the baud rate and communications
port is not normally necessary when running Bonk as a child of Opus
because Opus will add the necessary command line switches. Instead,
this example might be used in special cases where Bonk needs to be
run remotely outside of an Opus scenario.

Also note: the "VIDEO Fossil" command is actually redundant since
the "Port" command will force the use of the FOSSIL interface.

```
;
;   Example BONK configuration file (remote)
;
EXEC Outbound       ; Jump to NED
VIDEO fossil        ; Use FOSSIL
PORT 1              ; Use COM1:
SPEED 2400          ; Run at 2400 baud
REMPWD ABC          ; Ask/Verify password "ABC"
;
```

Other, Opus or BinkleyTerm related environments?

It is quite possible that BONK can be used for other environments
closely related to BinkleyTerm such as SeaDog and Dutchie with
judicious use of the configuration parameters.

If running Bonk as a child from a BBS, host, or a netmail program
that stuffs the command line with arguments different than those of
Opus, you will need to use the "CMDLINE OFF" configuration command
to suppress BONK' processing of the command line. Likewise, you
probably should NOT have an "BONK=" environment string set as that
is simply an alternative to command-line style processing.

In such non-standard environments, please keep in mind that the data
files you would be accessing must be compatible with BinkleyTerm
versions 2.xx.

```
┌─────────────────────────┐
│   DOS Environment       │
└─────────────────────────┘
```

You can alter Bonk's basic configuration using the DOS environment
variable called "BONK=" using exactly the same format and command set
as for the command line. See the section on "Command Line Switches",
for details on the available options.

For example, to run with an alternate configuration file
"C:\BONK2.CFG", with color forced OFF, and autostarting the Outbound
Manager, you could place the following command in your AUTOEXEC.BAT
file or execute it directly from DOS at some time prior to running the
program:

    SET BONK= -CC:\BONK2.CFG -L0 -XO

Then you need only run the DOS command "BONK" to have all those
options in effect. Note, however, that anything you might then enter
on the command line will override the above settings.

```
┌─────────────────────────┐
│   Command Line Switches  │
└─────────────────────────┘
```

The option switches found on the command line (or as stored in the
environment string "BONK=") are scanned and processed after the
configuration file has been processed, thus acting as overrides to any
settings made in it. For a complete listing of all command lines
switches, please refer to Appendix I.

    Example command switch usage:

        Bonk .... Take all settings from Bonk.Cfg

        BONK -l0 .... and Force video to Black and White

        BONK -vr .... and Use Video RAM (fast write) mode.

        BONK -l1 -vr .... and Video RAM and force Color

        BONK -l1 -vr -yb1 .... and Color, RAM, Watch for Ring on COM1:

```
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│ :::::   O p e r a t i o n   ::::::::::::::::::::::::::::::::::::::::::::::::::::::: │
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┌──────────────────────────────┐
│   Starting the Program        │
└──────────────────────────────┘
```

The program is started by running it as a DOS command with any desired
option switches following on the command line. However, to make use
of faster video, to force the use of color or monochrome modes, or to
set other features, you'll most likely want to setup the configuration
file, BONK.CFG. You can use command line switches for many of those
things but a configuration file is more complete and saves key-
strokes.

Additional startup automation is provided by use of the BONK=
environment variable which be set in your AUTOEXEC.BAT and can contain
any command switches you might otherwise enter on the command line.
In most cases, though, you'll be better off setting up all major
things in the configuration file and use option switches on the
command line for temporary overrides.

After the program analyses and sets up its configuration, it clears
the screen and presents you with its "parameter screen" which displays
all major paths, settings, and options for you review or just skip by
pressing <ENTER>. If you started the program using the autostart
option to jump directly into a particular function, the parameter
screen is bypassed, bringing you straight to the main menu.

When executed in remote mode, it automatically enables carrier detect
sensing and will instantly terminate upon loss of carrier to return to
the parent program. Remote mode is typically only used when it is
spawned as a 'child' of Opus or some other telecomm program.

If modem ring monitoring is enabled with the RingMode BEEP option, the
speaker will beep when an incoming call is detected to alert you of
that fact. See the Appendix on Ring Watch for more information.

If you start up in macro playback mode "-[m", then BONK will
immediately begin taking key-strokes from that given macro file as if
you had entered them manually until there are no more; at which point,
manual keyboard entry resumes. See the appendix on MACROS for more
information on macros.

```
┌─────────────────────┐
│   Main Menu         │
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```

When the program is run without any autostart option, it displays a
status screen with its operating parameters. Pressing {Enter} will
bring you to the main menu which has the following options:

  P)arameters Screen   Return to opening parameter screen

  O)utbound Manager   Manages the outbound mail area

  N)odelist Manager   Nodelist Display and Editor

  L)og Surveyor   Pre-scans, displays, searches log file

  Q)uit   Return to DOS (or parent program).

From this menu, you request the other program functions and return to
it when you exit from them.

The Quit option exits the program and will return to DOS if the
program was from the DOS command line or the host program if it was
run as a "child" from it.

