

**CFG\_BBSGlobal**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> CFG_BBSGlobal		
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# Contents

<b>1</b>	<b>CFG_BBSGlobal</b>	<b>1</b>
1.1	HBBS:BBSGlobal Config File . . . . .	1
1.2	BBSName . . . . .	2
1.3	BBSSerial . . . . .	2
1.4	BBSLocation . . . . .	2
1.5	BBSCountry . . . . .	3
1.6	BBSGroup_XX . . . . .	3
1.7	BBSNodes . . . . .	3
1.8	SysopAccount . . . . .	3
1.9	Drive_XX . . . . .	4
1.10	BBSDrive . . . . .	4
1.11	MinFreeSpace . . . . .	4
1.12	NoFreeSpaceScript . . . . .	5
1.13	ButtonName_XX . . . . .	5
1.14	ButtonCMD_XX . . . . .	5
1.15	HideScreen . . . . .	6
1.16	CallersLogFile . . . . .	6
1.17	ErrorLogFile . . . . .	6
1.18	LanguageName_XX . . . . .	7
1.19	LanguageExtn_XX . . . . .	7
1.20	EditorCMD . . . . .	8
1.21	NewUserAccessLevel . . . . .	8
1.22	MinPasswordLength . . . . .	8
1.23	MaxUsernameAttempts . . . . .	9
1.24	MaxPasswordAttempts . . . . .	9
1.25	CopyBufferSize . . . . .	9

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## Chapter 1

# CFG\_BBSGlobal

### 1.1 HBBS:BBSGlobal Config File

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

```
HBBS:BBSGlobal < ShowMe  
=====
```

Description:

The HBBS:BBSGlobal file defines global and system settings for the BBS.

Options:

BBSName=<string>	More...
BBSSerial=<alphanumeric>	More...
BBSLocation=<string>	More...
BBSCountry=<string>	More...
BBSGroup_XX=<string>	More...
BBSNodes=<numeric>	More...
SysopAccount=<string>	More...
Drive_XX=<path>	More...
BBSDrive=<path>	More...
MinFreeSpace=<numeric>	More...
NoFreeSpaceScript=<path>	More...
ButtonName_XX=<string>	More...
ButtonCMD_XX=<string>	More...
HideScreen=<boolean>	More...
ErrorLogFile=<path>	More...
CallersLogFile=<path>	More...
LanguageName_XX=<string>	More...
LanguageExtn_XX=<string>	More...

---

```
EditorCMD=<string>           More...

NewUserAccessLevel=<numeric>  More...
MinPasswordLength=<numeric>   More...
MaxUsernameAttempts=<numeric> More...
MaxPasswordAttempts=<numeric> More...

CopyBufferSize=<numeric>     More...
```

## 1.2 BBSName

```
BBSName=<string>

E.G.

BBSName="Utopia"

No Default, Must Be Set!

This option sets the name of the BBS!
```

## 1.3 BBSSerial

```
BBSSerial=<alphanumeric>

E.G.

BBSSerial=416APC3

Default = 0

This option sets the serial number of the BBS, if you are a registered
user you should fill this in. Otherwise leave it set to 0.

Note: PLEASE don't enter a false serial number or "borrow" another sysop's
serial number. It DOES NOT AFFECT THE BBS IN ANY WAY WHATSOEVER if you
leave this option at 0.
```

## 1.4 BBSLocation

```
BBSLocation=<string>

E.G.

BBSLocation="South UK"

Default = "UnKnown"

This option defines the BBS's geographical location.
```

---

## 1.5 BBSCountry

BBSCountry=<string>

E.G.

BBSCountry="UK"

Default = "UnKnown"

This options defines in what country the BBS is located

## 1.6 BBSGroup\_XX

BBSGroup\_XX=<string>

E.G.

BBSGroup\_1="Tension"

BBSGroup\_2="LSD"

Default = "UnKnown"

## 1.7 BBSNodes

BBSNodes=<numeric>

E.G.

BBSNodes=2

No Default, Must Be Set!

Specifies how many nodes the system has, you should have one node for each modem you are connecting to your computer and an extra local one for the sysop.

Don't forget to create the correct directories in HBBS:Nodes

Same as /X's ACP.info NODES Tooltype

## 1.8 SysopAccount

SysopAccount=<string>

E.G.

SysopAccount="Hydra"

Default = "Sysop"

This option sets the name of the sysop, there should be a user account created with the same name as this option.

Same as /X's ACP.info SYSOP\_NAME tooltype

## 1.9 Drive\_XX

Drives\_XX=<path>

E.G.

Drive\_1=DH0:

Drive\_2=DH1:

No Default, Must be set!

These options are set so that the BBS Can Calculate how much free space there is for uploads. Don't specify the same actual device more than ones and don't specify assigns otherwise the bbs will not be able to work correctly.

Same As /X's BBS:Drives.info DRIVES.x tooltype.

## 1.10 BBSDrive

BBSDrive=<path>

E.G.

BBSDrive=DH0:

No Default, Must Be Set!

This option tells the bbs what drive to use for calculating how much can be uploaded at any one time. (should be the same drive that the HBBS: assign point to.)

## 1.11 MinFreeSpace

MinFreeSpace=<numeric>

E.G.

MinFreeSpace=4096

Default = 4096

Should Be Specified In KBytes (so 4096 = 4MB)

---

This Option tells the bbs how much free space there must be to allow a user to upload. If there is less than this space on the BBSDrive then the system runs the script specified in NoFreeSpaceScript

## 1.12 NoFreeSpaceScript

NoFreeSpaceScript=<path>

E.G.

