

## **Screens**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Screens		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## Screens

### 1.1 Screens.Guide

```
>> Quick Access Buttons  EDIT  @^@ Commands  @^@ Items  {X} Sequences
```

```
Screens  
=====
```

Ok, screens are text files that get displayed to the user at certain points of the users on-line time. These screens can contain ANSI escape sequences, normal text and even high ascii characters.

There are also some special screens that are required for the supplied node program and doors.

Screens should be saved with the default extension .TXT, but if you are running a multi lingual BBS you should see LanguageName\_XX and LanguageExtn\_XX

When screens are searched for by the bbs they are looked for in the following order:

- 1) In the current conference's screens/special directory
- 2) In the current node's "Screens/Special" directory
- 3) In "HBBS:Screens/Special"

Also, the access level of the user is added to the end of the filename before the extension. here's a few examples of filenames..

(all the following examples assume you have the following access levels set up 255,200,150,50 and 10)

- 1) User with access level of 200 joins your amiga warez conference on node 2

```
HBBS:Conferences/Amiga/Screens/Special/ConfJoin_200.TXT  
HBBS:Conferences/Amiga/Screens/Special/ConfJoin_150.TXT  
HBBS:Conferences/Amiga/Screens/Special/ConfJoin_50.TXT  
HBBS:Conferences/Amiga/Screens/Special/ConfJoin_10.TXT  
HBBS:Conferences/Amiga/Screens/Special/ConfJoin.TXT  
HBBS:Nodes/Node2/Screens/Special/ConfJoin_200.TXT
```

```

HBBS:Nodes/Node2/Screens/Special/ConfJoin_150.TXT
HBBS:Nodes/Node2/Screens/Special/ConfJoin_50.TXT
HBBS:Nodes/Node2/Screens/Special/ConfJoin_10.TXT
HBBS:Nodes/Node2/Screens/Special/ConfJoin.TXT
HBBS:Screens/Special/ConfJoin_200.TXT
HBBS:Screens/Special/ConfJoin_150.TXT
HBBS:Screens/Special/ConfJoin_50.TXT
HBBS:Screens/Special/ConfJoin_10.TXT
HBBS:Screens/Special/ConfJoin.TXT

```

- 2) Users Connects to node 3, but has not logged on or joined a conference yet.

```

HBBS:Nodes/Node3/Screens/Special/BBSTitle.TXT
HBBS:Screens/Special/BBSTitle.TXT

```

- 3) a user with the german language enabled, who has an access level of 10 logs off node 1 after joining the PC Warez Conference

```

HBBS:Conferences/PC/Screens/Special/LogOff_10.GER
HBBS:Conferences/PC/Screens/Special/LogOff.GER
HBBS:Nodes/Node1/Screens/Special/LogOff_10.GER
HBBS:Nodes/Node1/Screens/Special/LogOff.GER
HBBS:Screens/Special/LogOff_10.GER
HBBS:Screens/Special/LogOff.GER

```

From the above examples you should be able to figure out how screens are displayed quite easily. ←

Note 1: Users with an access level that does not exist (perhaps the sysop removed an access level) get downgraded to the next lowest level at login time. ←

Note 2: Only Valid access levels are searched, unlike /X which searches for ALL access levels nomatter if the sysop is using them or not.  
 So if you have access levels 50 and 10, a screen with an access level of 11 to 49 would not be displayed. This is because it takes AGES to search for 255 screens and doing it this way makes it ALOT quicker.

### Special Screen Sequences

=====

Screen commands are control sequences that are replaced by actual usefull information just before the screen is displayed. A screen that has the control sequences in MUST start with @^@ as the first three characters of the file.

Control Sequences take the format

```
<introducer>[<formatspec|command>]<name><terminator>
```

where

```
<introducer>          '@^'
```

```
<formatspec|command>  If you are using a sequence to display some data
                        then you would use a formatspec here. this is
```

as follows:

#### FormatSpec

=====

Here you \*may\* specify the amount of characters to be displayed, strings are padded to this amount if they are shorter then the number specified. Also format spec must end with a '^' character. If you prefix the format spec with a '-' character the string will be left justified.