```
┌─────────────────────────┐
│   Text field editing    │
└─────────────────────────┘
```

The program has a fairly complete input text field editor. Whenever
you enter or edit a text field, this editor takes over. Much like the
DOS-EDIT or other command line editors, it gives you the following
line editing controls:

```
        Action                    Ctl-Keys   Keypad

        Move left 1 char pos         ^S       [Left]
        Move right 1 char pos        ^D       [Right]
        Move to field start          ^X       [Home]
        Move to field end            ^E       [End]
        Move left 1 word             ^A      ^[Left]
        Move right 1 word            ^F      ^[Right]

        Delete curr char             ^G       [Del]
        Delete left char             ^H       [BS]
        Delete to end                ^Y      ^[Home]
        Delete to home               ^U      ^[End]

        End input/edit               ^M       [Return]
        Cancel Input (Clear field)   ^[       [Escape]
```

```
::::::   M a j o r   F u n c t i o n s   :::::::::::::::::::::::::::::::::::::::::::::
```

This section contains brief notes on each of the major functions
within Bonk. Since most functions are screen oriented and relatively
easy to use, detailed operational explanations have been left out of
this section. You should use Bonk's built-in On-line Help System
which is available on nearly all function menus via the help command
(?). It offers specific, context sensitive help on each function.

```
  Outbound Manager
```

SUMMARY:

This function starts up by scanning the outbound mail area, storing in
memory information about the items found, sorts them into address
order, and displays them in a visually coordinated fashion similar to
a spread-sheet program.

FEATURES:

   - Supports OMMM and Binkley style zoned directories
   - Lists outbound area in Lotus-like format
   - Lists the files within Attached file lists (FLO's).
   - Lists empty, zero-length ARCmail entries.
   - Lists incomplete Zmodem transfer file markers.
   - Lists From/To/Subj of messages in unarced packets.
   - Readdresses pending outbound mail objects
   - Changes bundle priority (Hold, Direct, Normal, Crash)
   - Deletes bundles, file lists, ArcMail, and others.
   - Creates POLLs using Null FidoNet Packets ("Bundles")
   - Creates File Requests (with matching POLL object)
   - Creates File Attaches (directly creates .?LO file)
   - Built-in DOS directory command
   - Merges bundles when needed due to address changes.
   - Merges file lists when needed due to address changes.
   - Deletes null archives, "no call" and Zmodem markers.
   - Runs DOS command from outbound menu.
   - Full Screen File Request and Send editor.

   The tabular display shows several selectable levels of detail:

      - Mail bundles, archives, file lists and bad call markers.
      - Archived mail bundles and file attach list contents.
      - Spent mail archives of zero length

   All objects are sequentially numbered for the ease of subsequent
   activities which one might group as:

      - Readdressing
      - Priority changing
      - House keeping

- Inspection
        - File Request and File Sends

NOTES:

The Outbound Manager's options are fairly self-explanatory and a
help key is available that invokes the Bonk On-line Help system.
Please use it for more details on specific functions and fields.

In addition to modifying the characteristics of existing objects,
you can create proper, zero-length, POLL packets, WaZoo (.REQ) File
Requests, or File Send lists (.FLO).

You can change the mail priority or routing of objects with the
commands of Norm, Crash, Hold, Direct, and Leave commands. For
example, if your bundler program is set to HOLD all mail to a
particular address but you wish to allow one particular message
bundle to go out right away, you could set that one bundle to NORMAL
or CRASH so it can go out right away.

Including 'Other' Files in the Display

    The outbound manager can optionally display a number of 'other'
    file types that are not strictly mailable objects. There are
    several of these 'other' types that can be included. When you
    first enter the outbound manager, some of them are already set to
    be shown and are listed in the "Misc(F)iles:" area on the top
    line of the menu area. You can change these defaults by using
    the "OHMfmt" configuration file statement or, while in the
    outbound manager, you can toggle them on and off using the "F"
    command.

Zoned Operation

    When multiple, zone-specific outbound directories are used as
    with zoned operation of the BinkleyTerm and Ommm mail packing
    programs, then the directory for the default zone is the one that
    is first scanned and displayed. After that, the Z)one command
    can be used to switch between zones.

    Any changes to the zone segment of an object's address will
    "toss" the object into zone-specific directory for that zone. If
    the no directory has been created for the object, then a rename
    error will be reported and the address change will fail, safely.

Domains

    This version of Bonk does not yet support Domains.

Entering Addresses

    When readdressing a mail object, you can enter any or all of a
    netmail address' components. Only those that are given will be
    changed while those that are not will default to corresponding
    part of the original address. For example:

        3:              Change zone to 3 (tosses object)

        /111   Change node to 111

        123/   Change district to 123

        2:/12   Change zone to 2, node to 12 (tosses object)


```
┌─────────────────────────┐
│   Nodelist Editor       │
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```

SUMMARY:

    The Nodelist Editor, allows the Sysop to directly edit the actual
    Nodelist Data and Index files. It displays one record (Node) per
    screen. You can edit, search, jump to, insert, or delete nodes in
    the current, compiled nodelist data.

