

Directories

COLLABORATORS

	TITLE : Directories		
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Contents

1	Directories	1
1.1	Directory/File Structure	1
1.2	Config File Definition	5
1.3	Conferences	6
1.4	Nodes	6
1.5	Node<XX>	7
1.6	Work	7
1.7	Playpen	7
1.8	Access	8
1.9	Levels	8
1.10	Levels	8

Chapter 1

Directories

1.1 Directory/File Structure

```
>> Quick Access Buttons  EDIT   Config Def
```

```
Directory/File Structure
=====
```

Please Read The Following Sections to familiarise yourself on how the config files are made up and organized

Config File Definition

```
BBS Path Structure
=====
```

```
+ defines directory,
- defines a config file (always text files)
= defines an executable file
* defines a door/system file
```

NOTE: files in subdirectories ALWAYS override the options that may be set in files in its parent directory. E.G. Nodes/Node1/NodeLocal will override settings Nodes/NodeGlobal, likewise HBBS:Conferences/#?/Commands/#? would override settings in HBBS:Commands/#? The same also applies for screens too.

```
<ACS>           = Access Level, E.G. "255"
<ConfName>      = Name Of Conference, E.G. "NewUsers"
<DoorName>      = A Name of a door, E.G. "WALL"
<ScreenName>    = The Name of a special screen, E.G. "BBSTitle"
<Language Extn> = The default extension of a language, E.G. ".TXT"
<XX>           = A Number, E.G. 1
<ScriptName>    = A Name of an AmigaDOS Script, E.G. LogOff.SCRIPT
<UserID>        = An ID Number of a User, E.G. 26
<NodeNum>       = a number of a node, E.G. 2
...             = More than one directory allowed..
```

```
HBBS:
|-+ Access
| |
```

```
| +-+ Levels
| | |
| | | Level_<ACS>
| | | Level_Global
| | | Level_List
| | |
| +-+ Users
| | <UserName>
|
| BBSGlobal
|
| +-+ Commands
| | |
| | | All_Levels
| | | Level_<ACS>
| | | System
|
| +-+ Conferences
| | |
| | +-+ <ConfName>...
| | | |
| | | +-+ Access
| | | | |
| | | | Level_<ACS>
| | | |
| | | +-+ BadFiles
| | | |
| | | +-+ Commands
| | | | |
| | | | All_Levels
| | | | Level_<ACS>
| | | | System
| | | |
| | | ConfConfig
| | | |
| | +-+ FileLists
| | | |
| | | | BadList
| | | | Files_<XX>
| | | | HoldList
| | | | LostList
| | | |
| | +-+ Hold
| | |
| | +-+ LostFiles
| | |
| | +-+ Mail
| | |
| | +-+ Messages
| | |
| | +-+ Screens
| | |
| | +-+ Special
| | | |
| | | | <ScreenName>.<Language Extn>
| | | |
| | +-+ Misc
```

```
|      |
|      |+-+ Storage
|      |
|      |+-+ Bulletins
|
| Control
|
|+-+ Doors
| |
| |+-+ User
| | |
| | |+-+ <DoorName>...
| | | |
| | | | <DoorName>.HBBS
| | | | <DoorName>.CFG
| | |
| |+-+ System
| | |
| | | Node
| | | |
| | | |+-+ <DoorName>...
| | | | |
| | | | | <DoorName>.HBBS
| | | | | <DoorName>.CFG
| | |
| |
| ErrorLog
|
|+-+ Nodes
| |
| | NodeList
| | NodeGlobal
| | |
| | |+-+ Node<XX>...
| | | |
| | | | NodeLocal
| | | | Device
| | | |
| | | |+-+ Commands
| | | | |
| | | | | All_Levels
| | | | | Level_<ACS>
| | | | | System
| | | |
| | | |+-+ Logs
| | | |
| | | |+-+ PlayPen
| | | |
| | | |+-+ Work
| | | |
| | | |+-+ Storage
| | | |
| | | |+-+ Screens
| | | | |
| | | | |+-+ Special
| | | | | |
| | | | | | <ScreenName>.<Language Extn>
| | | |
| |
```

```

|      | -+ Misc
|      |
|      | -+ Special
|      |
|      | -+ Bulletins
|
| -+ Screens
| |
| | -+ Special
| | |
| | | <ScreenName>.<Language Extn>
| |
| | -+ Misc
| |
| | -+ Special
| |
| | -+ Bulletins
| |
| | -+ Example
| | |
| | | <ScreenName>_<XX>.<Language Extn>
| |
| | -+ Storage
| | |
| | | <ScreenName>.<Language Extn>
| |
| | -+ Users
| | |
| | | <UsersHandle>.TXT
|
| -+ System
| |
| | -+ Data
| | |
| | | User.Data
| | | ConfAcs
| | | LeechAcs
| | | TimeAcs
| | | PrivateData
| | | Node<XX>_Private.CFG
| |
| | FCheck
| | FileID
| | Protocols
|
| -+ Scripts
| |
| | GlobalLogoff.script
| | LogOff<NodeNum>.script
| |
| | <ScriptName>

```

Files are not stored in the HBBS: directory structure as the sysop may have other devices that may be setup in a particular way, below is how we recommend you organize your file directories as it is a more structured way of doing it.