#### Command

=====

if you want to get the bbs to do something other than display data then you use a command. See List Of Supported Commands for a list

<name> is where you put the item name of the value you want to display, See List of Supported Items

<terminator> '@'

Here's a few examples..

Sequence	Output (note, the ''s are NOT included in the output)
@^Handle@	"Hydra"
@^20^Handle@	" Hydra"
@^-20^Handle@	"Hydra "

Easy Really! We thought it would be a good idea to have format specification so that is possible to create tables.

Have a look at HBBS:Screens/Example/Stats.TXT for an example.

Here's a list of screens that are currently used by the Node and Doors, note that this is the actual order that the screens are displayed!

#### Login Screens

=====

Await  
PrivateSystem  
PrivateNode  
Speed\_Baud  
BBSTitle  
NoNewAt\_ALL  
NoNewAt\_ThisTime  
NoNewAt\_Baud  
GuestLogin  
Joined  
LoginLogo  
Bulletin

```
Conference Screens
=====
```

```
ConfLogo
ConfBulletin
ConfJoined
ConfLeft
ConfDownload
ConfUpload
```

```
Other Screens
=====
```

```
Download
Upload
LogOff
```

\*U\* there are many more screens which are not documented, yet, to check what screens HBBS is looking for you should run SnoopDOS! Which is a great program that you should have already!

## 1.2 Screens/Special/PrivateSystem

```
Screens/Special/PrivateSystem
```

This screen is displayed when a user logs onto a node with UseSysPW enabled. This will be the first thing a user sees (apart from the copyright message)

## 1.3 Screens/Special/PrivateNode

```
Screens/Special/PrivateNode
```

This screen is displayed when a user logs onto a node with UseNodePW enabled.

## 1.4 Screens/Special/Speed\_Baud

```
Screens/Special/Speed_Baud
```

This screen is displayed to a user who connected at the baud rate specified in the file name, (E.G. Speed\_2400)

## 1.5 Screens/Special/BBSTitle

---

Screens/Special/BBSTitle

This screen is displayed after PrivateSystem and PrivateNode have been displayed, just before the user is asked for a username and password.

## 1.6 Screens/Special/NoNewAt\_ALL

Screens/Special/NoNewAt\_ALL

This screen is displayed when a user wants a new account and no new users are allowed to join the system.

Note: see AllowNewUsers in BBSGlobal

## 1.7 Screens/Special/NoNewAt\_ThisTime

Screens/Special/NoNewAt\_ThisTime

This screen is displayed when a user wants a new account and no new users are allowed to join the system at this time

## 1.8 Screens/Special/NoNewAt\_<Baud>

Screens/Special/NoNewAt\_<Baud>

This screen is displayed when a user wants a new account and they connected at the baud rate specified in the filename. (E.G. NoNewAt\_2400)

## 1.9 Screens/Special/GuestLogin

Screens/Special/GuestLogin

This screen is displayed to a new user just before they are asked to enter their details.

## 1.10 Screens/Special/Joined

Screens/Special/Joined

This screen is displayed to a new user when they have successfully entered all their details.

---



## 1.11 Screens/Special/LoginLogo

Screens/Special/LoginLogo

This screen is displayed to a user just after they typed in their user name and password.

Note: This screen is NOT displayed to newusers, "GuestLogin" is displayed to them instead.

## 1.12 Screens/Special/Bulletin

Screens/Special/Bulletin

This screen is displayed

## 1.13 Screens/Special/ConfBulletin

Screens/Special/ConfBulletin

This screen is displayed when a conference is joined. There should be one of these files in each conference's "screens/special" directory except where you want to use a global bulletin for every conference.