FEATURES:

    The EDIT function changes the current record's:

        o System Name   o User & Call cost
        o System Password   o Hub node
        o Miscellaneous Info   o All user bit flags
        o Telephone number   o Modem type & speed

    The INSERT and DELETE functions are handy for those times in between
    official nodelist updates when you wish to add a new node or remove
    one that has left the net. Note, this does not change the original
    nodelist.### file but DOES directly modify the working files.

    The LIST mode, lists for each node, one per line, ...

        o Nodelist position   o Miscellaneous Info
        o Network address   o Telephone number
        o System Name   o Continuous mail flag.
        o Zone, Region, Host, Hub nodes are high-lighted

NOTES:

It is important to note that all work is done on the compiled
nodelist file and its index. Should anything go wrong or you find
yourself edited into a corner, you can simply recompile your
original, distribution nodelist.

Please remember that the prime use of Nodelist Editor is to make
TEMPORARY updates to your nodelist while waiting for subsequent
updates of the distributed nodelist. More elaborate updating is not
recommended since the next nodelist compilation will erase what
you've done.

Due to the size of the current nodelist, the nodelist data file is
now in excess of 800k. For this reason, as well as for speed, all
INSERTS and DELETES of nodes are done IN PLACE in the live nodelist
without virtue of a back up.

When INSERTING a new node, all records above the insert point are
shifted up by one, the new one is added where it belongs and the
index is rewritten. When DELETING a node, all records are shifted
down to the deletion point, the be deleted is overwritten by the
shift, DOS is asked to resize the file, and the updated index is
rewritten to disk.

Sysop Name Search

The Sysop Name search is invoked by the F)ind O)perator command
and will search the sysop index for a sysop's name and display
the corresponding node and then ask whether you want to seek out
any next or previous name that also matches the given text.

Normally, the text you enter is taken to be (at least) the
beginning portion of the sysop's LAST name. If you enter two
words without a comma, then the program assumes you have entered
a FULL name and reverse the words, adding a comma, to create a
phone book style format. Because of this, you should only enter
two words when it is a full name. Eg, a partial, two word name,
like "Tom K", would end up as "K, Tom". If you were looking for
me, you might enter "Tom Kashuba", "Kashuba", or, maybe, "Kash".

When entering names in the above manner, a binary search is
performed on the sysop index. It is very fast but relies on your
input being LAST NAME FIRST. If you are not sure of the name and
only recollect a text fragment of it, you can request a linear
search that will search each and every record for any name that
contains the given text. To request this kind of search, you
prefix your text with a question mark (?). Eg, "?TOM".

When requesting a linear search (?text), you should only enter a
single, small piece of text without spaces. Spaces trigger an
attempt to reverse the text into the reverse name order that the
sysop index is stored in and would probably result in a search
text that is not what you intended.

Regardless of which method you request, whenever a match is
found, you are asked whether you want to find the next or
previous match. This allows you to choose among several nodes
whose sysop names match the search text.

When a binary search is requested (without a '?' prefix) but no
match is found, you are asked if you want to try again using the
linear (ie, "Wild") search. If you request it, then the same
text you entered for the binary search is used, again, for a
linear search. This is adequate if you entered a short, single
piece of text but will probably do no better if you entered what
you thought was a full, correct name.

When unsure of a sysop's name, use the linear search with just a
short name fragment that you are sure exists within the desired
name. Eg, if you know he or she was Irish and had "Mc" in their
name, you would enter "?mc". Likewise, if the sysop's first name
was John, then use "?John". If, eg, you entered inadvertently
"John", then only those whose LAST name starts with "John" would
be found such as "Johns", "Johnston", and so on.

Changing Special Addresses

In order to preserve the complex nature of the nodelist index,
you are prevented from changing addresses of Region or District
administration nodes. These must be maintained, as is, because
they are stored in the nodelist index in a unique manner that can
only be properly handled by a complete nodelist compilation. If
you really need to change a Region or District admin node, then
use your nodelist compiler to do it properly.

```
┌─────────────────────────┐
│   Log Surveyor          │
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```

SUMMARY:

The Log Surveyor prescans the BinkleyTerm log and displays it in a
tabular, compressed, and highlighted manner that makes it easy to
review all logged activity. For very large logs, it asks you choose
what 1/10 of the log you want to review.

NOTES:

When requesting this function, Bonk prescans the log then jumps to
the last page of log entries. From then on, you can jump, by page,
forward or backward in the log file. Each log session has the first
applicable entry for that session highlighted so that sessions are
clearly delineated.

Log session are broken into the three classes of Opus, User, and
NetMail, each being displayed with different screen attributes. The
Opus setting includes any Opus user calls that might be present in
your log file as can happen if you use Opus and BinkleyTerm,
together, and have them both use the same log file.

```
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│ ::::::  Q u i c k   S t a r t  :::::::::::::::::::::::::::::::::::::::: │
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```

If you are masochistic and have found your way to this section without
reading the rest of the notes, then here's how to get the program up
and running, quickly (at your own risk).

