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DISCLAIMER

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A very special thanks to our beta testers: James P., Jim C. Seth P., Michael C.,, Zeff W.

Special thanks to James Podlasek and Jim Craighton for assistance in creating this manual and testing and ideas beyond the call of duty. This project couldn't have been done without their help and support.

Before You Begin

You should be familiar with the operation of the Macintosh before trying to set up the BBS. Simply you should be able to use the mouse to select, delete, copy and duplicate the icons and text. You should also be familiar on how the Macintosh handles the files in folders. You should also read this manual from cover to cover to familiarize yourself with the operation of Mansion.

Of Mansion

• Mark Toland

I've been running BBS systems since 1982. Several years ago I met Michael Pester and started using Mansion BBS. Shortly after that I started writing utilities for Mansion and Tabby. There have been many. In 1992 I took over the development of Mansion BBS in order to free Mike's time up for other things. I'm sure you've seen the many quotes about Mansion BBS being the finest, most configurable, most reliable, 'bestest' Macintosh text based BBS available. I feel this way as well and that's the reason I took it over. To improve on something that was already great.

Many, many improvements have been added to Mansion. Mansion BBS software is continuously being improved upon and having new features added. I'm very active in this "hobby" project! Mansion is a construction kit. Make it do what you want.

• Michael Pester

I started writing Mansion at the beginning of 1985. This was about one year after the introduction of Macintosh 128K. At that time it used the Microsoft Basic 2.0 interpreter and named “MacMansion”. The Hotel was the name prior to that version. Sometime around the summer of 1985, I got introduced to a very talented programmer named Donald Brown. He used to SysOp a BBS system on an Apple III, that he called Mansion. This BBS was the most popular BBS system, running in my area, at the time. I liked that BBS so much, I wanted to write one, just like it.

Donald was nice enough to write us our xmodem, and modem I/O routines. He also provided me a copy of the source code to his original BBS system. Some of the original code written by Don is still present in the Mansion BBS. The xmodem and modem I/O for Mansion used the Consulair Assembler. This increased the speed of what was at one time, one of the slower BBS packages around, and helped make it one of the fastest. In 1986 (I believe) Microsoft introduced its BASIC compiler for the Macintosh, and Mansion changed to work under this new environment.

Mark Hagerman helped write some of the assembler code. He and I updated most of the assembler code for Mansion. Today Mansion is one of the most powerful BBS packages available for the Macintosh. The language of the BBS is partly in QuickBASIC, Consulair Assembler, and THINK Pascal. Many diverse people are finding that Mansion offers the kind of features that they want to have. It also has one of the best records for BBS support.

Information

Mansion is actively being supported in a number of ways. First, there is the Mansion support board The ZSys BBS in Des Moines, Iowa (515-279-3073). This board offers access to other Mansion SysOps, and up to the minute information concerning Mansion, including bug reports, and bug fixes. Second, are the two regional support people, James Podlasek @ The Board BBS Omaha, NE (402-331-4521) and Jim Creighton @ SEA/MAC Seattle, WA (206-725-6629). These two people provide support whenever I become unavailable. They are also unpaid, so please be nice to them. The ZSys BBS and The Board BBS are sister BBS's and carry the same support message echo and support files as they become available. Finally, ZSys. Software maintains the following accounts:

America Online:	MarkT15 JamesP51
FidoNet:	1:290/2.1 1:285/13.1
InterNet:	Mark_Toland%cedsm@uunet.uu.net James_Podlasek@theboard.omahug.org
QuickMail:	Mark Toland 515-224-1721
FidoNet:	MANSION echo

Each of these locations is monitored daily where we will answer your questions. I prefer to answer questions on public forums, on my BBS however. This preference is so that I don’t have to answer the same question nine zillion times. Also it allows other Mansion SysOps to get answers, to the same questions, just by reading the messages.

The form that you will need, to fill out for reporting a bug is in the appendix of this manual. Duplicate the form and mail it to us so that we may remove the bug from any possible future versions of this software. We can't fix a bug if we are not aware of it.

This is probably going to be the most complex part of using Mansion. This is mostly unavoidable due to the numerous options available to you by the software. This section is for those of you who have just started running the new version of the software. This chapter deals with how to go about setting up the 8.00 on a hard disk. If you have been running version 7.XX please skip to that section of this chapter now.

The BBS

You can configure Mansion any number of ways. No one way is best for all systems, just as no one BBS is right for everyone. I have written Mansion to give you the system operator as much control over the appearance and the flow of the program, without your having to write one from scratch. Please read this chapter and the rest of the manual a few times until you become familiar with the overall capabilities of Mansion. This will save you a distinct amount of time in the long run, since you will know where to look to get more in depth answers to your questions.

The BBS will run on a Macintosh Plus or equivalent computer system, with an attached hard disk, and Hayes compatible modem. Once you have set up this hardware, and have it all connected and tested you are ready to install the software.

Mansion For The First Time

Provided with the manual are two disks. These disks contain the files and applications necessary to run the BBS program. Insert the first disk into your disk drive and wait until you can access that disk. Copy the files from that disk to your hard disk. Now eject that disk and insert the other disk that came with the software package. Copy those files to the hard disk as well. Now turn to Chapter 5, file placement section, and place the files in the folders as specified.

The Defaults File

The BBS depends on the use of a file called "Defaults". This is the main pathway to many of your configuration options. This file tells the BBS how to find the **MPrefs** folder. For example this is what my "Defaults" file looks like:

HD 105MB:Programs:Mansion Data:MPrefs:

This tells the BBS that my **MPrefs** folder is in my **Mansion Data** folder, and that my **Mansion Data** folder is in a folder **Programs**. The **Programs** folder is on my hard disk named **HD 105MB**. You can locate the **MPrefs** folder on any mounted disk, but the "Defaults" file must tell the BBS exactly where the folder is or an error can occur. Locate

the "Defaults" file in the same folder as the BBS application or even more problems will occur.

NOTE: It is very important that you have this file configured correctly. You will have to repeat installation, if the file is not.

Your Options

Now you will need to load the Mansion Editor. Once this is active, select all the menu items under the File menu. These options configure the BBS. You may want to look at the Mansion Editor section of Chapter 3. That section explains what the options mean. After you have set up your main options, select and choose each menu item under the Environment menu. These items tell the BBS more about the environment you are operating under.

Setting Up (Boards)

Exit the Mansion Editor and return to your desktop. Locate and open the Messages Data folder. This folder contains the public messages stored on the BBS. Create a folder for each message area that you plan to have active on the Mansion BBS. You should name the folder the same as the conference name for easier maintenance. Once you have created the folders, reload the Mansion Editor.

Now set up the conferences with the New Conference menu item in the Mansion Editor. More information about the different options for the conferences is in the Mansion Editor section of Chapter 3. You can always make changes to the features of any conference. It is very important that you have the pathway correct.

This option can be confusing. SysOp Names is under the Maintenance menu. This allows the system operator to reserve names for the SysOp. Member number one receives any mail sent to these names. This redirection also works when Mansion is importing messages from the FidoNet mailer called Tabby.

Another feature is the ability to lockout names from being used when users apply for membership. For example, a user tries to use a handle such as shithead. The BBS will not allow that since the name is listed as a SysOp name. This feature is just additional control for the system operator.

Creating Menus

Mansion's interface with the callers is possible through custom menus. Each menu is a text file which is compiled for Mansion to use as the caller is navigating through the menus. The compiling is transparent to the user and the SysOp. There is virtually no degradation in system performance. When a caller enters your system, Mansion will look for the text file Menu 1 within the Menus folder in Mansion Data folder, unless your login script tells Mansion to load another menu.

Menu files are named: **Menu x** and **Menu x Text** where the x is the number of the menu. Menu x holds the commands and actual text of the choices that the user can choose. **Menu x Text** holds a description of the Menu x file which a user can read if you choose to do so. Both **Menu x** and **Menu x Text** must reside in the Menus folder. **Menu x Text** is optional.

Here is an example of a **Menu x** file:

```
System Bulletins
1|M|>|-1|002|013|     [M] Mansion Support Echo
1|A|>|-1|002|039|     [A] External Applications Forum
1|R|>|-1|002|038|     [R] Mansion Features Wanted Forum
1|B|>|-1|002|040|     [B] Mansion BBS List
1|H|>|-1|009|001|     [H] How To Order Mansion
1| |>|-1|000|000|     ---------------------------------
1|T|>|-1|002|004|     [T] Tabby Support Echo
1|O|>|-1|009|002|     [O] How To Order Tabby
1| |>|-1|000|000|     ---------------------------------
1|E|>|-1|001|001|     [E] Exit To Main Menu
1|G|>|-1|019|000|     [G] Good-bye/Logoff
1|?|>|-1|005|000|     [?] Reprint This Menu
1|/|>|02|006|000|     [/] Teleport To 'MENU'
1| |>|-1|000|000|
```

Each Menu x line has seven (7) fields separated by a bar (|). These fields are:

Field Number: 1
Title: Return selector
Valid Characters: 1,0
Purpose: Tells Mansion whether field number 7 should end in a carriage return or not. This is useful if you want to put more than one command on a line.

Field Number: 2
Title: Command letter
Valid Characters: Any one printable character except the bar (|) and space.
Purpose: This is the character that the user types that will execute the

command given in field number 5.

Field Number: 3
Title: Access level designator
Valid Characters: <,>,=,*
Purpose: When a user enters a menu, Mansion checks their access level pulls all the commands that are accessible to him. < (Less than) denotes that the user must have an access level less than field number 4. > (Greater than) denotes that the user must have an access level greater than field number 4. = (equals) denotes that the user must have a user level equal to field number 4. * (not equal) denotes that the user must not have the access denoted in field number 4.

Field Number: 4
Title: Access Level
Valid Characters: Any number -1 to 90
Purpose: Tells Mansion along with field number 3 if the user has access to this command. All access levels must be 2 digits. Numbers from 0 to 9 must be entered with a leading 0 (e.g., 02 for access level 2).

Field Number: 5
Title: Command number
Valid characters Any number 0 to 999 that Mansion supports (as listed below)
Purpose: Tells Mansion what command is executed after the user presses its letter equivalent as denoted by field number 2. All numbers must be 3 characters in length. Numbers 0-99 must have a leading 0 (e.g., 033 for command number 33).

Field Number: 6
Title: Command reference
Valid Characters: Any number 0 to 999 that Mansion supports (as listed below)
Purpose: Tells Mansion any additional information about the command that it may need. All numbers must be 3 characters in length. Numbers 0-99 must have a leading 0 (e.g., 033 for command reference 33).

Field Number: 7
Title: Field Text
Valid Characters: Any printable character including space except the bar (|)
Purpose: Prints out text to the user the description of the command. This text can be any length, but should be limited to a

maximum of 80 characters. There should be at least

NOTE: The text in field number 7 does not have to reflect the command being issued. One could have the text of three different commands on one line and have the other lines be blank. For example:

Instead of having this:

```
0|E|>|-1|001|001|     [E] Exit To Main Menu
1|G|>|-1|019|000| [G] Good-bye/Logoff
0|?|>|-1|005|000|     [?] Reprint This Menu
1|/|>|02|006|000| [/] Teleport To 'MENU'
```

you could do this:

```
1|E|>|-1|001|001|     [E] Exit To Main Menu [G] Good-bye/Logoff
1|G|>|-1|019|000|     [?] Reprint This Menu [/] Teleport To 'MENU'
0|?|>|-1|005|000|
0|/|>|02|006|000|
```

This will work if all your users who have access to the menu can access these commands. If a user does not have access to a certain command, nothing will occur when they press the letter and the BBS prompts that it was an invalid character.

The Data Header File

Some of the commands require the use of a file called Data Header which resides in your Mansion Data folder. This file has two fields separated by a bar (|).

Here is an example of a Data Header file:

```
001|HD 80:Programs:Mansion Data:Text:Order Mansion
002|HD 80:Programs:Mansion Data:Text:Order Copernicus
003|HD 80:Programs:Mansion Data:Text:Other BBS Numbers
```

Field Number: 1
Title: Reference number
Valid Characters: Any number 1 to 999
Purpose: This is the reference number that the commands refer to in the menus to find certain information. If the command reference in the menus found the number 1, it would take the 001 reference inside this file and use the information stored in field number 2. Numbers must be three characters long. Numbers from 1 to 99 must have leading 0s (e.g., 9 would be reference number 009)

Field Number: 2
Title: Reference data

Valid Characters: Any printable character including space excluding the bar (|).
Purpose: Usually gives a pathname or other piece of data that the menu command needs to complete its task.

The Lib Header File

Library commands use the file Lib Header to tell Mansion where their sections' are. There are 4 different fields all separated by bars (|).

Here is an example of a Lib Header file:

```
001|0005|0001|External 80:Programs:Mansion Data:Library:Mansion:
002|0005|0001|External 80:Programs:Mansion Data:Library:Das:
003|0005|0001|External 80:Programs:Mansion Data:Library:Fonts:
```

Field Number: 1
Title: Reference number
Valid Characters: Any number 1-999
Purpose: This is virtually the same as the Data Header reference number. When the Library command 100 is given, a reference number tells it to look in the Lib Header file under that reference number for the data needed to complete its task. All numbers should be three characters. Numbers 1 to 99 should have a leading 0 (e.g., 7 would be reference number 007).

Field Number: 2
Title: Go To Menu
Valid Characters: Any number 1 to 9999
Purpose: This tells Mansion where to go to after it executes the command number 100. Usually this would go to a menu which has all of your commands to browse, download, upload, etc. Numbers should be four characters. Numbers 1 to 999 should have leading 0s (e.g., 34 would be written as 0034 and thus it would go to Menu 34).

Field Number: 3
Title: SysOp Number
Valid Characters: Any number 1 - 9999
Purpose: This tells Mansion who is governing the section besides the chief SysOp. He will have extra access to the section to approve and protect files. Numbers should be four characters long. Numbers from 1 to 999 should have leading 0s (e.g., 1 would be written as 0001 and would give access to the user with user number 1).

Field Number: 4

Title: Library data
Valid Characters: Any character including space, excluding the bar (|).
Purpose: This would give the pathname of the library section to be accessed ending with the last folder that contains all of the files for browsing and downloading.

Mail Commands

If someone who has not filled out an application, and thus does not have any record that Mansion knows about tries to use the mail commands, Mansion will error out stopping the execution of the BBS. Everyone should fill out an application before using the Mansion commands, especially the Mail commands.

Menu Commands (in order by number)

(000) NOOP

Allows you to display menu text, when the user views the menu, but has no other function. If you accidentally all the caller to select the command the caller will be returned to the same menu. The command reference number is zero since this menu command does not require any additional information. You must make the command that the caller enters a space character, so that they can not execute this command.

(001) GO TO MENU NUMBER

Allows you to jump from menu to menu. To use it, you must enter the number one "001" in the command number field. You then will need to enter the menu number that Mansion has to go to in the command reference field. Be sure that if you use this command that you properly set up the destination menu.

(002) GO TO CONFERENCE NUMBER

This is the command you can use to allow callers to access one of your conferences which you created with the Mansion Editor. It works almost exactly like the to the Go To A Menu command, except it takes the caller to the conference instead of another menu. You place the number "002" in the command number field, and then you place the destination conference's ID number in the command reference field. You should create the conference before entering its ID number in the reference field. Mansion will assume the conference is set-up if you send the user to it. If it is not set-up, unpredictable results, or errors should occur.

(003) ASCII GRAPHICS

ASCII graphic text files can be sent with this option. It works akin to the others in that you enter the command number "003" in the command number field. This command with print a file pointed to by the Data Header file, so you need to specify a command reference

number. Then in the "Data Header" file you need to enter the full pathway of the file including the file name in the data segment of the reference line. You can use this command to display an RLE graphic or just to send pure ASCII text. Anything displayed with this command is not shown on your screen.

(005) REPRINT MENU

This option allows a caller to reprint the current menu. Typically the command is selected with a question mark but other things could be used also. To use this command in your menu, place the number 005 in the command number field. Place a '000' in the command reference field. This command only displays the Menu Temp file created when the caller first entered the menu.

(006) TELEPORT

This command allows your callers to move very quickly around the bulletin board system. The teleport command asks the user where they want to go, allowing a caller to move directly from one menu to another. To use this command place the number 006 in the command number field and the number 000 in the reference field. To use this command you will also need to set up your teleport codes with the list of available menus specified. You can edit the teleport codes in the Mansion Editor and in Mansion itself.

(008) REPRINT MENU HEADER

Reprints the menu header, as the name implies. It prints the Menu Text X file for the current menu from the Menu Folder. To use this command place the number 008 in the command number field and the number 000 in the reference field.

(009) PRINT A TEXT FILE #

This command prints a text file pointed to by the Data Header file, so you will need to include the command reference number so that Mansion will know which item in the Data Header file to use. Then in the "Data Header" file you need to enter the full pathway of the file including the file name in the data segment of the reference line. If it can not figure out what you want it will print nothing and return the caller to the menu. This command as well as all other text output in Mansion allows the caller to suspend text output with a CONTROL-S, restart the output with a CONTROL-Q and to abort the printing of the file with a CONTROL-C. At the local terminal you can do the same thing, but you just type letters S, Q or C which can be either upper or lower case. Each line in a text file printed by this command must not exceed 76 characters in length.

(010) TOGGLE ANSI

Toggling ANSI will turn on an alternative menu format which the user can choose to have if implemented by the SysOp. ANSI will allow you to do color, cursor placement, etc. The local console will not display what the user sees.

(012) APPLY FOR A MEMBERSHIP NUMBER

For this command to work properly, you will need to remember that only those who have an access level of zero (0) should be allowed to apply. If you try to allow any other access level to apply, this command will not work properly. This is the option where Mansion gets an address, city, state, zip, and interests, and then issues a membership number to them and asks them to write it down.

When users use this command they are still zero access level, but when they successfully complete this command Mansion raises their access level to level one. Access level one is reserved for applications. Access level one is a special marker so that the approve applications command can local new applications. Also when a new user calls, if they are a level one, Mansion will print out a text file called sorry, to the caller, explaining that their application has not yet been approved. To use this command, place the number 012 in the command number edit field and the number 000 in the reference field.

