

SLASHER!

Version 1.1

Documentation

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SLASHER! is a utility for Red Ryder Host 2.0 and later. Red Ryder Host is also known as Second Sight. In this Text, I will simply call it Red Ryder Host or just Host.

SLASHER! will delete the orphan callers to your boards. (An orphan is a user who has stopped calling.) It will enforce an upload to download ratio. And with this version, it will automatically zap the access of users whom you don't want on your board. Each of these functions will be addressed in this text.

Shareware

SLASHER! was written because Bob Murrow and I needed it. Every new option we've added because we wanted it. However, it is not public domain. SLASHER! and this manual are Copyright © 1989, by Frederic W. Barling and Robert D. Murrow. All Rights Reserved. If SLASHER! is useful to you please send five bucks to:

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Although this software is believed to be bug free, there is no warranty on this software, use it at your own risk.

How to use SLASHER!

SLASHER! can be run manually or automatically. And it is also Tabby Launch.Next compatible. To run it manually just double click SLASHER! (The first time you run SLASHER! you need to do it manually to configure it.)

To run SLASHER! automatically, set it as the network mail program in the Red Ryder Host Configure program, or add it to a Tabby event.

WARNING!

SLASHER! is written with the ZBASIC Compiler. If you don't have a printer driver selected under the Chooser, a Dialog Box will appear telling you that there isn't one selected, and that the program will not be able to print. This has nothing to do with the fact that SLASHER! will never attempt to print anything. So right now, make sure there's a printer driver selected.

Configuring SLASHER!

As I said, the first time you run SLASHER! you will be asked to configure the program. Three Screens will be presented to you. Each one is self explanatory but I will talk you through each one right now.

First, place SLASHER! in the same directory as Host. This is a MUST! Also DON'T CHANGE THE NAME OF SLASHER! If you change the name, it may or may not work. Okay, Double Click the SLASHER! Application.

Screen 1

The first screen asks you five questions.

HOW LONG (IN DAYS) CAN A USER BE INACTIVE? (Def 31)

If a user on your board hasn't called in this number of days they will be removed from your Userlog file.

DO NOT DELETE USERS BELOW WHAT ACCESS LEVEL? (Def 1)

Anyone with an access level below the number you put here will NEVER be deleted. This is great for those creeps you want to put heavy restrictions on.

DO NOT DELETE USERS ABOVE WHAT ACCESS LEVEL? (Def 199)

Anyone with an access level above the number you put here will NEVER be deleted. This is great for remote Sysops, or special friends.

IF A USER HAS CALLED ONLY ONCE, HOW LONG DO THEY HAVE TO CALL BACK? (Def 10)

You may get a lot of callers who are known as Orphans. They call your board only once in their entire lifetime. If you get a lot of these, your Userlog becomes very large. So after the number of days that you type in here a caller who has only called once will be removed from your Userlog file.

IF A USER HAS CALLED ONLY TWICE, HOW LONG DO THEY HAVE TO CALL BACK? (Def 20)

Again, this is an Orphan Killer. After the number of days that you type in here a caller who has only called twice will be removed from your Userlog file.

So much for the preliminaries. After you complete these questions press the Okay button. Screen 2 will appear.

Screen 2

Archives

The way SLASHER! works is to first rename your UserLog file and then create a new one to put the processed records in. If a user is going to be deleted their record is simply not written to the new UserLog. So while we're renaming the Userlog, we have the option of doing various things to that name. We can call it UserLog.Old, or we can do a date and time stamp after UserLog. Why bother? Whelp, after we're done, SLASHER! will either delete the renamed UserLog or it will leave it, whichever you want. I strongly suggest that you keep the renamed Userlog. If something goes very wrong and the Userlog isn't backed up, it's going to be gone for good. Personally I just use the .Old option. This will delete the previous day's UserLog.Old file. Using the Date/Time Stamp will result in 30 or so UserLogs being created a month. This could fill a hard drive. But the choice is yours. As you can see the .OLD option is also changeable. You can make it .BAK, .ARCH or whatever you want.

What do we launch next?