   1) If you haven't done it already, unpack and place the Bonk files
      in the directory where you put your commonly used Opus utilities
      or any previous version of BONK that you might have. The
      BinkleyTerm home directory is most often used. There is a sample
      configuration file included in this kit but since it is called
      SAMPLE.CFG, it will not overlay or destroy any previous BONK
      configuration file that you might already have.

   2) If desired, create a configuration file using one of the simple
      examples in the configuration section of this document. You
      usually won't need to do this if you are willing to put up with
      the absolute slowest video display method that it defaults to.

   3) Run the program.

      If you have a 100% CGA or MDA compatible video adaptor, then you
      can use Bonk's fastest video mode (RAM) by adding the command
      line switch "-vr" as in "BONK -VR".

     The program will start up and display the parameters screen. Any
     key will then bring you to the main menu. As stated elsewhere,
     however, there are several run-time options to better customize
     it to your individual needs but to properly use them, you'll just
     have to read the documentation.

   4) Once you are up and running, you should set up a Bonk
      configuration file in which you can permanently set your video
      mode, and several other things. Review the SAMPLE.CFG file and
      use it as a starting point for setting up your own particular
      version of BONK.CFG.

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│ ▒▒▒▒▒ Licensing Agreement ▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒ │
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```

This product is an external utility that is not part of the officially
distributed BinkleyTerm package and is copyrighted by Tom Kashuba.

There is no charge for it use and it may distributed, copied, or used
by any person or group as long as all of the terms and conditions
associated with both it and the BinkleyTerm package are adhered to.

Those wishing to show their appreciation and who would like to
contribute to this product's support and longevity, are invited (but
not required) to contribute at least $15 to:

        Tom Kashuba
        1411 Fort St, Suite #2001,
        Montreal, Quebec H3H-2N7
        Canada
        FidoNet: 1:167/99

This product may only be distributed in its full, unadulterated form
with all the files listed under "Packing List".