(013) PAGE

This command allows the caller to indicate that he or she would like to chat with you. When a caller pages you, your Macintosh will play a sound and the page icon will invert in the status bar. The page sound will not be heard if the caller attempts to page at a time outside your page hours or if you have turned off page in the options menu. To answer the page, either type command-A or pull down the SysOp menu and choose chat. Once you are finished with your conversation, then either press command-A or pull down the SysOp menu again and choose chat again. While you are in chat you can raise and lower a caller's access time by choosing add time from the Options menu providing the caller has filled out an application. You can not use the add time menu with visitors. To use the page command, place a 013 in the command number field and the number 000 in the reference field.

When you are in chat everything typed is stored in a text file in the chat folder. The file that is created will be named chat with a date stamp. The Chat folder is in the Mansion Data folder. This is useful for keeping a log of what was said while talking to one of your users. If a chat folder is not created you are likely to get a file I/O error.

(015) MEMBER SEARCH

Member search allows a caller to find another member. It could also be used to get the correct spelling of an another member's handle. The members included in this search are those who have been validated and at least have an access level of one. To use this function, they just need to enter part of the person's name. For example, at the prompt they could just enter Mike (upper or lower case) and all callers who matched (had Mike in their name) would be listed to their screen. To use this function in a menu, enter the number 015 in the command number field and the number 000 in the reference field.

(016) INTEREST SEARCH

When callers fill out an application, they are asked to enter a string of 40 characters containing interests. That string is used by this function, allowing matching of people with similar interests. Callers use this function much the same way they would use the member search. For example, they may enter "programming" as an interest. Then anyone who had entered "programming" in their interest string would be printed out. If a caller enters the letter "s" at the prompt the function will print out all those names relating to interests that have the letter "s" in them. To use this function in your menu, enter the number 016 in the command number field and the number 000 in the reference field.

(017) TIME AND DATE

When a caller chooses this command, the BBS prints out on the screen the current time and date. To use this option, place the number 017 in the command number field and the number 000 in the reference field.

(018) CHANGE EXPERT MODE

Changing the expert mode on Mansion allows callers to move around the BBS in much less time, provided they know what they are doing. When a caller is in expert mode, Mansion suppresses the menus and the optional menu text files. If you allow callers to change into expert mode, then you should also allow the use of two menu commands reprint menu and reprint menu text. To use this function, place the number 018 in the command number field and the number 000 in the reference field.

(019) LOG-OFF/DISCONNECT

This command will disconnect the current caller without confirming the action. It will ask the user if they wish to update their high message pointer. After that the BBS will disconnect the caller and make ready for the next caller. To use this command place 019 in the command field and 000 in the reference field.

(020) LAUNCH EXTERNAL APPLICATION

Launching an external application from Mansion is not the easiest task. First of all, you must be aware that not all applications can be launched from Mansion. The only ones that can are ones specially written to work with Mansion. So, for example, you could not have MacPaint be launched from a menu and expect callers to be able to use it. It won't work that way. However, there are other external applications that Mansion can launch and can have callers use while on-line.

To use an external application with Mansion, you will first need to have some extra disk space. Next, you will need to enter some information in the "Data Header" file telling the reference number and the name of the program. You do not put the whole pathway to the application to launch. You will also need to place the number 020 in the command number field and the number and the number of the Data Header reference in the reference field.

NOTE: External applications that work with Mansion may appear from time to time. You may use them but only at your own risk. We can not be responsible for external applications not written by us. If you have a problem with an external application not written by us, then you will need to contact the author of that application.

(022) ID SEARCH BY NAME

This command will allow you to enter a user name to find the members ID number. This is a useful command if you want to check if someone has been deleted off your board. To implement place this command number 022 in the command field and the number 000 in the reference field.

(024) RESCAN BOARDS (REPEAT SCAN NEW MESSAGES)

Like all the previous commands, all you need to do is place the number 024 in the command number field and 000 in the command reference field. When callers choose this command they will be asked if they wish to scan for new messages just like when they were logging on the board. This command allows a caller to see the number of new messages on a board by board basis. They can choose to scan them all or only marked conferences. The user can mark a conference while reading conference messages. Only users who have an account number will be allowed to use this command. If they don't have a membership number, the BBS will return to the menu. Also this command will print a message like, no new messages to scan if it finds that there have been no new messages since the last time the user updated their high message pointer.

(025) CHANGE PASSWORD

This command will display the old password and prompt the user to enter a new one. Then it will ask the user to type the new password in for verification. Passwords can be up to 10 characters in length. The longer the password the harder it is for someone else to figure it out. Place the number 025 in the command field and the number 000 in the reference field. Passwords are not case dependent.

(026) CHANGE HANDLE

Will tell the user what their old handle was and will prompt them to enter a new handle. Handles can be up to 35 characters in length. This command will not allow two callers to have the same handle. Place the number 026 in the type field and the number 000 in the reference field. Users will not be allowed to use handles listed in the SysOp Names file. (The SysOp Names file is located in the Mansion Data folder)

(027) CHANGE SCREEN WIDTH

This command will allow the caller to change their screen width. This change is permanent and takes place as soon as the caller enters the new screen width. Screen

widths can be from 40 to 80 columns. As a SysOp your screen width is 80 columns. To use this command place the number 027 in the command field and the number 000 in the reference field.

(028) CHANGE PHONE NUMBER

Shows the caller their old phone number and then asks for the new one. This allows callers to update their phone should they move or for some other reason they get a new one. This changes the phone number that is stored in the user file. This command allows for phone numbers that are up to 11 digits long. Put the number 028 in the command field and the number 000 in the reference field to use this command.

(029) CHANGE INTERESTS

This allows callers to update their stored interests. Users after they see what others may be interested in may want to make changes to their own interests. They may have up to 40 characters to enter their interests. Searching for interests are not case dependent. To use the command in your menu put the number 029 in the command field and the number '000' in the reference field.

(030) READ MAIL

This command allows callers to read mail addressed to them on the BBS. Mail is stored in a separate area, so this command is independent of boards. Users have the option of replying, deleting, rereading, or saving the messages to read again later. Users should be made aware that once their mailbox is full, they can not receive any more mail until either their letter limit is raised or they delete some letters. Put the number 030 in the command field and the number '000' in the reference field.

(031) SEND MAIL

This command allows a user to send mail to another user on the BBS that has a mailbox. This command asks the caller for the name of the user to send the letter to and then confirms that it has found the right person. Then the user writes the text of the message and saves it. Once the letter has been saved the system will ask the user if they wish to send a copy to other members. Put the number 031 in the command field and the number '000' in the reference field.

(032) SEND PACKAGE

This command will allow a caller to send a package (file) to another member of the BBS. Files sent are stored in the mail folder. After the user has upload the file to the BBS, they are asked to enter a letter to send with the package. Users can download any packages they may get when they read their mail. The SysOp can upload locally packages to other callers mail boxes. When in local mode, the BBS brings up a get file dialog box and all you need to do is select the file to attach. Even though the system will allow the

SysOp to select the same package, you can only send a single file to a single user. So if you want to send the same file to more then one member you will need to make copies of the file, for each member that is to get one. Once a caller has downloaded the file, they can delete it. To use this command, place the number 032 in the command field and the number '000' in the reference field.

(033) CHECK MAIL YOU SENT

This command allows callers to check on the status of letters they have sent. Letters that have been read are marked with a [BEEN READ] in the subject line. If this command does not list the letter you sent then the receiver probably read and deleted it or it has been forwarded with a utility such as router. Place the number 033 in the command field and the number '000' in the reference field to use this command.

(034) SEND NETWORK MAIL

This command allows the caller to send mail to another networked BBS. This command by-passes the normal name check to see whether a user exists by the name. This command at present can only be used with Tabby. Consult the Tabby documentation for more information on how to address net mail to other BBS systems. If you do not have Tabby this command will not work. Place the number 034 in the command field and the number '000' in the reference field.

(035) DIRECTMAIL [FEEDBACK]

This command allows the caller to write mail to another user without having to address it. It can be used as a command to send mail directly to another user on the bulletin board, or as a way to leave feedback. Put the number 035 in the command field. Place the reference number of the item in the data header file, in the reference field. Then in the "Data Header" file you will need to enter the reference number, then for the data item, enter the ID number of the user to send the mail to, a minus sign, then their name or handle. Everything to the right of the minus sign will be used to fill in the TO field.

Example:

Let's say that you wanted a feedback command to send messages to the SysOp and that you choose an unused reference number "555". A sample line in your "Data Header" file may read:

555|1-SysOp

The "555" is the reference number, then came the separator character, then the ID number of the person that is to receive the mail, then a minus sign, and lastly a name. The name can be any text as long as it does not exceed 35 characters in length. The name is not used to send the mail. However be sure that the ID that you send the mail to is valid.

(036) READ ALL MAIL

This command is a SysOp command. It will allow anyone who has access to this menu item to read or delete any letter or package in the mail file. This command should be used with caution and only for maintenance. This command is provided do to the uncertainty of the liability of the SysOp for mail on his or her system. Normally you should not use this command to read other peoples mail. Put the number 036 in the command field and the number and the number 000 in the reference field.

(037) RESET MAIL FLAG

This command turns off (resets) the icon telling you that you have mail. It will not turn the icon on and off, just off. Use this command to reset the visual indicator (icon) so that you know when you get new mail. It will also set the number of mail messages indicated by the icon to zero. To use this command put the number 037 in the command field and the number '000' in the reference field. The status of the mail flag is stored in the "Status Bar" file.

(039) DIRECT NETMAIL

This command is virtually the same as DIRECTMAIL except that you are writing to someone who is not on your BBS. You write the message without even having to address it. Put the number 039 in the command field and the reference number of the item in the data header file in the reference field. Then in the "Data Header" file you will need to enter the reference number, then for the data item, enter the node number, a comma, a space and the name of the user to be written to or just the opposite (a name to whom you are writing to, a comma, a space, and the node number).

(050) DO SCRIPT

This command allows the SysOp to execute a script. Put the number 050 in the command field and the reference number of the item in the data header, file in the reference field. Then in the "Data Header" file you will need to enter the reference number, then for the data item, enter the name of the script file located in the scripts folder.

Example:

Let's say that you wanted a script to be executed that was named TEST and that you choose an unused reference number "555". A sample line in your "Data Header" file may read:

555|TEST

The "555" is the reference number, then came the separator character, then the name of the script to be executed. However be sure that the file name that you choose is valid.

(051) GLOBAL NEW SCAN

This command let users initiate their Global New Read (GN) scan from any menu prompt. To use this command put the number 051 in the command field and the number of the message conference you want the user to start the command from in the reference field. When the command is executed it jumps to the conference and begins a GN.

(082) NEW MESSAGES TO USER SCAN

This command allows a caller to repeat a scan for messages addressed to them since their last call. They are asked a simple All/Marked/No question. If they answer All, then the BBS will scan all conferences that they have access to for messages to them. If they respond Marked, then only those conferences that are marked will be scanned. Users can mark a conference at the main conference prompt by typing "MB" to mark the conference. They can also type "UB" to unmark a marked board. To use this command, place the number 082 in the command number field and 000 in the command reference field.

(083) TOGGLE FAST KEYS

This enables a user to use fast keys. If a caller is using Fast Keys, and they select this command, Fast Keys will be turned off. The reverse is also true. Once they have selected this command, their preference is written to their membership information. Fast keys allow a caller to hit only one key at most prompt to do what they want. They may also enter this key before the menu is fully displayed and if it is a valid command, the menu will stop displaying and the command will execute. To use this command, place the number 083 in the command number field and 000 in the command reference field. Only that user who has applied, should be allowed to use this command.

(084) BOARD LIST

This command will let the user list all the conferences, showing which ones are marked and unmarked and also lets the callers edit their marked boards from this list.

Security: The conferences displayed are based on the security levels that you have set for each message area using Mansion Editor. If you have been leaving your security levels at 0 and just controlling 'who can get to where' by the security levels for each menu command, you will need to use Mansion Editor to correctly adjust security so people won't be able to mark and get to conferences that you don't want them to.

Menu example = ...|084|000|

(090) CHANGE ADDRESS

Allows the user to change their address as stored in the user file. Once they change their address it then replaces their old address in the user file. Addresses can be up to 40 characters in length. To use this command, place the number 090 in the command number field and 000 in the command reference field. Only that user who has applied should be allowed to use this command!

(091) CHANGE CITY

Allows the user to change their city as stored in the user file. Again once this information is changed it is written to the user's record. To use this command, place the number 091 in the command number field and 000 in the command reference field. Only that user who has applied should be allowed to use this command!

(092) CHANGE STATE CODE

Allows the user to change their state code as stored in the user file. State codes are two character abbreviations of a caller's state. For example, in the State of Iowa we use "IA" as our two letter abbreviation. Once this information is changed by the caller, it is written to their user record. To use this command, place the number 092 in the command number field and 000 in the command reference field. Only that user who has applied should be allowed to use this command!

(093) CHANGE ZIP/POSTAL CODE

Allows the user to change their zip code as stored in the user file. Zip/Postal codes can be up to 10 digits in length. Once the zip is changed it is written in the user's record. To use this command, place the number 093 in the command number field and 000 in the command reference field. Only that user who has applied should be allowed to use this command!

(100) CHANGE LIBRARY SECTION

This command takes the reference number and looks that up in the "Lib Header" file, gets the information and then takes the caller to the menu pointed to by this information. You will need to select a unique reference number that is not the same as any other in the "Lib Header" file and place that in the reference field of this command. You will need to place '100' in the command number field.

Sample Lib Header File Line

001|0005|0001|External 80:Programs:Mansion Data:Library:Mansion:

If you choose 001 as your unique reference number for a file section then you would have a line in the "Lib Header" file that would look very much like the one above. In

the above example the caller chooses a command 100 menu item and then it loads the information from the corresponding line in the "Lib Header" file. In our example, this line would tell Mansion that after this command is executed take the caller to menu number five, the SysOp of this section is ID number one, and its files are located in a folder called Mansion, along with the "Section.Dir" file for these files.

(101) BROWSE LIBRARY SECTION

Allows the caller to see a list of files for the current library section. This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place. To use this command, place the number 101 in the command number field and 000 in the command reference field.

(102) UPLOAD TO LIBRARY SECTION

Allows the caller to upload a file to the last section pointed to by the last time they executed command 100. This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place.

When a caller uploads they will be asked for a file name, a description, and keywords. If you upload a file from the keyboard (locally) you will get a select file dialog box. Make sure before you select the file that you have that file present in the library section's folder. You can not use the keyboard to upload a file that is not in that folder. To use this command, place the number 102 in the command number field and 000 in the command reference field.

(103) DOWNLOAD FROM LIBRARY SECTION

Allows the caller to download a file from the last section pointed to by the last time they executed command 100. This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place. If you try to use this command when you are on the BBS locally, the system will skip over the actual transfer part of the command. To use this command, place the number 103 in the command number field and 000 in the command reference field.

(104) SCAN FOR NEW FILES IN LIBRARY SECTION

This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place. This command will show the user a list of new files, from the last date they were on, or from any date they specify. This command will not show all files in a library area. It will only show the new ones. To use this command, place the number 104 in the command number field and 000 in the command reference field.

(105) APPROVE ONE IN LIBRARY SECTION

This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place. This command will allow you to change a file listing so that it can be downloaded by a caller. This command will ask you to enter a file number and then remove the Control-A from in front of the file name. To use this command, place the number 105 in the command number field and 000 in the command reference field.

(106) APPROVE ALL IN LIBRARY SECTION

This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place. This command will allow you to change all file listings in a library section, so that they can be downloaded by a caller. This command will remove the Control-A from in front of all the file names. To use this command, place the number 106 in the command number field and 000 in the command reference field.

(107) PROTECT ONE IN LIBRARY SECTION

This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place. This command will allow you to change a file listing so that it can not be downloaded by a caller. This command will ask you to enter a file number and then place a Control-A in front of the file name. To use this command, place the number 107 in the command number field and 000 in the command reference field.

(108) PROTECT ALL IN LIBRARY SECTION

This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place. This command will allow you to change all file listings in a library section, so that they can not be downloaded by a caller. This command will place the Control-A in front of all the file names. To use this command, place the number 108 in the command number field and 000 in the command reference field.

(109) DELETE FILE IN LIBRARY SECTION

This command can not be used unless a caller has successfully issued a command 100 prior to issuing this one. If you allow a caller to issue this command without forcing them through a command 100, unpredictable events will take place. This command will allow

you to delete a file from the current library section. It removes the file listing from the "Section.dir" file and then removes the file from the disk. To use this command, place the number 109 in the command number field and 000 in the command reference field.

(110) RESET FILES FLAG

This command resets the file icon in the status bar. It changes the icon to a white background and resets the number of new files to zero. This command should be used whenever you have validated all the new files, so that you can get instant visual feedback when you get new uploads. To use this command, place a '110' in the command number field, and '000' in the command reference field.

(111) SCAN BULK NEW

This command will show the user a list of new files, from the last date they were on, or from any date they specify. This command will not show all files in a library area. It will only show the new ones. To use this command, place the number 104 in the command number field. You also must also specify a unique reference number.

Sample Data Header File Line

001|External 80:Programs:Mansion Data:Library:Mansion Scan

If you choose 001 as your unique reference number then you would have a line in the "Data Header" file that would look very much like the one above. In the above example the caller chooses a command 111 menu item and then it loads the information from the corresponding line in the "Data Header" file. In our example this line would tell Mansion that after this command is executed to use the file named "Mansion Scan" as its list of directories to scan. In the Mansion Scan file, you can have any number of lines of text, with COMPLETE pathways to "Section.Dir" files, but you must have at least one. Also the Mansion Scan file is just an example and does not have to be named as such. You can have any number of these files. What follows is an example of a Mansion Scan file.

