

DoorMan
Version 1.0

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Introduction

The purpose of DoorMan is to give you control over who can access your door programs, and when. No doubt you have come across users who, for whatever reason, are constantly dropping carrier in door programs, and then there is the door program all the users love that refuses to send the user back to the BBS when their time has expired. Well, DoorMan is here to handle both of these, and more!

The program will read the necessary information from its configuration file, and your BBS "drop" files. (The "drop" files referred to in this document are files that your BBS creates to provide your door programs with information on users, and your port set up. Support for a number of different drop file formats is included in DoorMan.)

Although the intended purpose of DoorMan is for controlling the access to programs you run it's also very well suited for displaying messages of any kind to your users. You might want to use DoorMan to display a message to users encouraging them to contribute to your board in order to help you get more programs registered. DoorMan has the ability to display a different message for each door you run, so you may want to use the program to display a list of users who have contributed to the registration of each door program individually.

DoorMan currently supports COM1 - COM4 (including non-standard IRQs); baud rates to 115,200; and most popular drop files. (The use of FOSSIL drivers is supported, but not necessary.)

What it does

DoorMan has two modes - "IN" and "OUT". You run DoorMan with the "IN" parameter prior to executing a door program, and you run DoorMan with the "OUT" parameter after the door program terminates, but before the user is returned to the BBS. In essence, DoorMan checks your users in and out of door programs.

When operated in the "IN" mode DoorMan will "check-in" the user, and verify that the user is not in the lockout list. This is a listing of users who have previously dropped carrier while in the door, or users whose name you have added manually to the lockout list. If the user is not in the lockout list, DoorMan will then check to see if the user's remaining time is sufficient to enter the door. If the user's name is found in the lockout list, or if the user does not have enough remaining time, then DoorMan will display an appropriate message to the user and deny access to the door. (This is done via an ERRORLEVEL exit that you trap in your batch file.) If everything is okay then DoorMan will terminate without the user knowing it ever ran.

When operated in the "OUT" mode DoorMan will check the user out of the door program. DoorMan will do a carrier test, and if the user has dropped carrier, the user name will be added to the lockout list. This action can be controlled further using the user's security level which

gives you the ability to allow users with a set security level to drop carrier and NOT be locked out of the door in future. (You can also use an ERRORLEVEL trap in your batch file to do such things as send a user a message when they drop carrier.)

DoorMan will perform a "self-test" each time it is run to ensure there has been no corruption of the program file. Should the self-test fail, the program will terminate and log this information to the error log.

You do not need to have an ANSI driver loaded locally for DoorMan, and DoorMan will use its own ANSI detection routine to determine whether the remote user has ANSI capabilities or not.

The program can be operated with, or without a FOSSIL driver loaded.

DoorMan returns ERRORLEVELS as follows:

- 255 = unspecified error (error code will be specified)
- 110 = FOSSIL initialization failure - FOSSIL not loaded
- 109 = FOSSIL initialization failure - invalid FOSSIL baud rate
- 105-108 = invalid port data specified (error will be specified)
- 104 = mode not specified (IN or OUT)
- 103 = invalid mode specified (must be IN or OUT)
- 102 = configuration file (DoorMan.Cfg) not found
- 101 = drop file not found
- 100 = unknown type of drop file
- 99-95 = fatal errors (program will terminate with explanation)
- 80-4 = operating error (error code will be specified)
 - 3 = user denied access due to remaining time
 - 2 = user found in lockout list
 - 1 = user dropped carrier
 - 0 = normal program termination

If an error occurs, DoorMan will display the specific error and record it in an error log so that it can be easily identified and corrected.

Note: Termination with an ERRORLEVEL of 3, 2, 1, or 0 does not mean an error has occurred. These are here so that they can be trapped, and you can take the appropriate action in your BATCH files. The FOSSIL errors are only applicable when using a FOSSIL driver.

What it needs

The program will operate on an IBM (or compatible) PC with an 80286 or higher CPU; DOS v3.0 or higher; and approximately 94,000 bytes of free RAM. This is a text mode application, so graphics capabilities are not required. The local display will be in colour if your monitor supports it, otherwise, the local display will be in black and white.

Included in the DoorMan v1.0 archive is the file DOORM386.EXE. This is an executable version of DoorMan optimized for use on systems with the 80386 (or higher) processor. This version requires less memory to run, and executes a little faster. You may leave the file name as it is, or rename this file to DOORMAN.EXE. You must, of course, have an 80386 or higher to use this version of DoorMan.