Due to inevitable time and money constraints, I can only respond to
direct netmail queries from those who have contributed. Contributors
who send me direct netmail queries must mention their contribution so
I can verify it. All others should forward their queries to their
nearest BinkleyTerm support system or the BinkleyTerm EchoMail
conference. I may, on rare occasion, answer EchoMail queries if I
accidentally come upon them and I have the time.

```
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│ │ ::::::  R e v i s i o n   H i s t o r y  ::::::::::::::::::: │ │
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This is a brief summary of the changes and new features in v1.17 that
were added since the previous public version of Bonk, v1.16.

_____

General

   o Fixed a mite in the path checking function that overzealously
      disallowed some forms of otherwise legal paths whose last
      directory level name had an extension. The unavoidable downside
      of this fix is that path checking is less stringent than before.

   o Changed control file "Port" verb to accept ports from 1 to 16
      just as the -p command line switch already allowed.

   o Session macros for emulating DOS redirection. See Appendix on
      MACROS for more details.

   o The text field edit logic has been changed so that any of the
      special exit keys which might be active for a given edit field,
      such as ESC, UP, DOWN, et al, no longer erase the field upon
      exit. Instead, the field contents are left as they were up to
      the point of the special exit.

   o Fixed mite which sometimes ignored the presence of the
      environment string BONK=. However, some other mites reported in
      this area were actually due to the capitalization of the
      environment variable which must be in UPPER CASE. That is,
      "bonk=", "Bonk=", "bonk=", or "bONK=" will not work.

   o Added LOG as an EXEC option in the CFG file. Previously, it had
      been left out. For example, "EXEC LOG" will now auto boot into
      the Log Viewer.

   o Fixed a long-standing and long-overlooked mite which was setting
      the port specified by the -p command line parameter to one higher
      than the given value. Eg, -p1 was taken as COM2:.

   o Fixed another mite related the "PORT" CFG command which may have
      caused intermittent problems in the setup of some remote cases.

   o Modem Ring Watcher

      A new optional "RingMode Beep" feature can be set to monitor the
      modem on COM1 or COM2 for a RING signal and BEEP the speaker each
      time an incoming RING signal is detected. See Appendix section
      on Ring Mode for more information.

_____

Outbound Manager

  o By popular request, I have reluctantly removed all limitations on
     the E)rase command. It will now allow you to erase virtually any
     item - including a 5 megabyte ArcMail file. Please BE CAREFUL!

  o Changed the way to select the 'miscellaneous' file types that
     will be included in the outbound display. Before, the "F"iles
     command first toggled the overall inclusion of miscellaneous
     files types that weren't mailing files. Once toggled on, you
     then had to set the types to show. That two step process has
     been eliminated.

     You now directly set the file types to include directly from the
     "F" command's menu. That menu now also includes options for
     "O)ther" types, "ALL" types, and "NONE" (no types). The "O)ther"
     option is a catch-all that includes all files that do not fit
     into any other known category. Try the "F" command. It's easier
     to use and see than to explain.

  o Changed the way the lines are numbered in the outbound area. The
     numbering should now appear more consistent with line numbers for
     lines greater than the total number of objects being blanked out.

  o Changed coloring of ARC and FiReq objects. ARC's now show as Low
     B/W like other raw files and FiReq's as Bright for better
     clarity.

  o The display of Bad Call marker files (xxxxyyyy.$*) now includes
     the number of tries as trailing text "(# Tries)" after the file
     name display. This feature is geared toward Binkley style marker
     files that are at least 2 bytes in length and have the count
     stored as an Intel (lo/hi) 2-byte integer in those first 2 bytes.

  o Added =)Macro command to Outbound menu for limited use of macros
     from that menu.

  o Fixed a memory size calculation error in the outbound mail object
     loading routine that allowed more objects to be loaded than could
     fit in memory due to a math overflow of the computed memory size.
     The routine now checks for the total number of objects, as well
     as their total size and should now stop before the maximum is
     hit, issuing an error message saying it cannot load any more.

  o As part of the above fixes, the maximum number of outbound mail
     items that can be loaded and viewed has been increased from 630
     to about 840. This was accomplished by reducing each mail item's
     file path field length from 64 to 40. This is the field that
     displays either a simple packet's actual file name or, in the
     case of file requests and attaches, the path to the files in the
     list. This shouldn't cause any problems unless you have
     extremely long paths. Even then, it shouldn't be fatal; they
     probably just won't display properly or be accessible for
     maintenance.

o   Fixed mite in the X)pand H)eaders code that caused all the
    headers in those packets that had more than one to quickly
    overprint so you only say the last one.

o   Added allowance of an outbound mail holding directory with the
    form "d:\". Previous versions were already fudged to accept the
    simple root form of "\". This version adds the "d:\" form, also.

o   Added new quick exit to DOS via the backslash command (\).

o   In the S)endFile function, added D)irect to the list of
    P)riorities that a file attach can be assigned.

o   Added the configuration file statement "FiAttPrio {priority}"
    which sets the default file attach priority used in the S)endFile
    function. Eg, "FiAttPrio Direct" will set the default to DIRECT.
    If not used, the internal default of NORMAL is used.

_____

NodeList Editor

o   Added =)Macro command to NodeList menu for limited use of macros
    from that menu.

o   Fixed a well-camouflaged mite in the Node Editor that had the
    nasty habit of trashing the nodelist index when inserting a new
    node or editing an existing node's address <head hung in shame>.

o   Added prevention of address edit on those nodes which are stored
    in the index as special marker nodes. These include Zone Hosts,
    Region Hosts, and dummy comment nodes. Previously, editing the
    address of such nodes would have messed up the index, a little
    because their internal values are different than what is
    displayed and changing their address would trash their internal
    marker values.

o   Added prevention of setting the Bits that denote Zone and Region
    hosts for the same reasons as in the above item.

o   Changed the Message CallCost and Message UserFee field display
    and edit formats to decimal dollars; not cents. A number entered
    without a decimal is assumed to be in cents. Eg, entering "1.30"
    or "1.3" is taken to mean $1.30 whereas entering "13" is taken to
    mean $0.13. That should make cost entry easier for most Sysops.

    Also increased the maximum allowed value to the internal maximum
    of 65535 cents, ie, $655.35. That should handle even Steve
    Antonoff's local Bell rates :-)

o   Changed the edit logic for all text fields in the Node List
    Editor so they are trimmed of all leading and trailing blanks
    before and after editing them. Previously, they were not trimmed
    before editing which prevented any inserts until manually
    trimmed.

o   Fixed problem that required you leave at least one blank in an
    otherwise empty text field to clear it. Clearing it completely
    had simply aborted the edit, leaving the original contents. You
    can now clear any text field by simply clearing it completely as
    you would expect.

o   Added new quick exit to DOS via the backslash command (\).

o   Fixed a long standing and overlooked mite that caused all
    variations of the Node L)ist function to list all nodes,
    regardless of the search criteria entered. The L)ist S)ystem,
    L)ist L)ocation and L)ist B)aud show now work as expected.

_____
Log Viewer

  Added new quick exit to DOS via the backslash command (\).

_____
Help System

Fixed a few mites in the Help text which should make paging through
some of the help sub-menus more fluid. Previously, the PgUp and PgDn
keys didn't work properly when you were on some of the sub-menus
within the help system.

```
┌─────────────────────────────────────────────────────────────────────┐
│ ▓▓▓▓   C r e d i t s   ▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓ │
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The credits for those who have contributed to existence of Bonk and
Opus could fill volumes. As with all things in the PC BBS world as we
now know it, there are many pioneers and contributors without whose
help we would not have what we have now. Here's a partial list of
those who have most affected my work in one way or another:

... Ward Christensen ...

Ward has to get top billing for creating and donating X-Modem, the
first reliable and well documented method of exchanging binary files
using those new fangled things called modems. To this day, despite
its age and due to its simplicity, it is the most commonly found file
exchange protocol in the world.

... Tom Jennings ...

It goes without much saying that the Opus project, and the world of
FidoNet electronic mail, is based exclusively on the original On-line
PC communications system model created by Tom Jennings, as first
manifested in his Fido Bulletin Board Software.

... Wynn Wagner III ...

Wynn's Opus CBCS model advanced the Fido model, further still, with
more advanced and efficient telecommunications methods, the inclusion
of Z-Modem file exchanges, the WaZoo netmail protocol, and a host of
other innovations. It is Wynn who created the Opus world that this
product was borne out of lives and the Opus team that I am part of.