Sample Mansion Scan File

External 80:Programs:Mansion Data:Library:Mansion:Section.Dir
External 80:Programs:Mansion Data:Library:Mansion Tech:Section.Dir
External 80:Programs:Mansion Data:Library:Mansion Suggestions:Section.Dir
External 80:Programs:Mansion Data:Library:Mansion Beta:Section.Dir
External 80:Programs:Mansion Data:Library:Third Party:Section.Dir

This will scan the five "section.dir" files that you have listed. It will begin with the first one and end with the one listed last. Users can use the control keys, to control text output, on a section by section basis.

(112) SCAN BULK UNAPPROVED

This command works exactly as the "Scan Bulk New" except that it searches for all files that are unapproved. It then displays these files to make it easier to locate. This command should only be available to SysOps.

(114) FILE DIRECTORY SEARCH

This command does a text search in a specific file directory.

The menu command is as follows:
1|S|>|-1|114|000| : [S] SEARCH for files :

(115) GLOBAL FILE DIRECTORY SEARCH

This command is virtually the same as File Directory Search except that it does a search of All Directories. CDROM directories are not searched.
This command REQUIRES that you have created a Mansion Scan file for scanning for new uploads. Explained elsewhere in the manual.
This command will currently search thru your first 150 directories. This command REQUIRES a Reference number in the menu command, the reference number must be the reference # in your Mansion Data file for the line that contains the pathway for your Mansion Scan file.

If your ref number in Mansion Data is (for example) 112, the menu command would be

as follows:

...|115|112|

(116) GLOBAL FILE DIRECTORY SEARCH SINCE DATE

This command is virtually the same as Global File Directory Search except that it does a search for files uploaded in all libraries since a certain date.
This command prompts the caller to enter a date to search from, then all files are displayed that were uploaded since that date.
This command also requires a reference number pointing to the line in your Mansion Data file that contains the pathway to your Mansion Scan file. If your ref number in Mansion Data is (for example) 112, the menu command would be as follows: ...|116|112|

(SHORT)

(000). NOOP
(001) GO TO MENU NUMBER
(002) GO TO BOARD NUMBER
(003) ASCII GRAPHICS #
(005) REPRINT MENU
(006) TELEPORT
(008) REPRINT MENU HEADER

(009) PRINT A TEXT FILE #
(012) APPLY FOR A MEMBERSHIP NUMBER
(013) PAGE
(015) MEMBER SEARCH
(016) INTEREST SEARCH
(017) TIME AND DATE
(018) CHANGE EXPERT MODE
(019) LOG-OFF / DISCONNECT
(020) LAUNCH EXTERNAL APPLICATION
(022) ID SEARCH BY NAME
(024) SCAN FOR NEW MESSAGES
(025) CHANGE PASSWORD
(026) CHANGE HANDLE
(027) CHANGE SCREEN WIDTH
(028) CHANGE PHONE NUMBER
(029) CHANGE INTERESTS
(030) READ MAIL
(031) SEND MAIL
(032) SEND PACKAGE
(033) CHECK MAIL YOU SENT
(034) SEND NETWORK MAIL
(035) DIRECTMAIL [FEEDBACK]
(036) READ ALL MAIL
(037) RESET MAIL FLAG
(039) DIRECT NETMAIL
(050) DO SCRIPT
(051) GLOBAL NEW SCAN
(082) NEW MESSAGES TO USER SCAN
(083) TOGGLE FAST KEY
(084) BOARD LIST
(090) CHANGE ADDRESS
(091) CHANGE CITY
(092) CHANGE STATE CODE
(093) CHANGE ZIP/POSTAL CODE
(100) CHANGE FILE AREA
(101) BROWSE FILE AREA
(102) UPLOAD TO FILE AREA
(103) DOWNLOAD FROM FILE AREA
(104) SCAN FOR NEW FILES IN AREA
(105) APPROVE ONE IN LIBRARY SECTION
(106) APPROVE ALL IN LIBRARY SECTION
(107) PROTECT ONE IN LIBRARY SECTION
(108) PROTECT ALL IN LIBRARY SECTION
(109) DELETE FILE IN LIBRARY SECTION
(110) RESET FILES FLAG
(111) SCAN BULK NEW

(112) SCAN BULK UNAPPROVED
(114) FILE DIRECTORY SEARCH
(115) GLOBAL FILE DIRECTORY SEARCH

(012) APPLY FOR A MEMBERSHIP NUMBER
(106) APPROVE ALL IN LIBRARY SECTION
(105) APPROVE ONE IN LIBRARY SECTION
(003) ASCII GRAPHICS #
(084) BOARD LIST
(101) BROWSE FILE AREA
(090) CHANGE ADDRESS
(091) CHANGE CITY
(018) CHANGE EXPERT MODE
(100) CHANGE FILE AREA
(026) CHANGE HANDLE
(029) CHANGE INTERESTS
(025) CHANGE PASSWORD
(028) CHANGE PHONE NUMBER
(027) CHANGE SCREEN WIDTH
(092) CHANGE STATE CODE
(093) CHANGE ZIP/POSTAL CODE
(033) CHECK MAIL YOU SENT
(109) DELETE FILE IN LIBRARY SECTION
(035) DIRECT MAIL [FEEDBACK]
(039) DIRECT NETMAIL
(050) DO SCRIPT
(103) DOWNLOAD FROM FILE AREA
(114) FILE DIRECTORY SEARCH
(115) GLOBAL FILE DIRECTORY SEARCH
(002) GO TO BOARD NUMBER
(001) GO TO MENU NUMBER
(022) ID SEARCH BY NAME
(016) INTEREST SEARCH
(020) LAUNCH EXTERNAL APPLICATION
(019) LOG-OFF/DISCONNECT
(015) MEMBER SEARCH
(082) NEW MESSAGES TO USER SCAN
(000). NOOP
(013) PAGE
(009) PRINT A TEXT FILE #
(108) PROTECT ALL IN LIBRARY SECTION
(107) PROTECT ONE IN LIBRARY SECTION
(036) READ ALL MAIL
(030) READ MAIL

(005) REPRINT MENU
(008) REPRINT MENU HEADER
(110) RESET FILES FLAG
(037) RESET MAIL FLAG
(024) SCAN FOR NEW MESSAGES
(111) SCAN BULK NEW
(112) SCAN BULK UNAPPROVED
(104) SCAN FOR NEW FILES IN AREA
(031) SEND MAIL
(034) SEND NETWORK MAIL
(032) SEND PACKAGE
(006) TELEPORT
(017) TIME AND DATE
(010) TOGGLE ANSI
(083) TOGGLE FAST KEY
(102) UPLOAD TO FILE AREA

MOVEMENT

(000) NOOP
(001) GO TO MENU NUMBER
(002) GO TO BOARD NUMBER
(019) LOG-OFF/DISCONNECT
(006) TELEPORT
(020) LAUNCH EXTERNAL
(050) DO SCRIPT

TEXT DISPLAY

(003) ASCII GRAPHICS #
(005) REPRINT MENU
(008) REPRINT MENU HEADER
(009) PRINT A TEXT FILE #

MEMBERSHIP COMMANDS

(012) APPLY FOR A MEMBERSHIP NUMBER
(015) MEMBER SEARCH
(016) INTEREST SEARCH
(018) CHANGE EXPERT MODE
(025) CHANGE PASSWORD
(026) CHANGE HANDLE
(027) SCREEN WIDTH
(028) CHANGE PHONE NUMBER
(029) CHANGE INTERESTS
(090) CHANGE ADDRESS
(091) CHANGE CITY
(092) CHANGE STATE CODE
(093) CHANGE ZIP CODE
(083) TOGGLE FAST KEY

MAIL COMMAND

(030) READ MAIL
(031) SEND MAIL

(032) SEND PACKAGE
(033) CHECK MAIL YOU SENT
(034) SEND NETWORK MAIL
(035) DIRECTMAIL
(036) READ ALL MAIL
(037) RESET MAIL FLAG

MISC. COMMANDS

(013) PAGE
(017) TIME AND DATE
(022) ID SEARCH BY NAME
(024) RESCAN BOARDS (REPEAT SCAN NEW MESSAGES)
(082) NEW MESSAGES TO USER SCAN

LIBRARY COMMANDS

(100) CHANGE LIBRARY SECTION
(101) BROWSE
(102) UPLOAD
(103) DOWNLOAD
(104) SCAN FOR NEW FILES
(105) APPROVE ONE
(106) APPROVE ALL
(107) PROTECT ONE
(108) PROTECT ALL
(109) DELETE FILE
(110) RESET FILES FLAG
(111) SCAN BULK NEW
(112) SCAN BULK UNAPPROVED

Under the Maintenance menu is the Teleport Editor. This menu item allows the system operator to add teleport codes. Teleport codes allow users to move from menu to menu by entering a simple code. This command allows users to get around a larger system more quickly. Teleport commands are optional, which means they are not required for proper operation of the BBS.

Scripts are another optional item that you can set up at this point. Scripts allow you to further expand the features and operation of the BBS program. Chapter 4 describes in detail how the scripting functions work. Many examples are provided in the distribution disks. More scripts may be found, from time to time, on the support BBS.

When you launch AutoSysOp from the desktop, and hold down the option key at the same time you can configure it. Do that now. Under the file menu is a configure menu item. Select that menu item now. Since this is your first time default values will be displayed. The dialog contains three radio buttons and five edit fields.

The first radio button is labeled Enable Application Approval. This allows AutoSysOp to automatically approve new users' applications once per day. AutoSysOp assigns those new members the default access level and mailbox size defined in the first two edit fields. Even if you are not going to use the application approval feature of AutoSysOp, you will still need to set the default access level and mail box size edit field. If you don't you will not be allowed to use the "approve users" menu command mentioned in the Menu System section of this chapter.

The second radio button is the Enable Mail Maintenance button. This allows you to set a time (in days) after which mail is automatically deleted from a user's mail box. This prevents users from storing mail on your system for longer then you specify. The date the letter was written is checked against the current date and the number of days old of the mail message is calculated. If this calculation determines that the mail has been on the system longer then your limit, it is automatically deleted. Just enter the number of days in the Age (Days) edit field. A default of 30 days is suggested.

The third and last radio button is called "Enable Board Maintenance". This allows you to age your public messages much as you do your mail. It also allows you to limit the number of messages to be stored on each message base. Once a day when AutoSysOp is run, it will delete messages, on your boards, from oldest to newest, until the number of messages on each board is not greater then this number. You can override these numbers on a conference by conference basis. If either of these numbers is zero AutoSysOp will not perform that specific function.

Once you are finished and are satisfied with your configuration, click on the okay button and then quit back to the desktop. Create a text file in the MPrefs folder called "Auto Maint". This file holds the program names of those programs that will launch once per day. You will manually enter the following two lines:

```
AUTOSYSOP
MANSION
```

The file names must be in all upper-case and you can not change the names of these two programs. Failure to abide by these rules will do something strange.

You must also create a file called "Auto Maint Date" in the MPrefs folder to tell Mansion the last date that you ran your daily maintenance program(s). The format for this file is one line:

```
00-00-0000
```

Each line in the previous two files is followed by a CR.

to Mansion 8.00 from 7.XX

This version will allow even greater features and flexibility. Be sure that you read all the documentation that comes with this package completely, before converting your system. This chapter outlines what it will take to convert your older version of the BBS over to the newer version. You will not lose your users, or file listings, but you will lose all electronic mail, and public messages during the conversion process.

IMPORTANT NOTE: Please make a backup of your BBS before starting the conversion.

THE STEPS: (Do them in the exact order of the steps)

1. Move the converter into your folder that contains Mansion. Once the converter is there double-click it. It will come up with an opening screen reminding you to make sure YOU HAVE A BACKUP and to ONLY RUN THE CONVERTER UNDER THE FINDER.

NOTE: When you see the message "Discarding all messages..." the converter will pause at the dialog for some time. This is normal, as it takes a long time to remove all your messages. (Usual time for 13000 messages on a Macintosh SE is 20 - 25 minutes)

2. Remove any remaining "MSG. XXXXXXX" files that may still be left over in the message folders. These may have been left there if you ever had a system error or some other problem with Mansion and they are leftovers.

3. Move the modem drivers that come in the distribution disk and move them into the **Modem Drivers** folder then the folder called **MPrefs** located in your **Mansion Data Folder**.

4. Run the Mansion Editor. Select the menu items and be sure that each piece of data is within a reasonable range. It is very important that you select, verify and resave the following:

Auto Idle Time-out...
Auto Launch...
BBS & Host Names...
Calls Per Day...
Prompt...
Time Limits...
Card Colors...
Visitor Password...
Lines Per Message...

Log-On Attempts...
Modem...
Pathways...
Pointers...

5. Run AutoSysOp with the option key held down. Choose the configure menu and enter your data. The check boxes enable what is to the right of them. Enable Application Approval allows AutoSysOp to automatically approve applications. Enable Mail Maint allows AutoSysOp to delete any mail that is still in the mailbox x number of days after it was written. Enable Board Maint allows AutoSysOp to delete any conference messages that are over a set number of days old or a maximum ceiling. Board Maint is global for all boards, but they can be overridden when you configure each board. AutoSysOp is no longer TabbyNet event compatible!

6. Open each of your menus and insert on the first line of each of the files the name of the menu. This is used in the prompt. The format is just text and a sample menu has been included to clarify exactly what I am talking about. Also examine the menus file for commands that have changed. Pay particular attention to those items that launch externals, or that are library commands. Also remove the reset feedback command if you are using it, as it is no longer supported.

Add your library menu commands and menus. We have included a couple of examples. We have also included a **Lib Header** file.

7. Copy over the new board menu file from the distribution disk. You will also need to move the **Board help** file into the help folder. This is the place for it.

8. If you are running Tabby, be sure to remove any program that was not distributed with or for Mansion 8.00 If it was not included it is not going to run with this new version. The Tabby software remains fully compatible with Mansion BBS.

NOTE:

When using this version, you may NOT use Mansion 7.XX or earlier versions of any of my programs. You also can not use News Manager by Michael Connick. If you use any of these old programs after you convert, you can be certain your system will not function properly and some data files may be destroyed.

9. You must run the converter on each of your library sections before allowing callers to access them. Since we now allow 35 character names on Mansion, it was necessary to change to format of the **section.dir** files. The library converter must be run from the same folder as Mansion.

Mansion is a BBS program that will serve you well. It is a very powerful program with many features built in. How the program is used is up to you. Once it is configured and tested, it should run reliably for a long time. This chapter explains what is available to you from your side.

These commands are available from the local menu bar, in Mansion, except for a brief period of when the modem is initializing. They are also not available after using the View User Log command until you reset that command by pressing the return key.

FILE MENU

Update Connections (-U)

This resets the "Connections:" counter located in the lower left hand window of the status bar screen. Activating this will reset the count to 0. It will NOT change the total number of calls to the BBS. This counter will restart counting again from 0 (zero) until you reset it again. This is handy to keep track of the number of calls you receive during any given period.

Windows (-W)

This is a toggle command that will Hide/Show the Mansion windows. This is useful if your BBS is in a location that others can easily see. Closing the windows would prevent others from seeing private messages, passwords, etc... Mansion may run slightly faster at baud rates above 9600 with the windows closed.

Sounds (-S)

This is a toggle command that will enable/disable the sounds that are used by Mansion. Sounds such as the 'Connected at ...', Crashmail, mail notify, etc. This is good if your BBS is in a position to bother anyone if it made a sound.

Paging (-P)

This is a toggle command that prevents the page from being activated by the caller. With this activated, the caller will receive the 'System Operator not available' message along with the times that the SysOp is normally available. If turned off this will override your times you have set that you are available for paging.

SysOp Hold (-N)

This is a toggle command that 'holds' the BBS for the System Operator. Only the System Operator can log on the BBS when this is turned on. Crashmail/Network calls WILL be accepted when this is turned on. This option is handy to use if you are waiting for a network call and don't want the BBS to be tied up while the network caller is trying to get through. Be sure to remember to toggle this back off else no one will be able to access your BBS.

Reset Mail

This command will reset the Mail ICON to 0 (zero). The number count of mail waiting in this ICON will start counting again with any additional mail and feedback left for the System Operator. This command will not alter any actual mail you have waiting.

Reset Applications

This command will reset the Applications ICON to 0 (zero). The number count of applications to be approved will start counting again with any additional applications. This command will not approve any existing applicants. You will still need to do the approvals manually or let Mansion SysOp handle this automatically if you have AutoSysOp configured to do this.

Reset Files

This command will reset the File ICON to 0 (zero). The number count of new, unapproved uploads will start counting again with any new uploads. This command will not approve any uploads. You will still need to approve new uploads manually.

Mansion Editor

This command will let you exit Mansion and launch the Mansion Editor. This is especially handy if you need to edit a users account while they are on-line. Launching the Mansion Editor while you have a caller on-line will NOT disconnect the caller. When you have finished working in the Mansion Editor and Quit Mansion Editor, you will be returned to Mansion and the caller will be returned to the location that they were at previously on the BBS. If you do this when a caller is on-line, make SURE you let the caller know that you are there and not to disconnect while you are in the Mansion Editor. The caller will not see anything on their screen until you have quit the Mansion Editor and returned to Mansion.

You may use this command at any other time as a quick way to move from Mansion to the Mansion Editor.

Quit (-Q)

This command quits Mansion. At any point this command is selected or the

command equivalent is activated, Mansion will quit and exit to the Finder.

MODEM MENU

BusyOut (-B)

This command will take the modem 'off the hook'. Your phone line will remain busy until you use the Reset command or take other actions that will put your modem 'on the hook'. This is very useful when you are doing work on the computer and Mansion is not running. Before quitting Mansion, use this command to take the modem 'off the hook' while you are working on your system. When you restart or run Mansion again, your modem will be initialized and put back 'on the hook'. If you use this command while Mansion is 'waiting for a call...' you must remember to reset the modem else your modem will stay 'off the hook'.

Reset (-R)

This command will reset your modem. If you have used the BusyOut command, you can use this command to reset your modem to 'on the hook' condition.

Hangup (-H)

This command will hang up the modem when a caller is on-line. It is only highlighted/available when a caller is on-line or if you are on-line locally. When used it will immediately disconnect the caller.

Hangup with Garbage(-G)

This command will hang up the modem when a caller is on-line. It is only highlighted/available when a caller is on-line or if you are on-line locally. When used it will send garbage to the modem and immediately disconnect the caller.