Command line options

There are only two; IN and OUT (case insensitive). This tells DoorMan what mode to operate in, and you must specify one or the other. (There is no need to include a leading character, such as "-", or "/", before the command line option, but either of these may be included.)

Configuration file settings

The configuration file MUST be named DoorMan.Cfg. This file is searched for in the following order: first in the current directory; second in the directory where the EXE is located; and finally the directories that are listed in your DOS PATH statement. If you put the program and the configuration file in a directory located in your PATH you will be able to run the program from any directory on your system.

Only the first 19 lines of the configuration file are read, so you are free to include any comments you like below this point (as was done in the sample configuration file that came in this archive). Each setting should begin in the leftmost column of the file (ie no leading spaces, or other characters). In some cases, if an error has been made in the configuration file, DoorMan will assign a default value to the setting (as indicated below), but this is not always possible.

The configuration file is a plain ASCII text file and the order of the setting DOES matter. Setting one must be on line one, setting two must be on line two, etcetera. Do NOT include any comments in the first 19 lines of the file.

The configuration file settings are as follows:

Line 1 -- No Default

This is the drop file you want DoorMan to read from. It must be in the current directory when the program is run, or you can include a full path/filename here. Currently, DoorMan supports any of the following drop files:

- CALLINFO.BBS
- CHAIN.TXT
- DOOR.SYS
- DORINFO1.DEF
- SFDOORS.DAT

If your BBS software does not support one of these formats, send details on the file format you require, and every effort will be made to include it in any future releases. Note: Most testing of DoorMan was done using DORINFO1.DEF, and as such, if this format is available to you, it is the best choice.

Line 2 -- Default: DoorMan.Bad (in the current directory)

This is the lockout file. You shouldn't include a path with this filename unless you want to use a "global" lockout list. If you just specify a filename here, DoorMan will create and/or update this file as needed, in the current directory. This allows each door to maintain a separate list of users who are locked out. If a full path is specified, then once a user is added to the lockout list, access will be denied to that user for ALL doors.

Line 3 -- Default: DoorMan.Err (in the current directory)

This is the file where DoorMan will record any program errors it

has. You should specify a full path for this file since DoorMan will include directory information in the log and this will show you where the error occurred. Hopefully, you will never see this file!

Line 4 -- Default: DoorMan.Log (in the current directory)

This is the log file that DoorMan will write to. You should not include a path with this filename unless you want DoorMan to use a "global" log file. Each time a user is given, or denied access to a door, it will be recorded in this file. By just specifying a file name (without any path information) DoorMan will write to this file in the current directory. This will allow each door to have its own log file of activity. You can use these logs to see which doors are being used the most, and which ones have little activity. (DoorMan will also record any dropped carriers in this log, as well as in the main BBS log file.)

Line 5 -- Default: DoorMan.Bbs (in the current directory)

This is your main BBS log file. Enter the full path/filename to your BBS log file. Any time a user drops carrier it will be logged here (and in the individual log file). By recording carrier drops here, it will save you having to look through the separate logs to see if any users have dropped carrier. (DoorMan will use the style of Maximus-CBCS when writing to this log. If this will be a problem for your system, you can specify any file you like and DoorMan will use it instead of your BBS log file.)

Line 6 -- No Default

This is the name of your BBS. This entry must match EXACTLY with the name you provided for registration. (Prior to registration, you can put any name you like here. The BBS name is displayed to the user, but only after the program has been registered.)

Line 7 -- No Default

This is your first name. The same applies here as in Line 6 for registered versions of the program in that this entry must match exactly with the name you provided for registration. (Your name will NOT be displayed to the user whether you have registered or not.)

Line 8 -- No Default

This is your second name. (See Line 7 for further details.)

Line 9 -- Default: 00000000

This is your registration number. Until the program is registered, this should be left at 00000000.

+ Line 10 -- Default: 3

This is the size of message you would like to use. If a user has been found in the lockout list, or if their remaining time isn't sufficient to enter a door, then a message is displayed. You can select between three different sizes of display for this. If you want to display a small message, use 1 for this setting (4 lines are displayed); for a medium display, use 2 (8 lines); and for a large display use 3 (15 lines) for this setting. Note: The more

there is to display, the longer it will take to transmit to the remote user. This means, the smaller the display, the faster it can be transmitted to the user.