## 1.14 screens/special/

Screens/Special/

This screen is displayed

## 1.15 List of Supported Items for Screen Sequences

List of Supported Items for Screen Sequences

=====

BBS @^'s

=====

BBSName	- BBS Name, as per BBSGlobal
BBSLocation	- BBS Loction, as per BBSGlobal
BBSCountry	-
Sysop	- Sysop's Name, as per BBSGlobal's SysopAccount option
BBSSerial	-
BBSNodes	-
TotalUsers	-
Conferences	-

User @^'s  
=====

Handle	-
RealName	-
Group	-
GeoLocation	-
Country	-
PhoneNumber	-
Password	-
ComputerType	-
AccessName	-
LastConf	- The name of the current conference that the user is in, or if the user has not yet joined a conf it will be the name of the last conference the user was in
LastConfNum	- As above except it will be numeric rather than text.
PreferedConf	- This will be the name of the users preferred conference if they have a preferred one set.
PreferedConfNum	- As above except it will be numeric rather than text.
Access	-
UserID	-
UploadBytes	-
DownloadBytes	-
UploadFiles	-
DownloadFiles	-
A_UploadBytes	-
A_DownloadBytes	-
A_UploadFiles	-
A_DownloadFiles	-
BestCPSUp	-
BestCPSDown	-
CallsMade	-
PagesMade	-
MessagesWritten	-
BRatio	- Byte Ratio (0 if ratio is disabled)
FRatio	- Files Ratio (0 if ratio is disabled)
LinesPerScreen	-
BytesAllowed	-
TimeAllowed	-
ChatAllowed	-
CallsAllowed	-
BytesUsed	-
TimeUsed	-
ChatUsed	-
CallsUsed	-
UserType	-
Status	-

## 1.16 Supported Commands

## Supported Commands

=====

Note: Commands \*without\* parameters MUST end in ^@

E.G. @^PAUSE^@ rather than @^PAUSE@

&lt;Command&gt;

&lt;Parameter&gt;

=====

=====

SYSDOOR

&lt;name of a system door&gt; [&lt;door options&gt;]

E.G. @^SYSDOOR^MAILSCAN QUICK@

In the above example the word MAILSCAN is the name of the system door, and the word QUICK are the options for that door.

USERDOOR

&lt;name of a user door&gt; [&lt;door options&gt;]

E.G. @^USERDOOR^FR C@

In the above example the word FR is the name of the user door, and the word C are the options for that door.

This would be the same as typing "FR C" at the bbs command prompt.

SCREEN

&lt;filename&gt;

This command just displays another text screen

E.G. @^SCREEN^HBBS:Screens/Misc/Userlist.txt@

SSCREEN

&lt;Screen Name&gt;

This command just displays another text screen. the difference between SCREEN and SSCREEN is that SSCREEN is LANGUAGE and LOCATION sensitive.

E.G. @^SSCREEN^MAILSTATS@

the example above would cause the bbs to look for the screen MAILSTATS first in the conference, then in the node and then in the hbbs:screens/special directory in that order until it found it.

PAUSE

&lt;Prompt&gt;

the pause command can be made to display a prompt and then waits for return to be pressed.

E.G. @^PAUSE^@

using Pause with a bank <prompt> causes it to display the default prompt. Note: You MUST have the two ^'s as above.

here's another example

```
@^PAUSE^Smack return!@
```

This would cause pause to display the text "Smack Return!"

Also, in the prompt string you wish to display you can use {X} sequences, See {X} Sequences for a list.

TPAUSE

<Timeout>

Displays the system pause prompt for <Timeout> seconds

CLS

<none>

No options are valid, this just clears the screen!

## 1.17 Prompt Sequences

Prompt Sequences

=====

Just use the following sequences below in a prompt and they will be replaced by some usefull data before the prompt is printed to the screen.

```
{S}    BBS Name
{C}    Current Conference Name (if use is in a conference)
{H}    User's Handle (If logged on)
{T}    Time in the format HH:MM
{D}    Date, in the format DD/MMM/YYYY
{E}    Ansi Control Sequence Introducer ( 'ESCAPE' +'[' )
```