OPTIONS MENU

Chat Mode (-A)

This command puts you into an interactive chat mode with the caller. This command is only available when a caller is on-line. This allows you to 'break-in' on a user in any area and 'talk' with them, keyboard to keyboard. The text of your chat is recorded in the chat folder within the Mansion Data folder. When you end the chat (the OPTION key exits the Chat Mode) the caller is returned to the section of the BBS that they were at when the Chat was initiated.

Add Time...

This command allows you to add to the time left (minutes) for the callers current call.

This command is only available when a caller is on-line. Upon initiation of this command, the caller is given the message "Hang on for a minute...", and the System Operator is presented with a dialog box to let you increase the time limit. This change is ONLY for the current session.

System Down (-D)

This command will simply send a message to the caller stating "This BBS is going off-line for routine maintenance, please log-off promptly." This command is only available when a caller is on-line.

Local System Call (-L)

This command is used to Log-on the BBS locally. The modem will be taken 'off the hook' and enter the BBS. This command is only available when Mansion is 'Waiting for a call.." or importing messages.

View User Log

This command will allow you to view the log/list of callers that have logged-on since the last time that Mansion SysOp has been ran (usually around midnight every night). This command is only available when Mansion is 'Waiting for a call.." or importing messages.

Fast Sysop Login (-F)

This command is used for the sysop to Log-on the BBS locally without having to signon with user number 1 and password. The modem will be taken 'off the hook' and enter the BBS. This command is only available when Mansion is 'Waiting for a call.." or importing messages.

THE STATUS BAR

PAGE: This ICON shows 'On' if the caller can page the SysOp. If the ICON shows "Off" then callers can not page the SysOp. If this is off the system will tell the caller that the SysOp is not available, and will display the hours that the SysOp is usually available.

If a caller is on-line and has paged you during their session this icon will be highlighted (white on black rather than black on white). It would remain highlighted until either you chat with the caller or the caller has disconnected.

FILE: When files are have been uploaded to the library and are waiting to be approved this ICON will become highlighted and indicate the number of files to be approved. You will need to validate the files manually (see the menu command chapter). You can reset this

ICON (un-highlight and set the number to 0 (zero)) either by using the menu command or by using the RESET FILES command from the File menu in the menu bar.

APPS: When new users have applied for an account on your BBS this ICON will become highlighted and reflect the number of applications waiting to be approved. This ICON can be reset in the following ways: When you approve the applications from your SysOp menu and reset the application flag; When you reset the application flag by using the Reset Applications command from the File menu on the menu bar; By letting the Mansion SysOp program auto-approve your applications and reset this flag after it has approved your applications.

MAIL: If this ICON is highlighted and shows the number of pieces of EMAIL waiting in your mail box if you have mail.

Statistics

Calls: Shows the total number of calls ever made to your BBS system. This number is stored in the calls file.

Connections: Shows the number of calls received by your BBS since the last time you reset the connections with the Update Connections command from the File menu in the menu bar. This number is stored in the Statusbar file.

Modem: Shows the current status of the modem. It will tell you at what speed the last caller was logged on at, or the highest modem speed, if the BBS was just initialized.

Last Reset: Shows the last time Mansion was exited and re-entered.

Version: Shows the version of Mansion you are running.

Next Event: Shows the next event time scheduled for an external application such as TabbyNet, and the name of the application the will be run. If you are not running a mailer such as Tabby the words "None active" will appear.

Data & Heap & Stack: These numbers are the memory allocations for the BBS program, each number represents something different. For the BBS to operate properly the Data segment number should remain over 80,000 bytes. If the Data segment drops in size, it will steal the memory from the Heap. The stack should never change very much.

Find the application called Mansion Editor in the folder with the other Mansion applications. Double click on the icon to launch it. When the application launches an opening screen will appear. The editor will change much of the data used by Mansion and allows you to customize the BBS. When the application is in memory, the following commands will be active.

FILE - The File menu has many menu items. What follows is a complete discussion of what each menu item.

AUTO IDLE TIME-OUT

This menu item allows you to configure the number of seconds that the BBS will wait for input at a prompt. If someone is using the BBS and sits at a prompt for more the amount of time specified with this dialog, the BBS will hang-up on them. This time-out is not active when writing a message. This is good if the caller just trying to think of their next sentence.

AUTO LAUNCH

Mansion will launch TabbyNet (A Network Mailer) at a specified time. The BBS uses this information to allow Tabby to receive crash mail. If you do not have or are not using Tabby, set both the top and bottom to the same time in 24 hour format. (i.e., set the top and bottom to be 0000 which is 12:00 midnight) Tabby users note that you only need to set this once to the next event for it to run. After the initial setting Tabby itself will update these values. However, if for some reason this time does not get updated automatically (e.g., a system crash) then you may want to adjust the values to the next valid event time manually. You may also double-click on the Tabby program scheduler to correct the next event.

NOTE: If you give auto launch the wrong program name, the Finder will return a message saying this file is missing or busy when attempting to run it from Mansion BBS. The only option then is to return to the Finder. This is thus a fatal error. Be careful.

BBS & HOST NAMES

This will allow you to enter the name of the BBS and the Host name. The host name is the name that the BBS will print after the user enters their ID number. The BBS displays its name after the caller logs off.

BULLETIN BOARD NAME

In the first edit field enter the name of your BBS. When a user logs off your board, the board sends out to the modem is "Thank you for calling..." followed by your BBS name. The BBS then tells the caller to please call again soon.

HOST NAME

The Host name is a name that you can make up. It will be like the butler or the manager of the board, who is fictional or real. Whenever anyone types in their user number, it will call your fictional host so as to allow the BBS a more personal feel.

Enter both of these as you would with any other edit field. When done and want to save your changes, press the Okay button. If you don't want to save any changes, just press the cancel button.

CALLS PER DAY

Another default setting you have to set is the number of calls a caller can make during a given 24 hour period. This 24 hour period starts at midnight and ends at 11:59:59 P.M. The number of calls per day feature is only valid for those who are not visitors. Visitors are not subject to the limitations of this feature. When a member calls with an ID number, the BBS gets that user's record and looks to see how many calls per day the user can make. The BBS then checks to see how many calls the caller has made today. If the number of calls allowed is greater than the number of calls made today, the BBS will allow them on the system. The BBS keeps a running total of the number of calls made.

On the other hand if the user has used up all of their calls, the BBS will politely disconnect them from the system. This helps keep users from spending more then their fair share of time on the BBS and preventing other users from logging on. Without this feature, callers could call as many times per day as they want to. The maximum number of calls for a user is 99. Do not give them that many or you may get a number of complaints from users saying that they can't get on your BBS.

Default calls per day are much like the time limit defaults. (Discussed later) However, since visitors can not have call limits.

As with the default time limit you can also override the default setting on a user by user basis. Each user account has a number of calls per day edit field in their record. This number is normally zero which tell Mansion to use these defaults. If you set it to a positive number (greater the zero) Mansion BBS will, override the default calls allowed for the access level. The BBS then uses the number in the users record to determine the number of calls per day. The same restriction of 99 calls per day still exists.

PROMPT

The prompt tells the user the BBS expects input from them. What you can change is the last character in the prompt to give your BBS a unique look. Once you have changed the prompt, you can save your new prompt with the okay button or you can discard any changes

with the cancel button.

TIME LIMITS

This option brings up a window which allows you to enter time limits for various access levels (see above). This is the time allowed on the BBS for new callers. If you don't allow them to do much then you can have a lower time limit. The clock starts once they are heading to the first menu. Time limits are the hardest thing to decide on. Below is a table with cards and the access levels that use those colors. Access levels are in minutes. People with an access level of 90 do not have any time limit.

System operators should listen to the feedback about time limits. Callers are not going to post or upload programs if not given enough time. (Callers get additional time if they upload a program) On the other side of the coin if you give callers too much time, other callers will not be able to get on.

Each caller's file can also override the default time limit. Normally the time limit is zero in the user's file. Change the zero to some other positive number and that becomes the time limit for each call.

Members with an access level of 90 do not have any time limit.

CARD COLORS

You can assign a card color to an access level. Even though you give a caller an access level, by number, it's invisible to the caller. In this way two callers could have the same card color but two different access levels. Below is a table with cards and the access levels that represent those colors.

GUEST	- access level 0.
Level One	- access levels from 01 to 19.
Level Two	- access levels from 20 to 29.
Level Three	- access levels from 30 to 39.
Level Four	- access levels from 40 to 49.
Level Five	- access levels from 50 to 59.
Level Six	- access levels from 60 to 69.
Level Seven	- access levels from 70 to 79.
Level Eight	- access levels from 80 to 89.
SysOp	- access level 90

Just enter the card colors in lowercase and then press the okay button to save them, or press the cancel button to cancel.

VISITOR PASSWORD

This menu item allows you to configure the password used to allow any new users on-line. The BBS asks first time callers to enter their membership number or this password (note: the password displays itself to the caller) if they have never called before. This password tells Mansion that they are a new user and to treat them accordingly.

To save a new visitor password after you have entered it, just press the okay button. If you decide that you don't want to change it, then all you need to do is press the cancel button.

LINES PER MESSAGE

This menu item allows you to set the total number of lines that you will allow a caller to enter in any given message on the board. This does not effect the number of lines that display. Do not exceed 400 lines per message (approximately 32K) if you are using Tabby.

To save a new number of lines per message, just enter a new number greater then one and press the okay button. Press the cancel button to disregard changes.

LOG-ON ATTEMPTS

This is the number maximum allowable tries that any caller can try to respond to a log-on prompt without giving valid information. This is one way that the BBS protects itself and its members from unauthorized callers. Once the caller exceeds the number of tries the BBS disconnects the current caller, and waits for the next. The BBS also records an

unauthorized log-on attempt to a caller's membership account. Callers can see if someone else is trying to use his or her account number to access the BBS. If someone has attempted to access the BBS and fails using a membership number, the BBS will tell this to the member when he or she successfully logs in the BBS system.

To save a new number of log-on attempts all one needs to do is enter the new number, and then press the okay button. For obvious reasons, the log-on attempts should not be a large number. Lower numbers mean greater security. To cancel any changes you may have made, just press the cancel button.

EDIT - The Edit menu has five commands: Undo, Cut, Copy, Paste and Clear. This will allow you to manipulate text easily by cutting or copying and pasting. If you do not know how to cut copy or paste, consult your Macintosh users guide. Desk Accessories can use Undo.

ENVIRONMENT - This menu allows you to customize the environment that Mansion BBS exists in. There is no way the BBS will run without problems if this information is incorrect.

MODEM

This tells the BBS and any other application about your modem connected to your computer's modem port. You must have a modem connected to your computer's modem port and it must be on any time you are running your BBS.

HIGHEST MODEM SPEED SUPPORTED

The highest that Mansion will support is a 38400 baud modem. So within that limitation, you can set this to your modem's highest speed capability. Mansion also supports hardware handshaking, but don't use it since the Macintosh does not have enough pins in the modem port to support both Hardware Handshaking, Carrier Detect, and DTR signals.

LOWEST MODEM SPEED SUPPORTED

The lowest that Mansion will support is a 300 baud. You can set the BBS to lock out lower baud rates (like 300 baud) by telling the modem configuration that the lowest modem speed you will accept is 1200 bps. If a caller attempts to call with a bps rate lower then you have set, then a text file (too slow) displays to the caller and then the BBS will reset.

MODEM DISCONNECT SEQUENCE

This will allow you to choose the way that you want to disconnect the caller. The two ways are either by sending the escape code (usually +++) followed by a ATH0, and the other is by sending a signal on the DTR line. Both do the same thing, but cutting the DTR signal technique is quicker and your BBS resets for the next caller more quickly. One note, any Macintosh computer made before the Macintosh Plus (like the 512K & 128K) is unable to support the DTR line, so you will need to choose the "+++ATH0" disconnect method.

MODEM INITIALIZATION SCRIPT

This is the edit field where you will customize your modem. The information that you entered in this edit field are commands to the modem during reset. When you get a call, your modem will emit a tone, expecting another computer to answer it. After a few seconds it will change tone, expecting a higher speed modem. If it receives no acknowledgment from the remote computer, it will reset and ready itself for another caller after 30 seconds or so.

NOTE: The modem will never go back on-hook and ready itself for the next caller if the on-hook command is not present.

MODEM OFF-HOOK COMMAND

The second box should contain the command "ATH1". When you make a local call, the BBS sends this command to the modem to busy the modem. When you busy a modem, you change its state so that it acts like a phone off its hook. If you are making a local call, you certainly don't want a caller just to hear a ring, ring, ring. The busy modem, menu item uses this command also. When the caller disconnects, the modem goes back off-hook to reset itself so no callers can call during its initialization phase.

MODEM ON-HOOK COMMAND

The third box should contain the command "ATH0". This is the command that tells your modem to place itself back on-hook. This is like having your phone headset placed back in the cradle. It allows calls to your modem.

MODEM DRIVER

This allows you to select a modem driver from the modem drivers folder. Any change you make to a modem driver stores in the custom modem driver file. When you select a modem driver, the drivers information replaces all information in the modem configuration window. The name of the current driver is listed in the button that allows you to select the

driver.

When you are satisfied with the way your modem has been configured then press the okay button and any changes will be saved to the custom driver. The next time you edit your modem configuration, the custom modem driver information will be loaded.

If you do not want to save the modem configuration, then just press the cancel button and this window will go away.

PATHWAYS

Pathways are used to find where certain files are. Pathways are always presented in the following form:

Volume:Folder:Inside_Folder1:Inside_Folder2:...:Program

The Volume is the name of your hard disk or floppy disk. "Inside_Folder1" is a folder in the main directory. "Inside_Folder2" is a folder inside "Inside_Folder1". "Inside_Folder3" is inside "Inside_Folder2" which is inside "Inside_Folder1". And so on until "Inside_FolderN:Program". Each name MUST end in a colon. For example, the file Mansion Edit would have a pathway like this. Assume that your hard disk is named "Startup":

If we were starting fresh, with all windows closed, you would have to open the Startup Disk, then open the Mansion BBS folder, then open the Program folder to get to Mansion Edit. So, with that premise, go to the Configure menu now and choose Pathways. You will be presented with the following box with whatever the default pathways are:

Now you can choose the pathway by clicking on the appropriate button. This will present you with a Save File dialog box that you typically see when you are saving a file. Open the folder in which you wish to place the files, you must be able to see in the folder. It may be necessary to open several folders within other folders to accomplish this. In the place that you would normally enter the file name, you can enter anything you want, but you must enter at least one character. It doesn't matter what goes in this dialog box, the editor will ignore it. Once this is done, you can either enter a <CR> (carriage return) or press the Save button and the pathway will be set. When you are all done entering all the pathways press the Okay button and the pathways will be recorded into the MPrefs folder, in a file called pathways.

If you see three dots after the pathway, that means that the path was too long to display and so it has been truncated for display purposes only.

MANSION DATA

The first line defines where your **Mansion Data** (Users, Boards) folder is going to be. This folder contains information about your conferences, and teleport codes.

ARCHIVE FOLDER

RESERVED FOR FUTURE USE...

MAIL FOLDER

Enter the pathway for the Mail folder. This folder contains all the private mail for the command 3X operations.

MESSAGES FOLDER

The forth line is a pathway to where your messages are going to be stored. Each board has its own folder inside the messages folder. However, Mansion needs to know where the folder is to hold the message folders.

You have just entered the pathways, so that Mansion can quickly find where all the files are or are going to be.

MAINTENANCE. - This menu allows you to edit most of the internal operations of Mansion along with some other security options.

POINTERS

TELEPORT CODES

The number after the teleport codes label is the number of teleport codes that you have entered with the teleport editor. If for some reason you should develop a problem with the teleport file, you will need to reset this number to zero, and delete the teleport codes file.

MEMBER ISSUE

This is the highest membership number ever issued by the BBS. This also means that the user file has this many slots created. The BBS will reuse id numbers of deleted members. The only time this number will increase is when the slots in the user file are all used up. You should never have a reason to change this number.

LETTER SLOTS

This is the total number of letters that are in your mail file. If you have a serious problem with the mail area you can delete your mail folder, but you must also change the number of letter slots to zero. Remember to recreate the folder or Mansion may give you a

device i/o error.

CONFERENCE SLOTS

This is the number of slots that you used for your conferences. (boards) Some slots in your boards file may not be currently in use and can be marked as deleted until reused. This number will not grow larger until you have used all the slots in the boards file.

REF

This is the reference number used to store your messages. Each message written to the disk is assigned a unique number which this number is used for. Each message that is written takes this number, adds one to it, and then writes the message with the new reference number.

EDIT MEMBER

This command allows you to edit any member on your BBS system. When you first select this command a dialog box is displayed on the screen.

At this point you can enter the name of the member that you wish to edit. You can also enter the ID number of the user in this dialog. Only part of the name is required, and the editor will find any matches. In the next dialog, is an example of a search by the name "Michael".

Select the name of the user that you wish to edit. If an ID number was entered you will not see this dialog. Once the selection has been made then the Member Editor dialog will be displayed.

This is the first of two pages that allow you to edit user information. The dialog allows you to make changes to the users record. On the first window is the user's demographics, and configuration information. You can make changes to this information and save the changes with the okay button. If the changes are not to be saved, then press the cancel button. A single user (the one currently being viewed) can be deleted, by pressing the delete button.

Once a user has been deleted, there is no way that the deleted record can be restored.

Real Name: This field should contain the real name of the caller. This field is only used on conferences that require real names. The handle is stored separately. No two users can have the same name, and thus the BBS does not allow use of the same real name. The Mansion Editor allows the system operator to name a user anything including the same name as another user, so be careful. Names can be up to 35 characters in length. Anything greater then that will be deleted.

Handle: This field contains the handle of the user. This is the name field that is used most often throughout the BBS. There is a menu command that can be used to allow users to change their handle. The BBS will not allow two users to have the same handle. The Mansion Editor allows the system operator to name a user anything including the same name as another user, so be careful. Names can be up to 35 characters in length. Anything greater then that will be deleted.