Line 11 -- Default: 219 (which is the "█" character)

This is the ASCII character to use for the display border. Enter the character CODE you would like to use, and NOT the character. The message that is shown to the user is enclosed in a "box" and this is the character that will be used as the border in drawing the box. Valid characters are those represented by ASCII 33, to ASCII 254. Note: When selecting the character to use here, keep in mind that some characters take longer to display than others. The internal time adjustments made by DoorMan are based on ASCII character 219 which is one of the characters that takes a little longer to display.

+ Line 12 -- Default: 10 (seconds)

This is the delay that comes at the end of the message (prior to the user being returned to the BBS). This value must be set high enough to allow the user to read the message. The setting is for the number of seconds you want the message to show for AFTER the display has completed on the remote end, but before the user is returned to the BBS. This setting will accept any number from 0 to 60, but remember that this is the length of the delay after a message has finished displaying. The message will come up on the local screen much faster than it will on the remote side, unless the user is above 9600 baud. (There are internal adjustments included in DoorMan to compensate for various baud rates, and also to compensate for users with and without graphics enabled.)

+ Line 13 -- Default: Internal Message

This is the file containing the message you would like displayed to users who are found in the lockout list. DoorMan contains its own "canned" messages which will be used by default if this file is not found. This should be a full path/filename unless you are going to use individual files for each door (ie the file will be found in the current directory when DoorMan executes). Depending on the display size you have selected (see Line 10 above), this file can contain 4 lines of text (Line 10 set to 1), 8 lines of text (Line 10 set to 2), or 15 lines of text (Line 10 set to 3). Each line of text is limited to a maximum of 60 characters. The setting of Line 10 will determine how many lines are allowed for display purposes, but more lines can be included in the file if you like (they just won't be displayed).

+ Line 14 -- Default: Internal Message

This is the file containing the message you would like displayed to users who are denied access to the door because their remaining time is too short. (See Line 13 for further details.)

+ Line 15 -- Default: 999

This is the minimum security level (as recorded in the drop file being used) a user must have to NOT be added to the lockout list if they drop carrier. If the user's security level is equal to, or greater than this setting, they will NOT be added to the list even if they drop carrier. If the user drops carrier, it will be

recorded in the BBS log file, along with the fact that the user was not locked out.

+ Line 16 -- Default: 0 (minutes)

This is the number of minutes a user must have remaining (as recorded in the drop file being used) in order to be given access to the door program. If the user's time remaining is equal to or less than this setting, they will NOT get access to the door.

Line 17 -- Default: 0 (standard IRQ or value passed from FOSSIL)

This specifies which interrupt to use for the port selected. For COM1 & COM3 the default interrupt that will be used is IRQ4, and for COM2 & COM4 the default that will be used is IRQ3. If you're using a port with a non-standard IRQ, use this option to specify which IRQ is to be used. Note: You should be very careful before you override the default values here, as you may cause problems with other devices in your system.

The following lists the default interrupts used:

COM	Base Address	IRQ (Default)
1	3F8 hex	4
2	2F8 hex	3
3	3E8 hex	4
4	2E8 hex	3

Valid values are 0 (use IRQ default for Port) to 15.

(* See the note later in this section regarding port settings.)

Line 18 -- Default: 0 (no FOSSIL)

This specifies whether or not you are using a FOSSIL driver.

Valid values are 0 (no FOSSIL), or 1 (using FOSSIL).

(* See the note later in this section regarding port settings.)

Line 19 -- Default: 0 (none)

This specifies the type of handshake you want to use between the CPU and the port (modem). You can select NONE (0), XON/XOFF (1), CTS/RTS (2), or XON/XOFF and CTS/RTS (3).

Valid values are 0 to 3.

(* See the note later in this section regarding port settings.)

Note: The value for any settings that relate to the COM port which are also given by either the drop file, or the FOSSIL driver (if one is loaded), will be taken over the settings you give in the configuration file. This ensures that no conflicts are created, and that the values used to initialize the COM port are not altered.

The settings above with a plus sign (+) to the left of the line number are "registered only" settings. Until DoorMan is registered, you won't be able to change these settings. Although this will limit the extent

to which you can modify the program's behaviour DoorMan is still fully functional. (You will not be able to "fine tune", or customize some of the features, but that is the extent of the limitations until you have registered the program.)