Next, we want to set a default application that will be run if any error occurs while SLASHER! is running. The default I've set is Red Ryder Host, but you can change that to Second Sight or whatever you want. You can type the name of your application in or hit the "Set Application" button to choose the program. If you are not running SLASHER! in a Tabby event, this is also the application that SLASHER! will run when it is finished.

Hitting the Okay Button will bring up screen 3.

Screen 3

Screen 3 is concerned with the use of upload to download ratios. If you're going to allow persons on your BBS to download files, you may want some uploads from them in return. This screen will automate that. First the default at the top of this screen called "I don't want to use this option" is active. So this screen's settings are not going to be used by SLASHER! unless you un-check that button.

Just as screen 1 asked you questions, so does screen 3. Let's go through them together.

HOW MANY FILES CAN BE DOWNLOADED FOR EACH FILE UPLOADED? (Def. 5)

If the user hasn't downloaded more than this ratio allows, the access will not be affected, but if he/she has downloaded more than the ratio, the access level will be changed.

IF A USER IS NOT ALLOWED TO DOWNLOAD, WHAT SHOULD THEIR ACCESS LEVEL BE? (Def. 9)

This is the access level that SLASHER! will change them to when they download too much.

IF A USER IS ALLOWED TO DOWNLOAD, WHAT SHOULD THEIR ACCESS LEVEL BE? (Def 10)

As they start to upload, and their ratio changes, SLASHER! will change their access to this number so they can download again.

WHAT ACCESS IS GIVEN TO USERS ALLOWED INTO ADULT FILES? (Def 50)

This is not a big thing to worry about unless you DO have an Adult file section. Anyone who is this level or above will be compared and changed using this access level range.

IF AN ADULT IS NOT ALLOWED TO DOWNLOAD WHAT SHOULD THEIR ACCESS LEVEL BE? (Def. 50)

Again, if they exhaust their Download ratio, this will be their access level.

IF AN ADULT IS ALLOWED TO DOWNLOAD WHAT SHOULD THEIR ACCESS LEVEL BE? (Def. 51)

And when they get their download ratio back in line, this will be their access level.

WHAT LEVEL IS GIVEN TO PRIVILEGED USERS? (Def. 199)

If a user's Access is this or above, they are NEVER restricted by the Upload to Download ratio.

Pressing the Okay Button will complete the configuration portion of the program. SLASHER! will now work.

BUT WAIT!! THERE'S MORE!

As I said, SLASHER! will work, but there's two more options you can use if you want.

Are there any creeps out there whom you don't want on your board? Me too! All of their names are written in a TEXT file called **NAMES NOT ALLOWED** which is in the same folder as Host and SLASHER! The names need to be in all CAPS, each line must be terminated with a carriage return, and please don't put any blank lines in this file.

Now if you put a name in this file and the guy's in your UserLog, SLASHER! will change his access level AND his time limit to ZERO. Host will log him right out when he calls, and you don't have to worry about him. If SLASHER! is configured right, SLASHER! will also NEVER delete the record. He's gone FOREVER! Yes, he CAN call back with another name, but I've found that when you take away someone's name, you've really hurt him.

Now the other option is related. There are words you're not going to want your users to use. For example, if you don't allow handles on your system, you wouldn't want the word THE used as a first name. Type these words into a TEXT file called **WORDS NOT ALLOWED** which should be placed in the same folder as Host and SLASHER! Again, please all CAPS with a terminating carriage return and no blank lines.

These two options have no need for a configuration window because SLASHER! looks to see if the files exist. If they do SLASHER! will do these options, if not, SLASHER! skips this part of the program. Now of course since SLASHER! is doing more work, this will slow it a bit. The more lines in these files the more time will be required. However, SLASHER! is still a very fast program, and since most of you will be running this automatically in the middle of the night, you won't know the difference anyway.

Now that you've configured SLASHER! go ahead and double click it again. As you see, there is a count down window. You have ten seconds to press the YES! I WANT TO RECONFIGURE! button. If you do, you will go back to screen 1. If not the main progress window will come up, and the counter at the bottom will keep you updated on which record is being worked on.

That's it, ladies and gents. SLASHER! is up and running.