Address: The address field allows the system operator to view and change the address of the caller. The address can be up to 40 characters in length. Any characters beyond that number will be truncated.

City: The city field contains the name of the city that the caller is located. The name of the city can contain up to 25 characters. Any more characters will be truncated to the maximum length.

State: This field contains a two letter state code that identifies the callers state. Codes can be up to 2 characters in length.

Zip: The zip code field allows caller's zip code to be stored in the user record. This code can be up to 10 digits in length and can be either letters and/or numbers. Any additional characters greater then the maximum will not be saved.

Phone Number: This field should contain a phone number that the caller can be reached by voice. This field can be up to 12 characters in length. There is no special format required for this number only the restriction that it can not be more then 12 characters in length. The suggested format is XXX-XXX-XXXX, but this is not enforced.

Password: Passwords can be up to ten characters in length. If you are editing a callers account with the editor, you might want to avoid changing this field because the BBS requires this password for the caller to logon. Also the password is fully visible when editing a user account.

Mailbox: This field is the number of letters that this user can store on the BBS. When a user is sent a letter it is stored in the mail file. The number that you enter in this field determines the volume of mail a caller can get. Once the caller has reached this number, the BBS will not accept anymore mail for the caller until they read and delete some mail. In coming netmail (relates to TabbyNet) is not subject to this restriction. The maximum this

number can be is 99.

Access Level: This number is the access level of the caller. Access levels are used to control access to certain areas of the BBS and are set by the SysOp. Valid access levels on Mansion start at -1 and proceed to 90.

Computer: When a caller first enters the BBS they are asked for their computer type. When they apply this information is saved to their user record. This field is filled from the "Terminals" file in your Mansion Data folder. You can change this to whatever you wish, but this field is limited to 4 characters.

There is also additional user information that you can edit. When editing users there is a button at the bottom of the window that allows you to switch between pages. If we pressed the page 2 button, we would be given a dialog much like the one that follows.

High Message: This is a field that stores the high message number that the caller has read. When Mansion creates a message is writes it to disk as a file named appended with a unique reference number. When a caller logs off the BBS they are asked if they wish to update the high message pointer. If they say yes, this number will be updated to the last reference number used to store a message on disk. Thus any new messages will have a higher message reference number and will be considered new to the caller, during the next call.

Interests: This is a 40 character field used to store the interests of a caller. There is no special format required for this field, except that it can only be 40 characters. Interests of callers can be gathered to allow other members with the same interests to find each other. This helps to facilitate communication on your BBS when others with the same interest seek each other out.

Time Limit: This field is used to override the users total amount of time on the BBS per call limit. Normally with most users the global per call time limit will be fine, but you can change the amount of time a caller has on a caller by caller basis with this field. The global time limits are set in the Mansion Editor under the menu File with the menu item called Time Limits. If the Time limit in the user record is zero then the BBS uses the global time limit.

Call Limit: This field works in the same way the the Time Limit field works. The field allows you to override the total number of calls a caller is permitted to make to the BBS on a daily basis. In most cases this field will be left zero, indicating that the BBS will use the global number of calls for the caller. Once a caller hits the call limit whether they are overridden or not, the BBS will not allow them to call until the date changes.

Fast Keys: With this check box enabled the caller does not have to press a return at many of the prompts that they may encounter while using the BBS. Some BBS system refer to

this function as hot keys. They work much in the same way. Also with this item checked a caller does not have to wait until the menu is fully displayed to select the item that they want. Once Mansion realizes that they have typed a valid key, the menu display is interrupted and the command is executed.

Expert Mode: If this box is checked the user is in expert mode. That means the BBS will suppress displaying menus and other verbose items to the caller. Usually this option can save some time, provided the caller knows their way around the BBS system.

Screen Width: This field contains the width of the callers screen. On most computers including the Macintosh, the screen width is set to 80 characters across the screen. From the SysOp's screen 80 characters is the maximum that can be displayed. This number also determines the width of the screen when a caller is entering a message.

ANSI: If this box is checked the BBS will look for a /ANSI appended text file name for many of its text files. If it is found the BBS will display an ANSI screen to the caller, however the SysOp terminal will not respond to ANSI control code, so the SysOp will see what looks like garbage. Mansion checks to see if a caller is in ANSI mode automatically when they call. Some terminal packages such as Z-Term and MicroPhone II support this inquiry. Even if a caller is in ANSI mode, if the SysOp has not set up ANSI text files, the caller will not see an ANSI screen. This should not be a problem.

Total Post: This number is the number of public messages that the caller has written on the BBS. This number is reset to zero after the caller has post 32000 messages (don't we wish) or when the account is deleted. If you attempt to put a higher number in this field the BBS will crash.

Total Up: This is the number of files the caller has uploaded to the BBS. After a successful upload the total number of uploads for the user is incriminated by one. This is why non-members (those without an ID number) should never be allowed to use either the upload or download command. Again once this number reaches 32000 it is reset to zero.

Total Down: This is the total number of files that have been downloaded by the caller, since they received their ID number from the BBS. This number also has a maximum value of 32000 before it will rollover to zero. Non-members can not download, because they do not have a user record to record the number. If you allow a caller to download (or upload for that matter) who is not a member your BBS will terminate operation with a bad record number error.

Other Flags: This is a field of 20 characters that you can use to store other information about a user. For example, on my system I have all Mansion system operators marked with an "M", and when I use the omit users command (it is available in the Mansion Editor) I tell the BBS to omit all users who have not been on for 30 days except "M". In this way I don't delete any of you. You can use any characters, but you are limited to twenty unique characters per user record, so I tend to use letters. I would suggest you use letters, digits, and/or symbols. Avoid non-displayable characters or ones that change from one font to

another. You can also read a callers flags while in scripts.

SysOp/Moderator/Off: These radio buttons are an indication to you can the BBS what type of caller being dealt with. If the SysOp radio button is selected the caller will have SysOp access to your BBS (some routines also require the caller to have an access level of 90). If the moderator radio button is selected the caller is a moderator of once of your conferences. No other options are enabled for the user, other then just a visual indicator to the system operator that they are helping out with one of your message boards. You might set up a script to display a special text files to moderators if you wish. If you off radio button is enabled, the caller is just that a caller, no other special options are enabled and most of the users will fit into this category.

Total Time: This is a reference field telling you how much time this caller has been logged on to your system since they first called. The time is rounded up to the nearest minute. This field is reset to zero once the caller exceeds 32000 minutes and then the minutes start accumulating again.

Calls (Last): This is the number of calls that the caller has made to the BBS today or better yet on the last day they called. This number is used to determine if a caller has tried to call to many times in on day and is compared to the total number of calls that the caller is allowed to make in one day (either global or overridden). When a caller logs on the BBS on a new day this number (a counter really) is reset to one.

Calls (Total): The calls total field is the field that contains the total number of calls that this caller placed to your BBS system. This number has a maximum value of 32000 and then it resets to zero and starts counting again.

Last Date On: This field contains the last date that the caller logged on to the BBS system. The format of this field is MM-DD-YYYY. It is important that this format is correct since it is used by the Omit Members command in the Mansion Editor.

Last Time On: The last time field is the time that the caller last logged on to the BBS system. This field is formatted as HH:MM:SS.

First Date On: The first date field is the first date that the caller logged on to the BBS system and applied for membership. Once the caller has applied for membership the date is written to this field as the user record is created.

APPROVE MEMBERS

This menu command allows you to approve members for membership, if you have any new applications. Once a caller has applied for membership their account is set up and a user record is created for them. The way the BBS system determines if a user record is an application is by checking the access level. If the access level is one the user account is an application. Once you change the access level (as in approving an application) the user

record is no longer considered an application. Once you have approved all applications, you will get a dialog like the one that follows:

OMIT MEMBERS

When you first select this menu item, a warning dialog appears like the the one that follows:

This warning dialog is a reminder that what you are about to do, can not be undone. This command allows you to completely erase user accounts by a given selection criteria. After you get past the warning by selecting okay a dialog box comes up so that you can delete users.

With this dialog you can tell the BBS to delete users prior to a certain date by entering in the month, day and year. Once you do this the BBS will delete users who have not been on the BBS from that date forward to the present day. Along with the date you can enter exception and inclusion flags.

Exception Flags: These are the flags that are stored in the user record. For example, I enter the letter "M" for all Mansion system operators. When I delete by date I enter the letter "M" in the exceptions field, as not to delete the Mansion System operators.

Inclusion Flags: These flags work just the opposite of the exceptions flags. If you enter a user flag in this field users who have this flag will be deleted no matter when they last called.

If there is a conflict based on what was explained about inclusion and exclusion flags, the editor will assume that you don't want the user deleted. One example would be if you place the same letter or letters in both fields.

While the user file is being scanned and users deleted the status bar will fill from left to right to show the progress of the operation. Once this operation is completed, this window will disappear and a small dialog will appear telling you how many users have been omitted.

TELEPORT EDITOR

The teleport editor allows you to use the teleport command in your menus. Teleport commands allow a caller to move between menus very quickly. When you select this menu item, you will get a dialog like the one that follows:

With the teleport editor you can add, change, and delete teleport codes. These teleport codes are stored in a file called TCODES in your Mansion Data folder. Teleport codes are sorted and stored in alphabetic order.

Add: This button allows you to add a teleport code to the list. Enter a teleport description that describes where the caller will be taken, then add a teleport code up to 4 letters and/or numbers. The level field is the minimum access level to view and use the teleport code you are adding and Menu is the menu number to take the caller to when they enter the code.

> NOTE: If you enter a zero in the teleport code field, the caller will be disconnected from the BBS when they enter that teleport code.

Change: To edit or change a teleport code, select the description you wish to change. Each of the fields that you can edit will appear in the edit fields below the list of teleport codes. To save your changes click on the button named change.

Delete: Select the teleport code that you wish to delete. Once you have made your selection the delete button will become active. Click on the delete button and the currently highlighted teleport code will be deleted.

SYSOP NAMES

The BBS allows more then two names to be used by the system operator. It keeps these names in a file called "SysOp Names". These names are used by the BBS to direct private mail to the SysOp. The list of reserved names can also be used to prevent other callers from using a particular set of names. Once a name has been reserved for the system operator, they can not be used by a caller.

When you select SysOp Names from the menu, a dialog appears like this one. This dialog allows you to add, change, and delete the list of reserved names.

Add: To add a name to the list, just enter the name in the Reserved Name field and click the Add button. The name you just entered will be added to the list in alphabetic order. (Names are not case dependent)

Change: To change a name, just select a name from the scroll list and that name will appear in the Reserved Name edit field. Make the changes, and then click the change button. Your changes will be recorded and the scrolling list will be updated.

Delete: Select the name that you want to remove from your list of reserved names and click on the Delete button. The Delete button will only become active when a name is selected from the list.

CONFERENCE - This menu contains the menu items that are related to maintaining message conferences on the BBS.

EDIT CONFERENCE

When this menu item is selected, a dialog box will appear that will allow the system operator to enter the name (or part of the name) of a conference that will be edited. If nothing is entered in the edit field, but the Okay button is selected, all conferences on the BBS system will be located.

Once the Okay button has been selected the results on the search will be returned in another dialog. The result will be a list of conferences from which can be edited.

Select the conference to be edited and then select the the Okay button. Once this is done, the information concerning the conference will be loaded and yet another dialog will appear with the information concerning that conference.

Conferences are the public message areas of the BBS program. This dialog gives a great deal of information about the conference and allows you to edit the attributes of the conference (or board).

Conference Number: This number is a unique number assigned the conference. This number is important if you are running an application such as TabbyNet. The number is located at the top of the dialog right after the number sign. Mansion allows this number to be anything from 1 to 32767. This number can not be edited.

Moderator: This is the name of the person such as the SysOp who is responsible for problems with the conference message base. Moderators can delete messages, as well as settle verbal disputes on the particular message area. When using TabbyNet and receiving echoes, place the name of the moderator, of the echo in this field. Placing the name of the moderator does not trigger additional access to the higher level commands of the board.

Moderator ID Number: This is the trigger. The BBS uses this number to determine if the caller can delete messages on the message base. The ID number is the caller membership number. If there is no moderator of this echo, other then the primary system operator, or if this conference is an echo then place the number one in this field. By placing the number one in this field, the system operator gets the privileges (system operators have the privileges anyway, but nobody else should have them) they already have.

Special Bulletin Updated: This is the date that the special bulletin was last updated. Then

special bulletin is a text file that can be created at the board prompt in the BBS, that is displayed to the caller before they can enter conference commands. The special bulletin is optional on a conference by conference basis. The date in this field determines if the caller will see that special bulletin. If the caller has been on since the bulletin was last updated, it is not displayed repeatedly. You can use the script language to create bulletins repeatedly.

Conference Type: These are a set of radio buttons. By selecting a radio button the system operator can determine the way the conference will interact with the callers. There are six types of conferences.

Normal: This means that messages that are posted on the conference are not exported automatically to the TabbyNet Generic Export file. If the system operator is not running the Tabby software or if this is a message base that is not shared with other systems, then select the "Norma" option for the particular conference.

Echo: This tells the BBS to echo (export) the messages in to a form that is usable by a program such as TabbyNet. You must be running TabbyNet, and have it set up for this option to work. As a message is recorded on disk it is also recorded in a file called "Generic Export" for the Tabby program. Refer to the TabbyNet documentation for further information on the nature of Echoes.

Real Name: This option uses the real name of the caller in the from field of the message. It is useful in some echoes that require real names, or where handles would not be appreciated. When a message is recorded the real name is taken from the callers user record and recorded in the message header file.

Handle: This allows the caller to use there handle when writing messages on a conference. Handles can be changed by a menu command, and are likely to be anything. Handles are stored in the user's membership record also. Messages on this type of conference will be from the handle of the user.

Anonymous: This type of conference is best when the use of a handle or real name may not be appropriate. For example some BBS systems have a suggestion box, where an honest suggestion may not be made if a caller felt that the system operator would know who posted the message. There is only one way to tell who posted the message, but only the system operator will know.

Folder: This is where the messages for this conference are stored. When you create a message base you also need to create a folder to hold the messages. This folder should be named the name as the conference, so that the system operator knows which messages are stored where. Also if the conference is ever deleted, then it will be easier to locate that conferences messages and delete them. Even if a message base is deleted with the editor, the folder containing the messages will still need to be deleted manually.

Conference Name: This is the name of the conference. You and change the name of the

conference by editing the top left edit field. Conference names can be up to 20 characters in length.

Security Level: This is a number between 0 to 90. A users access level is compared to this access level and the security type to determine if and how the caller can interact with the conference.

Security Type: There are a number of security types that can be set for the conference. The combinations are many.

Read Only: Allows the caller to only read messages until they have the access level that meets the other criteria to write.

Write Only: Callers can write to the conference, but can not read anything until they have the proper access level.

First Only: Only the first message may be read, and the caller can not write anything until the user has the proper access level. After the caller has the proper access level, they can read all messages and write to the conference.

Read/Write: Callers may not read or write to the conference, until they have the proper access level.

Deleted: The conference is marked are deleted. It will not be scanned at logon, and it can not be access by users. Conferences can never be fully deleted, and those that are marked as deleted, as actually considered deleted.

Greater: The access level of the caller is compared to the access level of the conference, and the compare is a greater then. This means the caller's access level must be greater then the conference's for full access.

Equal: The access level of the caller is compared to the access level of the conference, and the compare is a equal to. This means the caller's access level must be equal to the conference's for full access.

Less: The access level of the caller is compared to the access level of the conference, and the compare is a less then. This means the caller's access level must be less then the conference's for full access.

Not: The access level of the caller is compared to the access level of the conference, and the compare is a not equal to. This means the caller's access level must not be equal to the conference's for full access.

Max. Messages: This is the maximum number of messages that can be posted and stored on the conference. When AutoSysOp is run the board is trimmed to this number. Users will still be allowed to post to the board if the maximum number is reached. Max. Messages

is an override number. That means that this number overrides the maximum number of messages for all boards, set by the AutoSysOp program. If you do not wish to override the maximum number of messages set with AutoSysOp, then this number must be set to zero.

Messages: This is the number of messages that are currently stored on this conference. The BBS will change this number when messages are added and messages are deleted. There should be little reason for you to change this number, even though the capability to change this number is provided.

Age Messages: The age of the messages are in days. This number determines the number of days the messages will stay on this conference. This number overrides the age number for all conferences that can be set with AutoSysOp.

Accesses: This is the number of times callers have selected this conference to work with. This number will reset to zero once it has reached 32767.

RESET CONFERENCE SCAN

This command allows you to reset the marked boards for all callers. This command is useful when you add or change boards. Callers mark the boards they want to scan, and if, after adding additional boards the boards are left marked, they may be able to scan private boards.

DELETE ALL MESSAGES

This command allows you to delete all messages on your BBS. This command will warn you that what you are about to do, is not reversible. It will take some time for this operation to complete, so just sit back and wait for the process to complete. If this operation should fail for any reason, you will need to restore from backup.

REPORTS - This menu contains the menu items that are related to reports on the status of your BBS.

EXPORT MEMBERSHIP FILE

This function brings up a save dialog box and exports the contents of your user file so that it can be imported into your favorite data base. Once it is brought into another database you can create other reports and not have to rely on what is provided in the editor.