Files_<XX>:

```
`-+ <ConfName>...
|
|-+ Private
|
|-+ BadFiles
|
|-+ Files
```

1.2 Config File Definition

Config File Definition
=====

Rules
=====

Please Adhere to the following rules when creating/modifying your config files.

- * You may use YES/NO, TRUE/FALSE or ON/OFF for boolean options.
- * '/'s will be added to paths if required.
- * Space's are NOT permitted in filenames.
- * ';'s are used for comment lines, they may be after an option or on seperate lines
- * Blank lines are allowed (aids structure)
- * All optionnames MUST start on the first character of the line
- * Options take the following format:

```
Optionname[_XX]=<Option Parameter> ; <comments>
```

Here's a few examples

```
BBSName=Utopia!
BBSGroup_1=Tension
BBSGroup_2=LSD
Drives=4
NodeLog=ON
NoFreeSpaceScr=HBBS:Scripts/NoFreeSpace.script
```

Notes
=====

Some options may require more than one setting or a list of settings.

Option parameter types are dependant on the option and the data it requires. Here is a list of option types are defined

Type	Parameters	Example(s)	Notes
<String>	A string	Handle >	Spaces are allowed
<Path>	A Path	HBBS: HBBS:Screens	/'s will be added to the end if they are missed off.
<File>	A Filename	T:Temp.TMP	Always specify full path as well as the filename
<Boolean>	YES, NO TRUE, FALSE ON, OFF	YES ON TRUE	You can use any of the 6 params to turn an option on or off.
<Numeric>	A Number	123456	Don't use numbers over 10 digits.

1.3 Conferences

HBBS:Conferences
=====

The HBBS:Conferences directory holds all the conference subdirectories.

A Conference is the /X and HBBS term for FILE AREA! (Just in case you didn't already know)

BUT Conferences can have their own mail as well as files or just one or the other. (by settings different access levels or command settings)

So say you are running a normal warez bbs, you'd probably want the following conferences

NewUsers
Amiga Warez
PC Warez
Console Warez
CD-ROM!
Group Members
Sysop Area
Requests
BBS Adds
Test Conference

Most of those conferences would want to have to have files and messages. But you could also want a Help conference or Game Tips or suggestions conference, these conferences might not require files but would require mail.

1.4 Nodes

HBBS:Nodes
=====

The directory "HBBS:Nodes" MUST be created for for the system to run, the system stores information about each node in this direcotory.

1.5 Node<XX>

HBBS:Nodes/Node<XX>
=====

For each node on your system you should create a directory called Node<XX> where <XX> is replaced by the node number. This of course is the default and STRONGLY recommended settings. If you like you may change the location of the node directory by changing the option NodeLocation_XX in the file HBBS:Nodes/NodeList

The node directory contains a few other files which are used to configure the node, there is also a screens directory for storing node specefic screens. Also there is a commands directory so that you can configure the bbs so that some commands can only be run from a certain node. Then there's a access directory, this is so you can set your bbs up so that users don't or do have specific access rights for each node.

1.6 Work

HBBS:Nodes/Node<XX>/Work
=====

A directory called "Work" MUST be created in each NODEX directory you have, the bbs stores temporary files in this directory. Any files in this directory are DELETED when the node is reset.

1.7 Playpen

HBBS:Nodes/Node<XX>/PlayPen
=====

A directory called "PlayPen" MUST be created in each NODEX directory you have so that the user may upload files. (you will still need it even if your system does not allow uploads tho!)

If files are found in this directory when a node is restarted (or after a system reboot/crash) then the last caller is found, the files are then checked (for FileID, Corruption, Duplicate..) and if all is ok they are moved into the current conferences upload directory and are added to the filelist.

If they have no description they will be moved into the current conference's LostFiles direcotory and the FileLists/LostList will be updated with the users name, account number and filename.

1.8 Access

Access
=====

The HBBS:Access directory and it's contents define all the different access levels and commands that users can run.

This Directory MUST be present!

1.9 Levels

Levels
=====

This direcotry MUST be present, in here we store the files that define what users can and can't do on the bbs.

1.10 Levels

Users
=====

This directory MUST be present, but you don't need to have any files in it.

in here you should store files with the same name as a users handle, then when the access settings are loaded for the current online user, the bbs checks to see if there is a file in here with the same name as the users handle then the normal access settings are overridden with the settings in the files in here!

e.g. say all your users had access to internet mail, but one user was abusing it, you could create a file with the same name as the user's handle then set the option AllowInternetMail=FALSE in the file.
