

CFG_NODEGLOBAL

COLLABORATORS

	<i>TITLE :</i> CFG_NODEGLOBAL		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

CFG_NODEGLOBAL

1.1 HBBS:Nodes/NodeGlobal

```
>> Quick Access Buttons  EDIT
```

```
HBBS:Nodes/NodeGlobal <  ShowMe
=====
```

Description:

The HBBS:Nodes/NodeGlobal file defines the setting for all the nodes individual setting can be overridden for each node by placing NodeLocal Files in the Node Directories. The NodeLocal Files use EXACTLY the same options as used in NodeGlobal.

For Most Systems with 3 nodes (2 modems and one sysop node) you'd create one NodeGlobal file with the settings to be used by all the nodes, then in the NodeLocal dir for node 1(the sysop node) you'd override some of the settings! Clever Huh ?

Options:

All Settings with a * before the option name should preferably be set in the appropriate HBBS:Nodes/NodeX/NodeLocal config file

SysopAccount=<string>	More...
*NodeName=<string>	More...
*NodePhone=<string>	More...
*NodeConnectScript<path>	More...
AskUserPW=<boolean>	More...
UseSysPW=<boolean>	More...
SysPW=<string>	More...
SysPWScript=<path>	More...
SysPWPrompt=<string>	More...
*UseNodePW=<boolean>	More...
*NodePW=<string>	More...
*NodePWScript=<path>	More...

*NodePWPrompt=<string>	More...
UserNamePrompt=<string>	More...
UserPWPrompt=<string>	More...
*NodeLogFile=<path>	More...
*ModemLogFile=<path>	More...
*CallersLogFile=<path>	More...
*UploadLog=<boolean>	More...
*DownloadLog=<boolean>	More...
ChatFlag=<boolean>	More...
Iconified=<boolean>	More...
UseOwnScreen=<boolean>	More...
StartScreen=<boolean>	More...
ScrModeID=<numeric>	More...
ScrHeight=<numeric>	More...
ScrWidth=<numeric>	More...
ScrDepth=<numeric>	More...
AccessRequired=<numeric>	More...
*UseDevice=<boolean>	More...
AllowNewUsers=<boolean>	More...

1.2 NodeName

NodeName=<string>

E.G.

```
NodeName="Sysop Only Node"
NodeName="Private Node 1"
```

No Default, Must Be Set!

Sets the node's name, mainly to be used in bulletins and WHO doors...

1.3 NodePhone

NodePhone=<string>

E.G.

```
NodePhone="+44 1202 417197"
```

No Default, Must Be Set!

This option should contain the node's phone number.

Note that this information will be saved in the users keyfiles so that other sysops can call your board to verify the users keyfile.
See Keyfiles

1.4 NodeLogFile

NodeLogFile=<path>

E.G.

NodeLogFile=HBBS:Nodes/NodeX/Logs/Node.Log

No Default, Must Be Set

Specifies the log file for the specific node.

Please use the setting in the example for this option where possible.

1.5 NodeConnectScript

NodeConnectScript=<path>

E.G.

NodeConnectScript=HBBS:Scripts/Node1Connect.scr

No Default

This script will be run after a user has connected to the node, this script is run BEFORE the user is asked for the following items system password, node password and username/password. Should be used for running bulletin generators and other such programs.

1.6 UseSysPW

UseSysPW=<boolean>

E.G.

UseSysPW=TRUE

Default = FALSE

This Option when enabled will ask the user for a password before the user can log on the the system, this password is prompted for BEFORE the user is asked for the NodePassword.

1.7 SysPW

SysPW=<string>

E.G.

SysPW="OK"

Default = "PASSWORD"

Specifies the password for the system.

1.8 SysPWScript

SysPWScript=<path>

E.G.

SysPWScript=HBBS:Scripts/SysPW.scr

No Default

Specifies the HBBS Script to run BEFORE the user gets asked for the system password, you should not use any references to any user details in this script as the user has not been asked for a username yet! Mainly used to display an ansi file with the system rules to the user.

1.9 SysPWPrompt

SysPWPrompt=<string>

E.G.

SysPWPrompt="Enter System Password :"

Default = "System PW:"

This prompt is displayed to the user before they enter the system password if enabled. See UseSysPW

1.10 UseNodePW

UseNodePW=<boolean>

E.G.

UseNodePW=TRUE

Default = FALSE

This Option when enabled will ask the user for a password before the user can log on to the node they have called. This option is great for private nodes. Can be combined with UseSysPW for ultimate protection!

1.11 NodePW

NodePW=<string>

E.G.

NodePW="BAD-DOOD"

Default = "PASSWORD"

Specifies the password for the node.

1.12 NodePWScript

NodePWScript=<path>

E.G.

NodePWScript=HBBS:Scripts/Node1PW.scr

No Default

Specifies the HBBS Script to run BEFORE the user gets asked for the node password, you should not use any references to any user details in this script as the user has not been asked for a username yet! Mainly used to display an ansi file to the user.

1.13 NodePWPrompt

NodePWPrompt=<string>

E.G.

NodePWPrompt="Enter Node Password :"

Default = "Node PW:"

This prompt is displayed to the user before they enter the node password if enabled. See UseNodePW

1.14 AskUserPW

AskUserPW=<boolean>

E.G.