CONFERENCE REPORT

This report gives you a detailed account of the activities on your conferences. Such things as number of accesses and so forth are provided.

```
-----CONFERENCE LIST REPORT OF 02-27-1991

NUM            CONFERENCE NAME      SYSOP NAME           ID     #  AL AC    UPDATED

00001          MACDEV               Bernard Aboba        00001 106  0 00183 02-16-1989
00002          MACHYPE              Bernard Aboba        00001   0  0 00214 08-01-1987
00003          ECHOMAC              Richard Bollar       00001 539  0 00501 11-17-1988
00004          TABBY                Michael Connick      00001 119  0 00307 11-17-1988
00005          MACFSALE             Michael Pester       00001 164  0 00379 05-08-1990
```

APPLICATION REPORT

The application report generates a list of applications that have not been approved by the system. This is useful if the SysOp wishes to call verify the new user before allowing them access to the system.

```
-----APPLICATION LIST OF 02-27-1991

ID#   NAME                                PASSWORD   TELEPHONE    LAST DATE  T TYPE
00083 JOHN DOE                            AXS-MBA    111-555-1212 02-27-1991 • MAC
00084 JAMES SMITH                         120367     222-555-1212 02-27-1991 • MAC
```

RATIO REPORT

The ratio report gives you information about the activities of the caller such as number of messages posted, files uploaded, and download. This information can be useful when changing a callers access level.

```
-----MEMBER RATIO REPORT OF 02-27-1991

ID#   NAME                                UPLOADS DOWNLOADS POSTS LAST DATE  TYPE
00001 MICHAEL PESTER                        134      64       668 02-12-1991 MAC
00002 RALPH MERRITT                         -----     1         2 01-10-1991 MAC
00003 THOM SPIVEY                           -----   -----     ----- 01-07-1991 MAC
00004 BILL HENNAN                           -----   -----     ----- 01-08-1991 MAC
00005 ZEFF WHEELOCK                           13      60       108 01-22-1991 MAC
00006 GARNER MILLER                         -----     4       ----- 02-08-1991 MAC
00007 BILL ARNDT                            -----   -----     ----- 01-11-1991 MAC
00008 KLAUS MATZKA                          -----     11        6 02-12-1991 MAC
00009 MIKE BIELEN                           -----   -----     ----- 01-07-1991 MAC
00010 VERNE ARASE                           -----   -----     ----- 02-05-1991 MAC
00011 MARK TOLAND                             8       3        15 02-23-1991 MAC
```

This section explains the commands used for writing your own scripts within Mansion. Scripts can be executed by either calling them through menu commands or they are executed automatically through the predefined files that have been set up within Mansion. These files are:

Login When someone has given the correct information to login

Visitor When a visitor has entered the word designating he is a new user.

Disconnect When the user disconnects from your system.

All scripts, including the ones mentioned above, should be placed in the **SCRIPTS** folder within **MANSION DATA** folder in your **PROGRAM** folder.

Software Design cannot provide programming help other than what has been included within this package. Help can be obtained via Fidonet through the MANSION echo on scripting and BBS functions.

Variables

Variables are holding places for values or strings of characters. They can be changed as often as you like. Variables start with an ampersand (&) followed by a number from 0 (zero) to 299. There are several reserved variables which are used to hold values of the user record. These are the variables &256 to &283. See the command **LOADUSERINFO** for an explanation of how these variables are used. &0 holds the last input from a user.

Functions

Functions are small programs designed to accomplish simple tasks. Most of the functions here allow you to use characters otherwise not possible to create via the regular scripting commands. Functions have no parameters that they have to pass. All functions start with an at sign (@).

Constants

Constants are values that never change or can be changed. Most, if not all, the text that you pass to other variables or printed out to a file or a modem, are constants. You cannot issue this command:

MOVE SALT,PEPPER

However this command is legal:

MOVE SALT,&10

which will move the word SALT into the variable &10.

Command Formatting

ADD (VAR1)*,[VAR2]

The first word is the command itself. Everything following are the variables to be passed or values to be returned within.

Key

*****	This variable will return a value upon completion.
$	This script command can be executed by AutoSysOp.
[VAR1]	Variables surrounded by brackets mean that you can put a variable, a function, or a constant to be passed to the procedure.
(VAR1)	Variables surrounded by parenthesis mean that you can only put variables to be passed to the procedure. You cannot pass a constant or a function or a serious error may occur.

NOTE: When issuing commands, do not include the asterisk, brackets or parenthesis as part of the variable, function. Constants can have these symbols, but only when you want to use them as part of a text string.

Text Editor

You will need to secure the use of a text editor for writing scripts. Edit, QUED/M, and TeachText are examples of text editors. TeachText is part of Apple Computer's system software. Consult the documentation of the text editor, for such operations as opening and saving files.

Commands

/ (Forward Slash)

A slash proceeds any label you want to start a section with.

Example: /BEGINNING
MOVE Hello,&10

Explanation: Whenever a **FORWARD** or **REVERSE** command has been issued followed by a label, it will search for the / symbol followed by the label name. This is useful if you want to branch to different sections of the script.

; (Semicolon)

A semicolon proceeds any comment you want to make in your scripts.

Example: ;The following command will move Hello into
;variable &10
MOVE Hello,&10

Explanation: Comments are never executed as part of the script. It can be used to remind you want certain variables contain or explain the part of the script you are executing. They never get printed to the screen or sent to the modem.

ADD (VAR1)*,[VAR2] $

ADD adds two numbers together and returns the sum into **VAR1**.

Example: ;Adding 2 and 3
MOVE 2,&10
MOVE 3,&20
ADD &10,&20

Explanation: &10 now contains the number 5. &20 still contains the number 3. The number 2 that was in &10 has been replaced with the sum of &10 and &20.

APPEND [VAR1] $

APPEND will take any constant, function or variable and places it at the end of a file that has been opened by the **OUTPUT** command. If nothing is passed to the procedure, it will create a blank line in the file. If you have not specified a file to append to, the command will stop the BBS and give you the error 53 - File not found. This command will work for those files that already exist on the

computer. If you are creating a new file, you must issue a WRITE as your first command to initialize the file. From there on, you can use the APPEND statement.

Example:
```
;This will open a file and write the word Hello on the first line
;and There on the second line
OUTPUT HardDisk:Test
MOVE Hello,&10
APPEND &10
APPEND There
```

Explanation: The APPEND command writes out to a file that has been opened and places at the end of the file the contents of a variable, function or a constant.

BEEP $

BEEP will cause your BBS computer to produce your beep sound that has been defined in the Control Panel. This command has no parameters.

Example:
```
;Make my computer beep!
BEEP
```

Explanation: This will just cause the computer which the BBS resides on to sound a beep or whatever sound you have chosen to represent your BEEP.

CLOSE $

CLOSE closes any file that has been opened by **OPEN**. This command does not have to be given if you have issued the command **OUTPUT**. CLOSE will close the current file which has been open. No parameters are passed to this procedure.

Example:
```
;Example of closing a file
OPEN HardDisk:Test
READ &10
PRINT &10
CLOSE
```

Explanation: Opening the file that we used to **APPEND** the words Hello and There, this command opened that file, read the first line, which contains the word Hello, and **PRINT**ed it to the modem. Finally we issued the CLOSE command to close what we have opened. You do not need to CLOSE a file that has been opened by the **OUTPUT** command.

COMMAND [VAR1],[VAR2]

COMMAND allows you to issue any menu command as stated in the Menu section. This will end any script once executed. Uses for this command can make a user go to a specific menu. Command has two parameters: VAR1 is the command number and VAR2 is the reference number.

Example: ;This will take the user to menu #1
/MENUONE
COMMAND 1,1
;This will take the user to message board #4
/BOARDFOUR
COMMAND 2,4

Explanation: This is an excerpt from a script that when the FORWARD or REVERSE commands were instructed to go to either MENUONE or BOARDFOUR it will take them directly to that menu or message board thus ending the script. The first parameter in the MENUONE section is passing the menu command 1 which is go to menu number. The second parameter tells it what menu number or menu one has defined above. The second COMMAND statement in the BOARDFOUR section is passing the menu command 2 in the first parameter which is a go to message board command. The second parameter is the message board number or 4 as defined above.

COMMANDR [VAR1],[VAR2]

COMMANDR is virtually the same as the **COMMAND** statement with the exception that it can return to the script to execute the rest of the commands. Only menu commands that have been specified by the symbol (@) in the Menu Command section of this documentation can be used in this command. The same two types of parameters are passed as they were in the **COMMAND** statement.

Example: ;This will scan for new files
COMMANDR 111,2

Explanation: Once executed the command will continue to finish the rest of the commands in the script. See the Menu Commands for an explanation of Command 111

CONCAT (VAR1)*,[VAR2] $

CONCAT will allow you to join two strings (concatenate) together. The second parameter is appended to the first parameter with the result ending up in the first parameter. VAR1 must be only a variable. VAR2 can be a function, variable or a constant.

Example: ;This will concatenate Hello and There
MOVE Hello,&10
CONCAT &10,There

Explanation: &10 now contains the phrase HelloThere (there is no space between the two words). To have a space between the two words you must issue three more commands between the MOVE and the CONCAT statements:

MOVE 1,&20
SPACES &20
CONCAT &10,&20

That will produce &10 containing Hello There.

DELAY [VAR1] $

DELAY will produce a delay for the number of sixieths of seconds. VAR1 can be a variable, function or a constant.

Example: ;This will produce a one second delay
DELAY 60

Explanation: The DELAY function produces a delay 1/60th of a second times the number that was passed into the procedure. In Macintosh terms, 1/60th of a second is referred to as a tick. There are 60 ticks in a second.

DIR [VAR1]

DIR will display to the screen and remote caller, a list of files in a folder. This command will not display folders, invisible files, or any other file not normally displayed by the Macintosh Finder™. VAR1 is the pathway to the folder that will be displayed.

Example: ;Display system folder
DIR My Hard Disk:System Folder:

DISPLAY [VAR1]

DISPLAY will allow you to display a text file which has been formatted to eighty characters per line to the screen and to the caller. DISPLAY has one variable which must be the full pathname of the file that you wish to display. If the file does not exist, nothing is displayed and execution of the script continues. VAR1 can be either a variable, a function or a constant

Example: ;Display a text file.
DISPLAY HardDisk:Test

Explanation: This will display the file that we created in the **APPEND** command.

DIVIDE (VAR1)*,[VAR2] $

DIVIDE divides the value in VAR1 by VAR2 and returns the result in VAR1. VAR1 must be just a variable and VAR2 can be either a variable, a function or a constant.

Example: ;This will divide 6 by 3
MOVE 6,&10
DIVIDE &10,3

Explanation: &10 now contains 2. Be careful that you do not issue the command:

DIVIDE &10,0

or a very serious error will occur and crash the BBS with an error 11 - Divide by 0 error.

DOWN [VAR1],[VAR2]

DOWN will allow you to download a file from the host computer to the remote computer. VAR1 is the pathway to the folder that contains the file to be downloaded and VAR2 is the name of the file.

NOTE: &0 returns the status of the transfer.

DRAW [VAR1]

DRAW is virtually identical to the **PRINT** command with the exception that the cursor will remain on the same line after the text you just printed. This is useful for formatting questions for user input. The procedure has one parameter to be passed which can be a variable, a function or a constant.

Example: ;This will ask a question and get a response
DRAW What is your name:
INPUT 35,&10

Explanation: This asks for the users name and the cursor remains on the same line after the colon. The user then types in their name. Everything after the DRAW command will be printed to the screen and the modem.

EDITFILE [VAR1],(VAR2)*,[VAR3],(VAR4)*

EDITFILE will bring up the Mansion editor to edit any text file on the computer. There are four parameters that are passed to this procedure:

VAR1 can be a variable, a function or a constant and contains the full pathname of the file that you are going to edit.

VAR2 can only be a variable. It is a variable that will return the number of lines that currently exist in the file.

VAR3 can be a variable, a function or a constant and contains a number for the maximum number of lines that the text file can have up to with the maximum being 32000 lines.

VAR4 must only be a variable which will return the result of the completion of the edit. A 1 means that the text file was saved, a 0 means that it was aborted.

Example:
```
;This will edit the file we have been working on.
MOVE 100,&20
EDITFILE HardDisk:Test,&10,&20,&30
```

Explanation: We edited the file that we created in **APPEND**. We passed the full pathname to the procedure in the first parameter. The second parameter, &10, will contain the number 2 since there are two lines in the file - Hello on the first line and There on the second line. The third parameter we passed contains the number 100 since that is the number of lines we want maximum in this file. The last variable, &30, will contain either a 1 or a 0 depending if the file was saved or not.

END $

END ends the current script whereever it is issued. It is good programming style to have the very last command in all the scripts be the END command. This command has no parameters.

Example:
```
;This is the ending of the script
/EXIT
END
```

Explanation: This is another excerpt from a script at the very end where the

script is ending. This will close the script and dop some cleaning up before it leaves.

EXISTS [VAR1],(VAR2)* $

EXISTS will check if the file you specify exists on the computer. There are two parameters passed to this procedure. VAR1 can be a function, a variable or a constant and contains the full pathname of the file you are checking. VAR2 can only be a variable. It returns either a -1 (negative 1) if the file exists or a 0 (zero) if it does not.

Example: ;This checks to see if the file exists.
EXISTS HardDisk:Test,&10

Explanation: The command will check to see if Test resides on the computer. If it doesn't, then 0 (zero)is returned in &10 otherwise a -1 (negative 1) is passed back.

FIND [VAR1],[VAR2],(VAR3)*,[VAR4] $

FIND will locate a string of characters within another string of characters. VAR1 contains the string you are searching in. VAR2 is the string you are searching with. VAR3 returns which column that VAR2 starts within VAR1. If no occurance of VAR2 exists in VAR1, then 0 is returned in VAR3. VAR4 is a value that tells which column in VAR1 to start to look for the string contained in VAR2.

Example: ; This will look for the occurance of the string ‘at’
; in the word ‘concatenate’.
MOVE concatenate,&10
MOVE at,&20
FIND &10,&20,&30,1
ADD &30,1
FIND &10,&20,&40,&30

Explanation: The first FIND statement returns the number 5 in the variable &30 since ‘at’ starts at the 5th column in ‘concatenate’. The second FIND statement will return 9 in the variable &40 because we started looking from one more than the previous FIND statement returning value. Starting at column 6 we find that starting at column 9 the word ‘at’ occurs again.

FORWARD [VAR1] $

FORWARD will take search from the point this command was called to the end of the document for the label VAR1. You should not include the forward slash in the label.

Example:
```
; Let us skip over a command
FORWARD CONTINUE
PRINT This command will never be executed
/CONTINUE
PRINT Hello there!
```

Explanation: FORWARD jumped over the first PRINT statement and started executing the command immediately following the label CONTINUE.

GETFLAGS (VAR1)

GETFLAGS will obtain the current user's flags. These flags can be used to find out if a user has read a particular bulletin or not. There are 20 different flags that you can set. GETFLAGS will take the current users flags without having to call LOADUSERINFO . If you call GETFLAGS, then call LOADUSERINFO, change the flags and save them with SAVEUSERINFO, the old values of the flags will be in GETFLAGS while the new version is in the variable &283.

Example:
```
;This will get the flags and put them in a variable
;so that you can use them.
GETFLAGS &10
FIND &10,A,&20,1
IF &20,<,1
        PRINT You have not read the bulletin yet...
ENDIF
```

Explanation: This loaded the user flags and looked for the letter A. If it was not found it printed a statement to the user.

IF [VAR1],{=,<,>,<>},[VAR2] $
IFV [VAR1],{=,<,>,<>},[VAR2] $
ELSE $
ENDIF $

IF and IFV are identical with the exception that IF will act upon only strings of characters and IFV will act upon values or numbers. ELSE is an optional directive. If the IF/IFV statement is true then the following lines up to the ELSE statement will be executed. If the IF/IFV statement is false, then the following lines up to the ELSE statement will be ignored and the commands following ELSE and ending with ENDIF will be executed. ENDIF must be at the end of each IF/IFV statement. VAR1 and VAR2 can be any variable, function or constant.

Example:
```
;Testing to see which number is higher
MOVE 4,&10
```

```
MOVE 5,&20
MOVE 1,&30
SPACES &30
IFV &10,>,&20
        DRAW &10
        DRAW &30
        DRAW is higher than
        DRAW &30
        DRAW &20
ELSE
        DRAW &10
        DRAW &30
        DRAW is lower than
        DRAW &30
        DRAW &20
ENDIF
```

Explanation: This IFV statement was FALSE since 4 is not greater than 5 so it issues the commands after the ELSE command up to the ENDIF command. The text printed is: 4 is lower than 5.

Note: You cannot have nested IF/IFV statements. If necessary, branch to another routine with the FORWARD or REVERSE command.

INPUT [VAR1],(VAR2)*

INPUT will obtain whatever the user types in. VAR1 is the number of characters to accept in the input and VAR2 is the actual inputted data from the user.

Example:
```
; Let's ask the user to type in their name!
DRAW Type in your name:
INPUT 25,&10
```

Explanation: The user sees the prompt and the cursor immediately following the phrase. Whatever is typed in, the first 25 characters will be kept in &10.

KILL [VAR1] $

KILL deletes a file from your disk. This is a dangerous command and should be used with caution. Deleting a wrong file could make your BBS come to a crashing halt. If a file does not exist, this command will error out, also stopping your BBS. Use the EXISTS command to check if a file is on your hard disk or not. VAR1 is the complete pathname to the file.

Example:
```
;This will delete a fictional file.
```

```
EXISTS HardDisk:Test.txt,&10
IFV &10,=,-1
        KILL HardDisk:Test.txt
ELSE
        PRINT The file HardDisk:Test.txt does not exist.
ENDIF
```

Explanation: We tested for the existance of Test.txt and deleted it if it existed and told us that the file did not exist if the file was not on the computer.

LEFT [VAR1],[VAR2],(VAR3)* $

LEFT will take the left part of a string and parse out the number of characters that you specify. VAR1 contains the original string. VAR2 is the number of characters from the left side you want to parse out. VAR3 is the resulting string.

Example:
```
;This will take the first 8 characters of the string.
MOVE Hello There,&10
LEFT &10,8,&20
```

Explanation: The script moved a phrase into &10 and then it took the first 8 characters and put them into &20. &20 now contains 'HelloTh'.

LENGTH [VAR1],(VAR2)* $

LENGTH will find the length of any string passed to it in VAR1 and return the resulting value in VAR2.

Example:
```
;Let us find the length of the string
MOVE Hello There,&10
LENGTH &10,&20
```

Explanation: The length of 'Hello There' is 11 and the value is returned in &20.