... Vince Perriello and Bob Hartman ...

Vince and Bob, contributed, enormously, to the advancement of the
overall netmail and Opus environments. The ConfMail, Ommm, and Renum
programs created by Bob, the BinkleyTerm electronic mail program by
both of them, and Vince's Opus telecommunications contributions share
very prominent roles on the Opus stage.

George Stanislav ...... For Opus, Avatar and OEC advancements.
Doug Boone .... For keeping the ball rolling.
Bob "Scribe" Davis..... For his tremendous support and cool head.
Mike Elkins .... For introducing me to the Opus gang.
Chuck Forsberg .... For creating Z-Modem.
Rick Huebner .... For fitting Z-Modem into Opus.
Colin Sampaleanu ...... For giving Z-Modem to the callers.
The Opus Test Crew .... For shaking down this, and previous versions.
Cheryl and Suki .... For finding problems I never dreamed of.
My Lovers & Partners .. For putting up with me through it all.

This section lists the option switches that can be specified in the
environment string "BONK=", on the DOS command line, or both.

Not that the [] enclose optional items and the {} enclose mandatory
ones. A vertical bar separates multiple choices. Eg, "{A|B}" means
that you must enter "A" or "B" whereas "[A|B]" means that you may
optionally enter a value but, only if you do, then it has to be "A" or
"B". In all cases, the brackets and vertical bars are not meant to
entered and are only for descriptive clarity.

General command line format (in the case of the environment then there
would be an equal sign after the BONK as in "BONK= "):

        BONK [-opt1] [-opt2] ... [-optn]

Command switch descriptions:

  -N   Don't use command line (environment only)

  -Ccfgpath   Alternate configuration file path.

  -L{0|1}   Force color OFF (-L0) or ON (-L1)

  -V{I|D|F|R}   Video mode: I)BM D)OS F)OSSIL R)AM

  -X{O|N|L}
                     Run OUTBOUND, NODELIST, or LOG functions.

  -A{helppath}   Alternate help file path

  -O{path}   Outbound mail path

  -S   Naked (starkers) Requests, ie, w/o POLL

  -O{path}   Outbound mail path override

  -H   List these command line options to screen

  -W{pass}   Remote password 'pass'

  -Z   Leave FOSSIL active on exit

  -YB{1-2}   Set RingMode BEEP on port {1-2}. Eg, -YB1 will
                     set RingMode BEEP on port 1. Used to monitor
                     incoming rings while you're off-line and working
                     merrily away in Bonk.

```
-]{m}                 Macro Record Mode: Records all key-strokes in
                      the file "MACRO.{m}".  Eg, "-]T" would record
                      keystrokes in the file "MACRO.T" for editing or
                      playback by the "-[T" switch or "=" command.
                      See Appendix on "MACROS".

-[{m}                 Macro Playback Mode: Plays back the key-strokes
                      stored in the macro file, "MACRO.{m}".  Eg,
                      "-[X" would take key-strokes from the file,
                      MACRO.X.  See Appendix on "MACROS".
```

These command switches are sent by Opus when it shells to an
external program, such as Bonk, but can also be entered, manually:

```
-P{1-16}              Remote COMM port 'n' (1-16)

-B{baud}              Remote baud rate of 'n' (1200,2400,etc)

-K                    Local mode (from Sysop keyboard)

-Fn                   Opus Caller's current file area 'n'

-Mn                   Opus Caller's current message area 'n'

-Rn                   Opus Caller's remaining minutes 'n'

-Tn                   Opus Caller's current Opus task no 'n'
```

```
┌─────────────────────────────────────────────────────────────────────┐
│ �████  Appendix II - Configuration File Commands  ▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧▧ │
└─────────────────────────────────────────────────────────────────────┘
```
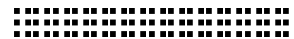
The configuration is a plain ASCII text file that contains
configuration commands, one per line. Each command starts with a verb
and is followed by a number of option settings as required for the
particular verb.

Blank lines and any portion of a line following a semi-colon are
skipped completely. Therefor, prefix all comments with a ';'.

Currently supported configuration commands:

Command Syntax   Description

CMDline {ON|off}   Scan command line options (or not)

COLOR {ON|off}   Force use of color (or not)

HELP {path}   Alternate path to the BONK.HLP file

SYMBOLS {IBM|ASCII}   Allow IBM graphics or convert them
                                    to their nearest ASCII equivalent.

NETMSG {path}   Netmail directory (future use)

INFILE {path}   Inbound files path (future use)

EXEC {OUTBOUND | NODELIST | LOGVIEW}

                                    Start up with given function

NETID {net addr}   Prime address Zone:District/Node

NETINFO {path}   Nodelist directory path

OUTbound {path}   Outbound mail (Hold) path

SYSOP "{name}"   Sysop's Name (use quotes)

SYSTEM "{title}"   System Name (use quotes)

SYSOPIDX {path\file}   Sysop Index a la FIDOUSER.LST

VIDEO {IBM|DOS|FOSSIL|RAM [VideoSegment]}

                                    Video Method. If RAM, an optional
                                    second argument (4 hex digits) can
                                    be given to set the video buffer's
                                    segment address, eg, A000.