The following is an example of a batch file that would run DoorMan for a program named SOMEDOOR in the directory DOOR. (In this example, your main BBS directory would be BBS, and DoorMan is located in your PATH.)

```
@echo off
cd \door
doorman in
if errorlevel 2 goto quit
somedoor
doorman out
:quit
cd \bbs
exit
```

The ERRORLEVEL trap is used to bypass running the actual door program, and return the user to the BBS. You could add other things in here if you wanted, including a separate check for ERRORLEVEL 3 (insufficient time remaining), or ERRORLEVEL 1 (after running DOORMAN OUT, to see if the user dropped carrier). Note: If you want users with insufficient time to simply be returned to the BBS, the above example is all that's needed. (Please see your DOS manual for more information on ERRORLEVEL trapping, and BATCH files.)

Note: In addition to the configuration file, DoorMan also needs a key file (DoorMan.Key). This file *MUST* be placed in the same directory that the executable file (DoorMan.Exe) is in, or DoorMan will NOT run.

What you should have received

The following files should have been included in the "AV" stamped file DOORM10.ZIP you received:

- DOORM386.EXE -- executable optimized for 386/486 CPUs
- DOORMAN.CFG -- example configuration file
- DOORMAN.DOC -- this file
- DOORMAN.EXE -- the basic executable
- DOORMAN.HST -- a brief history of versions
- DOORMAN.KEY -- control file (do NOT delete)
- DOORMAN.PRN -- documentation formatted for printing
- FILE_ID.DIZ -- sample description
- PACKING.LST -- file list (with size/time details)
- README.1ST -- any last minute updates
- REGISTER.FRM -- registration form
- VENDOR.DOC -- information on distribution

License

DoorMan is distributed as Shareware. Both the program and its related files are copyrighted, and NOT in the public domain. This is NOT free software. Ownership is retained by the author. You are *NOT* permitted to reverse engineer, or decompile this program, or the like.

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You are granted a license to use this software for evaluation purposes for a period of 30 (thirty) days. After 30 days you must either remove the software from your system, or send in the registration fee for the program. The registration fee for DoorMan is \$15.00 for non commercial users, and \$25.00 for commercial users. This registration applies for each copy of the program used (ie registration applies to each copy of the file DOORMAN.EXE/DOORM386.EXE you use on your system).

For the purpose of this license, commercial includes any use in a "for profit" organization (whether or not a profit is being made), and also includes any governmental agency or educational institution. (The fees stated are in Canadian dollars for Canadian users and U.S. dollars for all others.)

Registration is a one time thing. By registering the program now, you are entitled to use any further versions of the program without having to pay any additional registration fees. (This remains true even if in the future "unlimited updates" are not included in the initial registration fee paid.)

This license applies only to version 1.0 of DoorMan and will remain in effect for one (1) year from the date the program is released or until another version is released. Future versions (if any) may not contain the same license as stated here.

Although some of the features of DoorMan are restricted prior to being registered, the program is not "crippled" in any way, and there are no "surprises" (such as "drop dead dates", etc.) in DoorMan. The limitations of the unregistered version are all stated in this file. Registration will give you a few added features and controls, and gives you the right to continue using the program LEGALLY after the initial 30 day evaluation period.

You are encouraged to share this program with your friends, and anyone else you think might find the program beneficial. Please make sure you only pass along the complete set of files. (It would be unfair to give anyone an incomplete package, including all the documentation and support files.)

Refer to the REGISTER.FRM file for details on how to register, and the bonus programs you could receive with your registration.

Please, help support the Shareware concept by registering your copy of

this program. Remember that even the software used to create this program cost the author hundreds of dollars, not to mention the time that was spent developing and testing this software. Your support is needed to continue the development of this, and other software programs.

Warranty

THERE IS NONE WHATSOEVER. Every effort has been made to ensure no harm will be caused by this program, however, by using it the risk is yours entirely. The program has been found to operate as stated during testing (by the author, and beta testers), however, there is NO GUARANTEE that it will work on your system. In no event will the author assume ANY responsibility for any damages of any kind as a result of your use of this program.

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Miscellaneous

The program was written in Visual Basic for MS-DOS v1.00 (Professional Edition), and was written on a 486/33C IBM compatible computer operating under MS-DOS 5.0.

Trade names mentioned in this document are the property of their respective owners.

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