LOADUSERINFO [VAR1] $

LOADUSERINFO has no parameters that it has to pass. It loads the user's record and places the values in the the variables &256 to &283. These are:

- &256 - Callers access level
- &257 - Callers street address
- &258 - calls allowed by user per day (0 if using defaults)
- &259 - Number of calls to the BBS by this caller
- &260 - City the caller is from
- &261 - Callers computer type

&262 - Expert mode flag (Y=YES,N=NO)
&263 - The first date that the caller called.
&264 - The callers Interests
&265 - The last date the caller called
&266 - The last time the caller was on-line
&267 - The callers time limit per call. (0 if using defaults)
&268 - The number of letter slots allocated for this user
&269 - The callers password
&270 - The callers phone number.
&271 - The callers terminal width.
&272 - The state the caller is from.
&273 - The sysop flag (Y = Yes/N = No/A = Alternate)
&274 - Calls to the BBS on the last date on.
&275 - Total number of files downloaded.
&276 - Total messages posted.
&277 - Total time spent on the BBS in minutes.
&278 - Total number of files uploaded
&279 - The zip code of the caller
&280 - The real name of the caller
&281 - The caller's handle
&282 - 0 if hotkeys are disabled/1 if enabled
&283 - Survey flags

You can change these values and save them by issuing a SAVEUSERINFO when done.

Example: ;We will change one item in the callers info

```
LOADUSERINFO
MOVE 60,&267
SAVEUSERINFO
```

Explanation: We changed the users time limit to whatever it was to 60 minutes.

Caution: The callers time limit must be saved before issuing the LOADUSERINFO command. Use the following:

MOVE @LIMIT,&10

or into any variable. When you have finished the script or have saved the user info issue this command:

LIMIT &10

This will give the users time limit back to what it was before the script was executed. The problem is that the callers time limit gets set to whatever is stored in the user record which is sometimes 0 or Mansions way of using a

default value for the time.

You can pass a User id in VAR1. When you pass a user id that member's user info is loaded.

MAIL

MAIL checks the users mailbox for any mail and informs them if mail exists or not. No parameters are passed to this command.

Example:
```
;Somewhere in the login script, use the mail command
PRINT Welcome to my BBS
PRINT Checking for Mail...
MAIL
```

Explanation: Mail searches the current users mailbox and either tells them if they have received mail or not.

MID [VAR1],[VAR2],[VAR3],(VAR4)* $

MID will parse out the middle of a string. VAR1 contains the original string. VAR2 is the number of the column which you want to start at. VAR3 is the length of the new string that you want parsed out. VAR4 is the resulting string.

Example:
```
;We will parse out the middle of 'Hello There'
MOVE Hello There,&10
MID &10,3,6,&20
```

Explanation: &20 now contains the string 'llo Th'. It started at column 3 and went 6 characters. The resulting string turned up in &20.

MOVE [VAR1],(VAR2)* $

MOVE takes VAR1 and moves it into VAR2. VAR2 must be a variable. VAR1 still contains the original value.

Example:
```
;A moving example
MOVE 2,&10
MOVE 3,&20
ADD &10,&20
```

Explanation: This example shows two MOVE commands followed by an addition command. The first MOVE moves the number 2 into the variable &10. The second moves the number 3 into the variable &20. We add them

together and &10 now contains 5.

MULTIPLY (VAR1)*,[VAR2] $

MULTIPLY will take the product of two numbers and return the answer into VAR1.

Example: ;Multiplying 3 and 4
MOVE 3,&10
MOVE 4,&20
MULTIPLY &10,&20

Explanation: &10 now contains 12. We moved two numbers into two different variables and then multiplied them together. The result was returned into &10 or the fiorst variable.

NETWORKTIMECHECK

NETWORKTIMECHECK checks the current time against the time that the BBS is due to go down for an external event. If the time until the event is less than the current users time limit, then the user will be notified of the event and will ask him if they want to continue using the BBS.

Example: ;In your logon script, this command should be in there.
NETWORKTIMECHECK
PRINT Looking for Mail...
MAIL

Explanation: The first thing that your logon script should do is to look for the network startup time so the user can be informed if the BBS is going to shut him off any time soon.

NEWFILE [VAR1],(VAR2)*,[VAR3],[VAR4]

NEWFILE will invoke Mansion's editor so you can add on to a file or create a new file. The file that you create or add on to could be as big as 2 megabytes. NEWFILE has 4 parameters passed. VAR1 is the full pathname of the file. VAR2 is the number of lines the file has which will be passed back once the command is done. VAR3 is the maximum number of lines that the user can enter into the file up to 32,000 lines. VAR4 tells if the file is to be opened as a new file or appended to an existing file. A 0 tells the procedure to overwrite the file or create a new file. A 1 tells the procedure to append to an existing file.

Example: ; Opening our favorite file to append to...
MOVE HardDisk:Test,&10

```
MOVE 1000,&30
MOVE 1,&40
NEWFILE &10,&20,&30,&40
DRAW There are
SPACES &40
DRAW &40
DRAW &20
PRINT lines in this file!
```

Explanation: The pathname is moved into the first parameter, 1000 lines is moved into the third parameter, and the file is to be appended to so I passed a 1 to the procedure. I also used the 1 to do the SPACES command.

OPEN [VAR1] $

OPEN will open any file for read access. You do not need to OPEN a file to write to it. Use the OUTPUT command instead. There can not be more than one file open at any given time. You must close a file before opening another one. VAR1 is the pathname of the file which you want to open. You should check to see if the file exists before opening or the procedure will generate a file not found error thus stopping the execution of your BBS.

Example:
```
;Getting input from our favorite file
OPEN HardDisk:Test
READ &10
PRINT &10
CLOSE
```

Explanation: This opens the file and gets the first line of the file and prints it out. Remember to close the file once you are through. This is the same example as the CLOSE routine.

OUTPUT [VAR1] $

OUTPUT is the command that is used to specify which file you are going to use to write your output to. VAR1 is the pathname. You can only have one output file open at any time. If you are creating a new file, you will need to use the command WRITE to put the first output into the file.

Example:
```
;Our favorite file once again
OUTPUT HardDisk:Test
MOVE Hello,&10
APPEND &10
APPEND There
```

Explanation: This is the same as the APPEND example. We opened the file

with OUTPUT and wrote Hello and There onto two seperate lines.

PLAY [VAR1] $

PLAY will play any type I snd resource. The snd resource must be loaded either into the System or into the application before it will be recognized. VAR1 is the name of the snd sound.

Example:
```
;Play it again, Sam!
PRINT Playing a sound!
PLAY Boing
```

Explanation: The sound Boing would be played.

PRINT [VAR1]

PRINT is the same as the DRAW command except that after printing out the text, it drops to the next line instead of staying on the same line for more output.

Example:
```
; Look familiar?
PRINT Playing a sound!
PLAY Boing
```

Explanation: The previous example was used. This PRINTs the statement 'Playing a sound!' to the caller and then plays a sound.

QUOTE

QUOTE will print out the current day's quote to the user. This is used primarily as a logon command.

Example:
```
;Logon Script
QUOTE
MAIL
COMMAND 1,1
```

Explanation: This gets the current quote and prints it to the user before checking the user's mail. Finally it takes the user to the first menu.

READ (VAR1)* $

READ will read the next line in an OPENed file. This line is passed back in VAR1. When you have reached the end of the file, the characters "EOF" are passed back to &0. Remember to CLOSE a file before OPENing another file to READ from.

Example: ;Ye old file once again.
OPEN HardDisk:Test
READ &10
PRINT &10
CLOSE

Explanation: The file Test is opened and the first line is read.

RENAME [VAR1],[VAR2] $

RENAME will rename any file on the disk to another name. VAR1 is the original name of the file. VAR2 is the new name of the file. VAR1 and VAR2 should be complete pathnames. If the file resides in with the other programs in the **PROGRAM** folder, then you can just state the name without the pathname.

Example: ;Renaming a file
RENAME HardDisk:Test,HardDisk:Trial

Explanation: This renamed the file from Test to Trial.

REVERSE [VAR1] $

REVERSE is the same as FORWARD except it looks for the label from the beginning of the script to the REVERSE command. REVERSE is slower than FORWARD in execution. If the label is not found, the script will end.

Example: ; Asks the user for a name then thanks them
/BEGINNING
DRAW What is your Name?
INPUT 25,&10
LENGTH &10,&20
IF &20,=,0
    REVERSE /BEGINNING
ENDIF
PRINT Thank you.

Explanation: The script asks for a name and then proceeds to get the users input. If the length of the input is 0 it is assumed that they just hit return and thus it goes back to the BEGINNING label. Otherwise it Thanks them for their name.

RIGHT [VAR1],[VAR2],(VAR3)* $

RIGHT will parse out the RIGHT-most characters. VAR1 is the original string. VAR2 is the length of the string that you want. The result is returned in VAR3.

Example: ;Taking the 4 right-most characters from Hello There
MOVE Hello There,&10
RIGHT &10,4,&20
PRINT &20

Explanation: Hello There is moved into a variable and the 4 right most characters are returned in &20. &20 now contains 'here'.

RUN [VAR1] $

RUN will close the current script that is open and execute another script as specified in VAR1. The name of the script and not the pathname is what is being looked for since all scripts should go into the **SCRIPTS** folder.

Example: ;This example will call another script.
PRINT Running another script!
RUN MyScript
PRINT This command will never be printed out.

Explanation: When you RUN a script, the current script is closed and a new one is opened and execution starts from the top.

SAVEUSERINFO [VAR1] $

SAVEUSERINFO will save changes made to the variables &256-&283 as loaded by LOADUSERINFO. If any of the changes were made to any of the variables, those new changes would be saved into the users record. After executing this command and before ending the script, make sure you restore the users time limit as described in LOADUSERINFO.

Example: ;We will change one item in the callers info
LOADUSERINFO
MOVE 60,&267
SAVEUSERINFO

Explanation: The users Time limit was changed to 60 minutes a day.

You can apass a user id in VAR1. When you pass a user id that member's user info is saved.

SENDMAIL [UserID],[To],[Subject]

SENDMAIL will take the current OUTPUT file and send it to any user specified in the SENDMAIL parameters. You must specify the User ID number, the

persons name and the subject of the message. The Name can be as long as 35 characters and the subject can be up to 70 characters long.

Example: ;Send a file to a user
OUTPUT HardDisk:Test
WRITE Hello to you. From me.
SENDMAIL 123,John Smith,A message from me.

Explanation: We create a new file and put in one line and send it to a user on the board, John Smith. The subject is 'A message from me.'

SETFLAGS [VAR1]

SETFLAGS will save the flags that you changed or manipulated after you called GETFLAGS. Be careful you do not mix up LOADUSERINFO's &283 variable and GETFLAGS since the two are the same. If you saved the flags with SAVEUSERINFO, you will resave over the flags with SETFLAGS. VAR1 can be 20 different characters.

Example: ;Stripping out the C flag.
GETFLAGS &10
FIND &10,C,&20,1
MOVE &20,&100
SUBTRACT &20,1
LEFT &10,&20,&30
ADD &20,2
LENGTH &10,&40
SUBTRACT &40,&100
RIGHT &10,&40,&50
CONCAT &30,&50
SETFLAGS &50

Explanation: Let us say that our flags are ABCDE. GETFLAGS will put ABCDE in &10. We find C as the third character. We save off the 3 into another variable for use again later in &100. We subtract one from 3 to get 2 and use that to get the first two flags. We then add 2 to 2 to get 4 so we skip over the third character and get the rest of the characters in the flags. We find the length of the original flags. Subtract that from where C was to get 2 and get the 2 right-most flags. We CONCAT them so our final flags are ABDE and save them with SETFLAGS.

SPACES (VAR1)* $

SPACES will take in a number VAR1 and convert it to the number of spaces. If you wanted 7 spaces, then move 7 into a variable and call SPACES with the

variable. The variable then contains seven spaces when it returns.

Example: ;Formatting
DRAW Zeff Wheelock
MOVE 10,&10
SPACES &10
DRAW &10
PRINT Michael Pester

Explanation: The output would look like:

Zeff Wheelock Michael Pester

&10 goes in as a number and comes out as spaces equalling the number you sent in.

SUBTRACT (VAR1)*,[VAR2] $

SUBRACT will subtract VAR2 from VAR1 and place the difference in VAR1.

Example: ;Taking the subtraction of two numbers.
MOVE 3,&10
MOVE 2,&20
SUBTRACT &10,&20

Explanation: This script will return 1 into &10.

SWAP (VAR1),(VAR2) $

SWAP will place VAR1 into VAR2 and VAR2 into VAR1 thus changing the values of the variables to each other.

Example: ;Swapping two numbers
MOVE 5,&10
MOVE 7,&20
SWAP &10,&20

Explanation: &10 now contains 7 and &20 now contains 5.

UP [VAR1],[VAR2]

UP will allow you to upload a file to the host computer from the remote computer. VAR1 is the pathway to the destination folder and VAR2 is the name for the file.

NOTE: $0 returns the status of the transfer.

UPPERCASE (VAR1)* $

UPPERCASE will convert whatever is in VAR1 into all uppercase characters.

Example: ;Uppercase example
MOVE Hello There,&10
UPPERCASE &10

Explanation: &10 now contains HELLO THERE.

WRITE [VAR1] $

WRITE will create a new file and place VAR1 into the new file. VAR1 is any text you want to send to the file.

Example: ;WRITE example
OUTPUT HardDisk:Test
WRITE Hello There!

Explanation: We set the output to the Test file and initialized the file with the WRITE statement placing Hello There! in the file.

Predefined Functions

These functions can be passed as parameters to the commands listed earlier. They can only be passed if the command does not return a value in a parameter that is supposed to be variable. You can pass a function as a parameter to a procedure as long as the VAR is surrounded by brackets ([]). Under no conditions pass a function as a parameter if the parameter is surrounded by parenthesis.(())

@BBS

This is the name of the bbs as set by the editor.

@CARD

The Card color of the current caller.

@COMMA $

Allows you to pass a COMMA as a parameter to a procedure.

@DATE $

This function can be passed to a procedure or displayed on the screen etc. It can be used in commands where you wish to pass the current date.

@HANDLE

This is the handle of the current caller.

@ITEM

The symbol (i.e., the letter or what have you) that you pressed at the menu to run the script. This constant will only contain valid data when the script is run from a menu item.

@ITEMREF

The data that you pressed in the refereence column of the menu item that you used to run the script. This constant will only contain valid data when the script is run from a menu item.

@LASTFROM

The city and state of the last caller, which is taken from the userlog. If nothing

is in the userlog then nothing is returned in this constant.

@LASTNAME

The handle of the last caller, which is taken from the userlog. If nothing is in the userlog then nothing is returned in this constant.

@LIMIT

This is the callers current time limit.

@LINEFEED $

Allows you to pass the LINEFEED character as a parameter to a procedure.

@MENU

The menu id of the last menu accessed. When calling a script from a menu, this is the menu that you called the script from.

@NIL $

Allows you to pass an empty parameter to a procedure. You can also use it to clear a variable's data (not its pointer) with the MOVE statement.

@NUL $

Allows you to pass a null parameter to a procedure.

@QUOTE $

Allows you to pass the QUOTE character as a parameter to a procedure.

@RETURN $

Allows you to pass the RETURN character as a parameter to a procedure.

@RND $

This function returns a random number between 1 and 32000. This function can be used whenever you wish to get a random number. Each time a script is run the random seed generates a different pattern of randomized numbers.

@SECS $

This function can be passed to a procedure or displayed on the screen etc. It can be used in commands where you wish to pass the current number of seconds since midnight.

@SOH $

Allows you to pass a control-A (ASCII 1) parameter to a procedure.

@SPEED

Allows you to use the current modem speed.

@TAB $

Allows you to pass the TAB character as a parameter to a procedure.

@TIME $

This function can be passed to a procedure or displayed on the screen etc. It can be used in commands where you wish to pass the current time.

@USERNAME

This is the handle of the current caller.

@USERID

This function can be passed to a procedure or displayed on the screen etc. It can be used in commands where you wish to pass the current users membership number.

You can also run scripts from within AutoSysOp. The system operator may elect to perform a script to be executed when AutoSysOp is run each day. To do this the SysOp needs to create a text file called "AutoScripts" in the MPrefs folder. Contained within this file is a list of script names to run. Each line of the AutoScript file contains the name of a script to be run. If the system operator does not want to use this feature, then the file "AutoScripts" should not be within the MPrefs folder.

NOTE: Only a limited number of scripting commands are available in AutoSysOp. Those commands marked with a $ can be used in AutoSysOp.

Mansion uses three kinds of file types. They are fixed, text, and ASCII. The first type of file consists of records of a fixed length, with fields within those records. The second type is pure text, which can be edited with any text editor. Lastly, the third type is a text file, with format criterion.

FIXED: (F)

This type of file can have up to 32767 records in it. It contains fields which can be of type string, integer, single, double, and long. When writing a sting field, they may not be longer then the number of bytes, and if they are not as long, must be padded with spaces till the length of the field. Integer values may be from -32768 to 32767. Single type values have a range of $3.42083*10^{38}$ to $1.75494*10^{-38}$, true zero, and $1.7976931348628*10^{308}$ to negative $3.42083*10^{38}$. Double type values have a range of $1.7976931348623*10^{308}$ to $2.2250738585072*10^{-308}$, true zero, and negative $2.2250738585072*10^{-308}$ to negative $1.7976931348623*10^{308}$. Long values may range from -2,147,483,648 to 2,147,483,647.

> NOTE: Single and Double values are stored in an standard IEEE format to conserve space on disk. Single value numbers are represented with up to 7.2 digits of precision. Double values are represented with up to 15.9 digits of precision. For all number values the high order bit is the sign bit.

ASCII: (A)

This type of file is a file that can be edited with a text editor, but is required to be in a special format that the BBS can understand.

TEXT: (T)

This type of file is a file that can be edited with a text editor, and does not need to conform to any particular standards. However, lines of text must not exceed 32767 characters. If this file is displayed to a caller the lines that make up this file should not exceed 80 characters in width.

ACCESS DENIED (T)

Remarks: A text file displayed to callers if they can not use a board because there access level is not high enough.

APPLY INTRO (T)

Remarks: A file printed to a caller before they apply for an ID.