LOGfile {path\file}   Opus log file path\file

```
FOSSIL {Active}                Leave FOSSIL active on exit

PORT {1-16}                    Remote operation via comm ports 1-16.

SPEED {baud rate}              Remote baud rate, eg, 2400

REMPWD {password}              Remote password

NAKEDREQ                       Don't make POLL with File Requests

RINGMODE BEEP {port}           Sense incoming ring on port {port} and
                               beep the speaker each time.

CSDelay {locsecs} {remsecs}    Specify the Caller Info screen's refresh
                               time (in seconds) when operating locally
                               {locsecs} and remotely {remsecs}.

XLTOUT {path\file.ext}[DUMP]   A 256 byte Output translate file with
                               1 byte per code.  If a byte is a
                               binary zero, the original character
                               is used, as is, otherwise, the byte's
                               value is sent, instead.  If the DUMP
                               keyword is present, the default internal
                               translate table is dumped to the given
                               file name so only use it once to
                               generate a starting translate file that
                               you can then binary edit to create a
                               custom translate table.

OHMFMT {FILES|ZMODS|ZARCS|NOCALL|OTHER|ALL|NONE}

                               Sets the types of miscellaneous files
                               that will be displayed in addition to
                               standard mail type files.

                               FILES = FiReq/FiSend Listed Files
                               ZMODS = Partial Zmodem file transfers
                               ZARCS = Zero byte (empty) archives
                               NOCALL= Incomplete dial markers
                               OTHER = Virtually all other files
                               ALL   = All of the above
                               NONE  = None of the above
```

```
┌─────────────────────────────────────────────────────────────────────┐
│ ::::::    Appendix III - Macros   ::::::::::::::::::::::::::::::::::::::::: │
└─────────────────────────────────────────────────────────────────────┘
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┌───────┬─────────────────────────────────────────┐
│ NOTE  │  Advanced Feature.  Use with caution!   │
└───────┴─────────────────────────────────────────┘
```

Due to a DOS problem that makes it difficult (if not impossible) to
receive redirected keyboard presses without them being screened for ^S
and other special keyboard sequences, the keyboard I/O routines
directly access the BIOS when the video mode is set to IBM or RAM.
Unfortunately, this prevents redirection of input (in those fast I/O
modes) which some Sysops had been using to create a session level
macro that would run some key stroke sequences prestored in a
redirected input file.

To better accommodate such scenarios while retaining the direct BIOS
keyboard interface required for proper keyboard handling, the command
parameters of "-[a" and "-]a" were added which playback or record an
external macro file. This not only provides a good substitute of DOS
redirection of input, but also allows for easier manipulation of the
commands because each keystroke is stored in a symbolic fashion. Eg,
ENTER and ESC are stored during recording (or interpreted on playback)
as {Cr} and {Esc}.

... Recording a Macro ...

You can create a macro file directly with any text editor or you can
use the new "-]a" command switch (like DOS's ">" command) to create
one for you by recording all the keystrokes that you enter during the
entire execution of the program. It instructs the program to RECORD
all keystrokes entered during a run session in the file "MACRO.a"
where 'a' is the single, alphanumeric character (0-9,A-Z) specified in
the command.

... Playing Back a Macro ...

You can start the playback of macro as soon as the program starts with
the "-[m" command line switch, from most of the main function menus
with the "=" command, or both.

The new "-[a" command switch (like DOS's "<" command) instructs the
program to take its keyboard input for that session from the file
"MACRO.a" where 'a' means the same as described, above. For example,
the command switch of "-[G" would play back the commands stored in the
macro file, "MACRO.G". When the file has been completely read, the
program will resume taking its input from the keyboard (or remote).

You can also execute a macro from most of the major function menus
with the new "=" command. If it's available, pressing the "=" will
prompt you to enter the letter code (A-Z,0-9) of the macro to run.

... Macro file coding rules ...

1) A macro is a plain, ASCII, text file with key codes in it.

2) Each regular key (not control) appears as you would enter it.

3) Control and Cursor keys are entered as symbols (see below)

4) More than one line can be used; no continuation symbols are needed.

5) Naked spaces are *not* interpreted and can be used for clarity.

Here's a list of the symbols allowed in a macro file:

Note: The fancy brackets {} are required.


```
{ } .......... True SPACE (because naked spaces are ignored)

{Up} ........ Cursor Up

{Down} ....... Cursor Down

{Left} ....... Cursor Left

{LWord} ...... Cursor Left, 1 Word

{Right} ...... Cursor Right

{RWord} ...... Cursor Right, 1 Word

{PgUp} ....... Cursor Page Up

{PgDn} ....... Cursor Page Down

{Home} ....... Cursor Home

{End} ........ Cursor End

{Esc} ........ Escape Key

{CR} ......... Enter Key

{Tab} ........ TAB Key

{BS} ......... BackSpace Key

{DelHom} ..... Same as Ctrl-Home (eg, del text to start of field)

{DelEnd} ..... Same as Ctrl-End (eg, del text to end of field)

{Del} ........ Same as DEL Key
```

{Ins} .... Same as INS key (eg, insert space in a text field)

{Ctl-c} ...... Where 'c' is A-Z. Use for unlisted Ctl-Keys.