NoFreeSpaceScript=HBBS:Scripts/NoFreeSpace.scr

No Default, Need Not Be Set!

If this option is set then the system runs the script specified when there is less disk space available on the BBSDrive than specified in MinFreeSpace

## 1.13 ButtonName\_XX

ButtonName\_XX=<string>

E.G.

ButtonName\_1=Callers Log  
ButtonName\_2=Amiga Files  
ButtonName\_3=PC Files

No Default, Need not be set.

These options are a bit like the user buttons on /X's control panel, only ↵  
problem  
with LamiExpress is that you can only have a few buttons.. So i thought hmm, ↵  
how  
can we have it so that the user can have as many programmable buttons as they  
liked ? And then i came up with the idea of using a listview gadget instead  
of buttons! So you scroll the listview to the "button" of your choice and ↵  
double  
click it! Kewl Eh ?

ButtonName\_XX specifes the actual name that gets printed in the list view  
ButtonCMD\_XX specifies the actual command to run...

## 1.14 ButtonCMD\_XX

ButtonCMD\_XX=<string>

E.G.



```
ButtonCMD_1=PPMore HBBS:Nodes/CallersLog  
ButtonCMD_2=TTX HBBS:Conferences/Amiga/FileLists/DIR1  
ButtonCMD_3=TTX HBBS:Conferences/PC/FileLists/DIR1
```

No Default, need not be set, but if set then you must have a matching  
ButtonName\_XX..

These specify the actual commands that get run when the sysop double clicks  
on a "button" (see ButtonName\_XX)

## 1.15 HideScreen

HideScreen=<boolean>

E.G.

HideScreen=TRUE

Default = FALSE

This tells Control whether or not to bring its screen to the front when it  
is started up.. A bit like ICONIFIED on L/X's ACP.info

## 1.16 CallersLogFile

CallersLogFile=<path>

E.G.

CallersLogFile=HBBS:Logs/CallersLog

Default = HBBS:Nodes/CallersLog

This file allows you to change the path and filename of the callers log  
file. if you like you can change all your log files to the same filename  
and have one big log file..

All door programs should take note of the settings for log file,  
especially doors that analyze log files like nukers.

## 1.17 ErrorLogFile

ErrorLogFile=<path>

E.G.

ErrorLogFile=HBBS:Logs/ErrorLog

Default = HBBS>ErrorLog

---

This file allows you to change the path and filename of the error log file. if you like you can change all your log files to the same filename and have one big log file..

## 1.18 LanguageName\_XX

LanguageName\_XX=<string>

E.G.

```
LanguageName_1=English
LanguageName_2=German
LanguageName_3=French
```

No Default, MUST be set, must also be paired with a LanguageExtn\_XX of the same number.

These options define the languages available to the user, if there is more than one language then the user will be asked what language to use when they join the system and they will be able to change this from the user preferences door.

At the moment I have only programmed the doors and the system for english users and sysops, the only thing that takes notice of this at the moment is the routine that displays the text screens, each screen has a name, then a "." is added and then the extension specified for this language is added to the end of the string to produce a filename. So, if the door wanted to display the screen "BBSTitle" and the language was set to English, and that language had an extension of "TXT" the door would get the file "BBSTitle.TXT".

See Also: LanguageExtn\_XX

## 1.19 LanguageExtn\_XX

LanguageExtn\_XX=<string>

E.G.

```
LanguageExtn_1=TXT
LanguageExtn_2=GER
LanguageExtn_3=FRE
```

No Default, MUST be set, must also be paired with a LanguageName\_XX of the same number.

Specifies the file extension that is added to a screen name.

See LanguageName\_XX for more details.

---

## 1.20 EditorCMD

EditorCMD=<string>

E.G.

EditorCMD=TTX {FILE} SCREEN @S@

No Default, required

This option is used when you click on buttons on hbbs that need a text editor to edit a file

the string {FILE} will be replaced by HBBS by the actual name of the file that HBBS wants to edit.

To test this click on Control's "Configure" button, and then on the "BBS Config" button.

## 1.21 NewUserAccessLevel

NewUserAccessLevel=<number>

E.G.

NewUserAccessLevel=10

No Default, required

This is the access level that is given to a new user when they join the system

This access level must be defined in the "HBBS:Access/Levels/Level\_List" file.

## 1.22 MinPasswordLength

MinPasswordLength=<number>

E.G.

MinPasswordLength=4

No Default, required

Specifies the minimum amount of characters a user can use for thier login password.

This may also be used by other program that require password (and should be).

## 1.23 MaxUsernameAttempts

MaxUsernameAttempts=<number>

E.G.

MaxUsernameAttempts=3

No Default, required

Specifies the amount of attempts the user is allowed before they are logged of the system for entering incorrect usernames.

## 1.24 MaxPasswordAttempts

MaxPasswordAttempts=<number>

E.G.

MaxPasswordAttempts=3

No Default, required

Maximum amount of tries the user can have to enter thier password.

## 1.25 CopyBufferSize

CopyBufferSize=<number>

E.G.

CopyBufferSize=3

Default=32768

Maxmimum size of buffer size to allocate when copying files from one location to another.. (the bigger the faster!) just make sure you have lots of memory if you set this to a high value.  
If it can't allocate this much memory then it will keep halving the value until it can allocate it.

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