AskUserPW=FALSE

Default = TRUE

If you don't want to ask the user for a password (if you are running an open system) then set this option to FALSE. You might also want to set the option to FALSE if this is for the sysop's local node

1.15 CallersLogFile

CallersLogFile=<path>

E.G.

CallersLogFile=HBBS:Nodes/NodeX/Logs/Callers.Log

No Default, Must Be Set

Specifies the filename of the callerslog file, please use the setting in the example above where possible.

1.16 UploadLog

UploadLog=<boolean>

E.G.

UploadLog=FALSE

Default = TRUE

When enabled the file UploadLog will be created in the node's "Logs" directory.

1.17 DownloadLog

DownloadLog=<boolean>

E.G.

DownloadLog=FALSE

Default = TRUE

When enabled the file DownloadLog will be created in the node's "Logs" directory.

1.18 ChatFlag

ChatFlag=<boolean>

E.G.

ChatFlag=FALSE

Default = TRUE

When set to FALSE the user cannot page the sysop!

Can be overridden at when node is running by cycling the chat gadget between "Chat ON" and "Chat OFF"

1.19 Iconified

Iconified=<boolean>

E.G.

Iconified=TRUE

Default = FALSE

When set to TRUE and you start a node up the node window will not open, you'll have to click on the the node you want to see the window of in the listview and then on the button marked WINDOW for it to appear..

(P.S. It's not **ACTUALLY** Iconified, it's just not OPEN! :-)

1.20 UseOwnScreen

UseOwnScreen=<boolean>

E.G.

UseOwnScreen=FALSE

Default = TRUE

When set to FALSE and you click the screen gadget to bring up the node's watch screen HBBS will bring up a window on the CtrlScrn instead of on a seperate screen, this is so that us lucky gits with 24bit gfx cards can have a 1280x1024*256 colour screen and display 6 node windows on one screen, and belive me it looks SOOOOOOOOOOOO cool! :-)

Can be overridden at when node is running by clicking on the settings button on the node control panel and toggling the cycle gadget between "Use Window" and "Use Screen"

1.21 StartScreen

StartScreen=<boolean>

E.G.

StartScreen=TRUE

Default = FALSE

When you start a node with this option set to TRUE the node program will open the watch screen and bring it to the front.

1.22 UseDevice

UseDevice=<boolean>

E.G.

UseDevice=TRUE

Default = FALSE

With this option set the node will try to open a the serial device specified in the HBBS:Nodes/NodeX/Device file. If set to FALSE the node will be treated as a local node.

1.23 AccessRequired

AccessRequired=<numeric>

E.G.

AccessRequired=100

Default = 0

This option specifies the mimium access lever a user must have before they can log onto this node. If set to LESS than the access level for new users no new users will be allowed to log on.

Generally this should be set to 0 for node 1 or your bbs and if you have lots of nodes and one is private for group members and sysop's then set this to the same level as a group member..

Kewl huh ?

1.24 ModemLogFile

ModemLogFile=<path>

E.G.

ModemLogFile=HBBS:Nodes/NodeX/logs/Modem.Log

No Default, Must Be Set

Specifies the log file for the specific node.

Please use the setting in the example for this option where possible.

1.25 AllowNewUsers

AllowNewUsers=<boolean>

E.G.

AllowNewUsers=YES

Default to YES.

If this option is disabled no new users will be able to join the system.
Usefull if you have private nodes or too many users.

1.26 ScrModeID

ScrModeID=<numeric>

E.G.

```
ScrModeID=626692 ; DBLNTSC Hi-Res Laced
ScrModeID=32768  ; Hi Res
ScrModeID=32772  ; Hi Res Laced
ScrModeID=167936 ; Pal: Hi Res
ScrModeID=167940 ; Pal: Hi Res Laced
ScrModeID=102400 ; NTSC: Hi Res
ScrModeID=102404 ; NTSC: Hi Res Laced
```

Defaults to the same setting as specified in BBSGlobal.

This option lets you set the screenmode for the node's watch window/screen

1.27 ScrHeight

ScrHeight=<numeric>

E.G.

ScrHeight=200

Defaults to the same setting as specified in BBSGlobal.

Specifies the Height of the node's watchwindow screen.

1.28 ScrWidth

ScrWidth=<numeric>

E.G.

ScrWidth=640

Defaults to the same setting as specified in BBSGlobal.

Specifies the Width of the node's watchwindow screen.

1.29 ScrDepth

ScrDepth=<numeric>

E.G.

ScrDepth=4

Defaults to the same setting as specified in BBSGlobal.

Sets the amount of bitplanes for the node's watch window screen, one bitplane = 2 colours, for every extra bitplane the amount of colours double. so for a 4 Colour screen it would be set to 2, an eight colour screen would be 3 and so on..

1.30 UserNamePrompt

UserNamePrompt=<string>

E.G.

UserNamePrompt=Please Enter Your Handle >

No Default, Must be set.

Specifies the prompt that will be used when asking for a users handle.

1.31 UserPWPrompt

UserPWPrompt=<string>

E.G.

UserPWPrompt=Please Enter Your Password >

No Default, Must be set.

Specifies the prompt that will be used when asking for a users password.