{Rem} .... Ignore rest of line, treating it as a remark.

{Stop} .... For Testing: Terminates macro. Not usually needed.

{###} .... Pause for ###/10 seconds (0-255). Eg, {30} = 3 Secs.

All Else ..... All other non-space chars are taken, as is.

For Example, the following macro would clear the opening parameter
screen, invoke the OutboundMgr, and switch the display to Zone 2. If
this macro were called MACRO.Z, then you would run with the "-[Z"
switch. Note the use of spaces and {Rem} for clarity and for adding
annotations.

```
 {Cr}                {Rem} Clear parameter screen
 OZ2                 {Rem} Run OutBound, Show Zone 2
```

Notes:

  1) This feature is not intended to be a full macro facility but only
     as a replacement for DOS redirection with a few added features.

  2) Since the "-]a" command stores all keystrokes used during an
     entire program's run (right up to and including the final exit
     commands), such an unedited macro, would mimic the entire
     session, returning you back to DOS. To quickly create a macro
     that will perform a series of Bonk commands and then just stop at
     some point within the execution sequence, you can use the -]
     switch to record a run session that does what you want. Then
     edit the macro to truncate it at the point you want it to stop.

  3) You don't need to use the -] switch if you know what keystrokes
     you want in a macro. Just create a text file with your editor
     and call it MACRO.a where 'a' is a letter of your choice.

  4) When the end of a macro is reached, manual input resumes.

5) Beware of cases where a string you want to input contains a text
   fragment that is the same as a macro symbol. The macro
   interpreter will take it to be the macro symbol.

   There is no easy way to avoid this type of (rare) conflict. If
   you do have to enter such a conflicting piece of text, you could
   use the trick of first entering a non-conflicting part of it,
   then a {Left}, then a {Right}, then the rest.

   Eg, to enter the true text of {Rem} into a string field, you
   could use the sequence of "{{Left}{Right}Rem}". The first "{"
   would be entered as is since no symbol match would be found. The
   cursor movements break up the string but do nothing else. The
   final "Rem}" is would also be entered as is since it would not
   match any symbol.

6) Related to Note 5, beware that the RECORD macro switch "-]m" will
   record all true text entry without any check as to whether that
   text happens to be the same as a macro command. Eg, if you
   entered the text "{CR}" into a field, manually, the keystrokes
   would be stored just as that and, upon playback, would be taken
   to be the "{CR}" macro, not as the actual text.

```
┌─────────────────────────────────────────────────────────────────┐
│ :::::   Appendix IV - Modem Ring Watch  ▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓▓║│
└─────────────────────────────────────────────────────────────────┘
```

RingMode BEEP is a feature that can be set to monitor the modem on
COM1 or COM2 for a RING signal and BEEP the speaker each time an
incoming RING signal is detected. This is useful when you plan to
work in the program for long periods of time and want to know when
there is an incoming call so you can exit and run your BBS or netmail
software to handle it.

```
  .....................................................................
  The command line switch to set the RingMode is ...

      -YB{port}          {port} 1=COM1 2=COM2

  Eg:  -YB2              Monitor RING on COM1

  .....................................................................
  The equivalent configuration file statement is ...

      RingMode BEEP {1│2}

  Eg:  RingMode BEEP 2  Beeps speaker with each RING on COM2:
```

  Notes on RingMode:

  1. This feature requires that you have a FOSSIL interface installed
     - as you would if using Opus or Binkley. If none is detected and
     RingMode is enabled, then the program will issue warning, refuse
     to run, and exit to DOS.

  2. The port monitored by the RingMode will almost always be the same
     one you use for your Opus or BinkleyTerm connections but you can
     choose the other one if you can find a reason to do so.

```
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│ ┌─────────────────────────────────────────────────────────────┐ │
│ │ :::::  Appendix VI - Additional Notes  ::::::::::::::::::::: │ │
│ └─────────────────────────────────────────────────────────────┘ │
└─────────────────────────────────────────────────────────────────┘
```
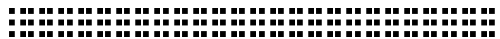
MEMORY USAGE

Bonk can use up to about 300k of memory when heavily used with very
active systems and DOS doesn't handle running out of memory very
gracefully. Bonk tries its best to catch memory run out conditions
but, still, under extreme load in tight memory layouts, it is possible
to crash it if you try hard enough.

Merging of File Lists

Whenever a merge of file attach lists is triggered by such things as
address or handling changes, there is no check on duplicate files that
may result when the original list and the merged list both contain the
same file name. The resulting file will then contain the exact sum of
the original two file lists, one after the other. For the time being
if you see that happen, you can correct the listed "xxxxxxxx.?LO" file
with your text editor.

```
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│ ::::::   Index    ::::::::::::::::::::::::::::::::::::::::::::::::: │
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Index (cont)