AUTO MAINT (A)

Remarks: This file contains a list of programs that are run automatically by Mansion once per day. These programs must be Mansion Event Compatible, like the AutoSysOp program provided for you on disk. Only one program is listed per line.

AUTO MAINT DATE (A)

Remarks: This file contains the date that the **Auto Maint** programs were run. When the last program runs then it changes this date, and then Mansion will not attempt to run these programs more then once per day. This file contains one line which is a date. The date is formatted MM-DD-YYYY.

B & S NAMES (A)

Remarks: There are two lines, each line terminated by a carriage return.

```
LINE 1:     The BBS name
LINE 2:     The SysOp name
```

BOARD HELP (T)

Remarks: This file is the help file for an extended description of the commands that can be entered at the board prompt. It is initiated by the user entering "H" at the board command prompt.

BOARD MENU (T)

Remarks: A file that is printed to a caller when they request to see the menu that tells them what the commands are at the board prompt.

BOARDS (F)

```
SysOp Name = 20 bytes:String  ;SysOp name.
SysOp ID   =  2 bytes:Integer ;SysOp membership number.
Messages   =  2 bytes:Integer ;# of messages on the conference.
SBulletin  = 10 bytes:String  ;date special bulletin updated.
Accesses   =  2 bytes:Integer ;# of accesses to conference.
BoardType  =  2 bytes:Integer ;0 = Normal (Handle)
                              ;1 = Echo (Handle)
                              ;2 = Normal (Real Name)
                              ;3 = Echo (Real Name)
                              ;4 = Local (Anonymous)
                              ;5 = Echo (Anonymous)
Folder     = 45 bytes:String  ;folder name (ends in a colon)
Security   =  2 bytes:Integer ;access level of this board
Name       = 20 bytes:String  ;name of this conference.
Hold       =  2 bytes:Integer ;number of messages to retain (AutoSysOp)
Age        =  2 bytes:Integer ;maximum days to hold messages
Type       =  1 byte :String  ;+ = Read Only
                              ;- = Write Only
                              ;Space = Read/Write Restricted
```

```
;! = Read First Only
;D = Deleted
```

Remarks: The record number is the conference ID number. If hold and/or Age is zero then AutoSysOp uses its own default maximum to determine message aging and message ceiling. The folder variable holds the name of the folder and it must end in a colon. Using this in addition to the message base pathway specified in the PATHWAYS file (located in the MPREFS folder) you can locate the messages for the particular conference.

BOARDS INFO (F)

```
Boards     =  2 bytes:Integer ;Total Number of Boards (Including Unused)
Reference  =  4 bytes:Single  ;Message Reference Number
Age        =  2 bytes:Integer ;Global Age
Max        =  2 bytes:Integer ;Global Maximum
```

Remarks: The unique reference number (Reference) that is stored in this file is the last stored message number on disk. It is unique because when a message is posted you get this number, add one to it, write the file MSG. X and then update this number. The age is the global number of days to retain a message and is used unless zero. The Max field is the total global number of messages, per board, and is used unless it too is zero. Both Max and Age can be overridden by entering a number greater then zero in their respective fields in the boards file.

CALL LIMITS (A)

Remarks: There are two lines, each line terminated by a carriage return.

```
LINE 1:     The BBS name
LINE 2:     The SysOp name
```

CALLS (A)

Remarks: Since this is a number and is not negative then the number must be prefixed with a space.

```
LINE 1:     Number of logons to the BBS (Visitor & Members)
```

DATA HEADER (A)

```
LINE(s):    Record sorted by reference number
```

Remarks: This file is used to pass information from the certain menu items to their respective commands. For more information consult the menu commands reference section.

DEFAULTS (A)

Remarks: Contains one line of text with the absolute pathway to the MPrefs folder.

DPRO.DIR (A)

Remarks: Contains a list of valid download protocols and information needed by the BBS to use them. The exact format of this file is discussed in the external file transfer protocol section of Inside Mansion.

EDITOR (T)

Remarks: A text file telling a user how to enter a message.

EDITOR MENU (T)

Remarks: A menu for the text editor (after the caller inputs a message they are given a chance to edit it)

HOST (A)

Remarks: This file is a collection of quotes or messages organized around a 31 day month. One quote or message is displayed for each day of the month depending on the day and then repeats (unless you change them). This file can be edited with a text editor. The text after the %%DD (DD = Day of the month) is displayed until another %%DD is encountered or a %%XXEND. This is displayed during the logoff process.

IDLE TIME (A)

Remarks: This file contains a number which is the number of seconds the BBS will remain idle (no input from the user) before disconnecting and waiting for the next caller. This number must be positive and should allow the enough time to make a menu choice. Idle time is not used while a caller is writing messages. Since this number is positive, the number must be prefixed with a space.

LIB HEADER (A)

```
LINE(s):    Record sorted by reference number
```

Remarks: This file is used to pass information from the library menu items to their respective commands. For more information consult the menu commands reference section.

LIBDES HELP (T)

Remarks: This is the file that is displayed when the caller selects help when entering a description.

LIBKEYWORD HELP (T)

Remarks: This is the file that is printed when the caller requires help with entering a key

string after a file has been uploaded. It should offer suggestions to help the caller pick or choose proper keywords.

LIBNUM HELP (T)

Remarks: This file is printed when a caller asks for help when selecting a file number to be downloaded from an area.

LIBPRO HELP (T)

Remarks: This is the help file that will be printed when the caller asks for help at the choose protocol prompt while either uploading or downloading.

LINES PER MESSAGE (A)

Remarks: This file contains the number of lines allowed per message. The number of lines per message should not exceed 32767, but should not exceed 400 if you are using Tabby. Since this file contains a number, this number must be positive, and should be prefixed with a space.

LOCK (T)

Remarks: A file informing a caller that they have been locked off the board, and printed before it disconnects them.

LOGOFF TEXT (T)

Remarks: A text file that is displayed at logoff.

MAIL INFO (F)

```
Letters    =  2 bytes:Integer ;Number of letters on the BBS
Age        =  2 bytes:Integer ;Days to hold mail (Since written)
```

Remarks: This file is the main mail control file. The first item is the number of letters on the BBS, and the second item is how long to hang on to mail once it has been written.

MAILER (A)

Remarks: This is the name of the mailer that is launched during Tabby Events and crashmail. It can be any legal macintosh filename. The application must exist in the folder with the Mansion BBS program. The line in this file must end in a return.

MANSION LOGO (T)

Remarks: A file printed to the screen immediately after a caller connects.

MESSAGE HEADER (F)

```
UserId     =  2 bytes:Integer ;Membership number of poster
Accesses   =  2 bytes:Integer ;Number of times message read
Reference  =  4 bytes:Single  ;Text stored under Msg. Reference
From       = 35 bytes:String  ;Name of author
WDate      = 10 bytes:String  ;Date written (MM-DD-YYYY)
WTime      =  8 bytes:String  ;Time written (HH:MM:SS)
Subject    = 71 bytes:String  ;Subject of the message.
To         = 35 bytes:String  ;Message to name.
Previous   =  2 bytes:Integer ;Undefined
Next       =  2 bytes:Integer ;Undefined
Lock       =  1 byte :String  ;Undefined
PDate      = 10 bytes:String  ;Date posted (MM-DD-YYYY)
PTime      =  8 bytes:String  ;Time posted (HH:MM:SS)
```

Remarks: This file stores the headers, as the name implies, for each message on a board. Every board Mansion creates has this file in the same folder as the messages will be stored. The Time field is in 24 hour military time format. The Subject, To, and From fields may not contain backlashes(/), or commas. Each reference field contains a number that is unique and references the Msg. X file associated with the header record.

MINSCOMP (T)

Remarks: Contains one line of text with the number of minutes to compensate the user for posting a message. The Default is 3 minutes.

MODEM INFO (A)

Remarks: Contains one line of text with the absolute pathway to your modem driver (Custom) in the modem drivers folder.

Msg. X (T)

Remarks: Each message has its own file to hold the body of that message. Each paragraph of the file must be terminated by a carriage return (ASCII - 13) and must not exceed 31000 characters (bytes).

NET EVENT WARNING (T)

Remarks: A text file telling the caller that an mailer event will take place during their call.

NET HELP (T)

Remarks: This is the help file that is displayed when a caller asks for help with addressing a netmail message at the send netmail to name prompt.

NEXT EVENT (T)

```
LINE: 24 Hours Military Start/End event Period
```

Remarks: This tells the BBS when the next event window will be. The time is in 24 hour

military time, and is formatted HHMM. HH stands for the hour and MM is used for the minutes. Seconds are not included. This window is automatically updated by a TabbyNet program called Scheduler, once an event is successfully completed. You can have multiple times to allow callers to chat. Event windows may not span midnight (Example: 23000100). If TabbyNet is not being used then this file will contain eight zeros.

NO BLACK (T)

Remarks: This is empty file that tells Mansion whether to display white on black or black on white characters in the local window. If the file is present it displays black on white, if it doesn't exist it does white on black. This file is located in the MPREFS folder.

NOLAST5 (T)

Remarks: This is empty file that tells Mansion whether to display last 5 callers at logon. If the file is not present it displays the last five callers to the system. This file is located in the MPREFS folder.

PACKAGE SEND (T)

Remarks: A text file that is displayed to the caller before they send a package to another user.

PATHWAYS (A)

Remarks: Each line contains a pathway to a folder that contains Mansion files. There are four lines, each line terminated by a carriage return.

```
LINE 1:     Pathway to Mansion Data Folder
LINE 2:     Pathway (Undefined)
LINE 3:     Pathway to Mail Folder
LINE 4:     Pathway to Messages Folder
```

POINTER HELP (T)

Remarks: This file is displayed when the caller chooses help when asked if they wish to update their high message pointer. This file should contain information telling the caller what this means.

QUOTE (A)

Remarks: This file is a collection of quotes or messages organized around a 31 day month. One quote or message is displayed for each day of the month depending on the day and then repeats (unless you change them). This file can be edited with a text editor. The text after the %%DD (DD = Day of the month) is displayed until another %%DD is encountered or a %%XXEND. This is displayed during the logon process, if you leave it in the logon script.

READFIRSTONLY (T)

Remarks: A text file explaining to a caller that they can not write to a board because their access level is not high enough. It also tells them that they may only read the first message.

READONLY (T)

Remarks: A text file explaining to a caller that they can not write to a board because their access level is not high enough.

REQUIREDMARKED (T)

Remarks: An optional text file containing a list of conference numbers that are always marked. Each Conference number must be on it's own line with a return on a blank line at the end.

SORRY (T)

Remarks: A text file informing a user that their ID has not yet been approved.

SPECIAL BULLETIN (T)

Remarks: The special bulletin is a file which has the same characteristics as a message (See Msg. X file definition) except it does not have a header stored in the message header file (see Message Header file definition). Each board has its own special bulletin. It is printed out automatically if the caller has not been on since the date the bulletin was created. (See boards file definition). The user can also elect to print out the special bulletin from the board command prompt.

STATUSBAR (A)

```
LINE 1:     Page Flag (0=off, 1=on)
LINE 2:     Local Flag (0=on-line, 1 = local)
LINE 3:     Number of letters for SysOp
LINE 4:     Not Used (should be zero)
LINE 5:     Number of applications waiting to be approved.
LINE 6:     Number of uploads waiting to be approved.
LINE 7:     Not Used (should be zero)
LINE 8:     Number of connections to BBS
```

Remarks: This file contains information about the state of the icons and the number of connections to your BBS. Since these are all integers if the number is not negative then the number must be prefixed with a space.

SYSOP HOLD (T)

Remarks: This file is displayed to callers before they get hung up on, if the board is waiting for the SysOp.

SYSOP HOURS (T)

```
LINE(s):    24 Hours Military Start/End Chat Enable Period
```

Remarks: This file allows a SysOp to control the hours that the SysOp can be paged. Each line is 8 characters in length with the first four characters being the starting time of the ability for a caller to page, and the last four characters are the ending time of chat enable. You can have multiple times to allow callers to chat. Chat times may not span midnight (Example: 23000100)

SYSOP NAMES (T)

```
LINE(s):    Name of a SysOp
```

Remarks: This file allows you to have more then one name for the SysOp. Each name in here can be used to send mail to the SysOp and by any programs that need to send mail to the SysOp. Once a name has been placed in this file it is no longer available, for anyone else to use.

TELEPORT CODES (F)

```
AccessLevel =   2 bytes:Integer ;access level to use this code
Code        =   4 bytes:String  ;the code the user types
Description =  21 bytes:Integer ;the description of the code
MenuNum     =   2 bytes:Integer ;menu number of where the code goes to
```

Remarks: The first two bytes is the access level that will enable you to control teleporting by access level. The code is what the user type to teleport. The description helps the caller decide what the code will take them, and the menunum is the menu number to take the caller to.

TELEPORT INFO (A)

Remarks: This is the number of teleport codes that are contained in the **Teleport Codes** file. Since this file contains a positive number the number must be prefixed with a space.

TERMINALS (A)

```
LINE 1:     Terminal type that is to be entered by user
LINE 2:     Screen width of the terminal
```

```
LINE 3:     Terminal type as it will be stored in the user file
```

Remarks: There needs to be three lines per computer type in this file. The last line one must be "END" or the BBS will produce an error 62. Even though the screen width is a value, this number does not need to be prefixed with a space, even if it is positive. Make sure that you also enter any new terminal types in the **Terminal Menu** file.

TERMINAL MENU (T)

Remarks: A list of terminals that a user can pick from. Items listed in this file should also be listed in the **Terminals** file also and vise-versa.

TEXT WARNING (T)

Remarks: A warning displayed to a caller who enters more then the maximum lines in their message.

THE PROMPT (A)

Remarks: This file contains one line of text, the prompt, used by most of the BBS system to prompt the user for input. The prompt should not exceed 3 characters.

TOO SLOW (T)

Remarks: A text file that is displayed to the caller when they try to logon the BBS with a modem that is not running at a speed equal to or greater then the minimum baud rate allowed to enter the BBS. This is displayed right before they are disconnected.

TRIES (A)

Remarks: This file contains one line of text, the tries, used by the logon routine. This is the number of times a caller can enter bad passwords, ID numbers, and names, before the BBS will disconnect the caller. The lower the number the higher the security. This number should at least be one, but three is recommended. The number in this case does not have to be prefixed with a space.

UPRO.DIR (A)

Remarks: Contains a list of valid upload protocols and information needed by the BBS to use them. The exact format of this file is discussed in the external file transfer protocol section of Inside Mansion.

USER BOARD PREFS (F)

```
Selections  = 999 bytes:String  ;the boards marked/unmarked flags
```

Remarks: The record number is the account number to the user. The number of the board that is being marked/unmarked is the direct offset into the string. The position in the string

will contain an "*" if the board is marked, or a space if the board is not marked.

USERPREFS (F)

```
HighMessage =   4 bytes:Single  ;high message read (ref num)
Burglar     =   2 bytes:Integer ;number of failed logon attempts.
Reserved2   =   2 bytes:Integer ;Undefined
ANSI        =   2 bytes:Integer ;ANSI (1 = On, 0, = Off)
FastKey     =   2 bytes:Integer ;Fast Key Selector (1 = ON, 0 = OFF)
Reserved5   =   2 bytes:Integer ;Undefined
RealName    =  35 bytes:String  ;callers real name
Handle      =  35 bytes:String  ;callers handle on BBS
Reserved6   = 160 bytes:String  ;Undefined
```

Remarks: The record number is the account number to the user. After a caller logs off the BBS normally the HighMessage reference number is written to this file if the caller requests it. Burglar is the number of time a caller tried to access the BBS with a user id and did not give the proper password. It is displayed to the real user when that user logs on under the number successfully, and then is reset to zero.

USERS (F)

```
InUseFlag   =   1 byte :String  ;X indicates active membership
Reserved    =  30 bytes:String  ;Undefined
Reserved    =  20 bytes:String  ;Undefined
Reserved    =   1 byte :String  ;Undefined
Address     =  40 bytes:String  ;callers street address
City        =  25 bytes:String  ;callers city
State       =   2 bytes:String  ;callers state code
Reserved    =  10 bytes:String  ;Undefined
Password    =  10 bytes:String  ;callers Password
Phone       =  12 bytes:String  ;callers phone number
ComType     =   4 bytes:String  ;callers computer type
LastDate    =  10 bytes:String  ;callers last date on BBS
FirstDate   =  10 bytes:String  ;callers first date on BBS
LastTime    =   8 bytes:String  ;callers last time on
ExpertFlag  =   1 byte :String  ;flag for expert mode
Interests   =  40 bytes:String  ;callers current interests
SysOpFlag   =   1 byte :String  ;flag for SysOp status
Zip         =  10 bytes:String  ;callers zip code
Reserved    =  10 bytes:String  ;Undefined
MailBox     =   2 bytes:Integer ;capacity of callers mailbox
Calls       =   2 bytes:Integer ;number of calls to BBS
BBS Access  =   2 bytes:Integer ;callers access level
TimeLimit   =   2 bytes:Integer ;callers time limit
CallLimit   =   2 bytes:Integer ;callers call limit
TotalTime   =   2 bytes:Integer ;total time by caller on BBS
TotalDown   =   2 bytes:Integer ;total files downloaded
TotalUp     =   2 bytes:Integer ;total files uploaded
TotalPosts  =   2 bytes:Integer ;total messages posted
Reserved    =   2 bytes:Integer ;Undefined
ScreenWidth =   2 bytes:Integer ;callers screen width
Today       =   2 bytes:Integer ;calls made by user last date on
```

Remarks: Record number is user ID number. The InUseFlag indicates that the record is active. (an "X" can be found in the field) When issuing accounts check to see if there are any inactive records before adding a new record to the file. When you add a new record to the end of this file then update **USER INFO** in the MPrefs folder to reflect the new number of records in the file. Access level must not exceed 90

USERS INFO (F)

```
Users       =   2 bytes:Integer ;Number of User Slots Used
DMailBox    =   2 bytes:Integer ;Default mailbox size
DAccess     =   2 bytes:Integer ;Default access level
```

Remarks: There is only one record in this file. The default mailbox size and the default access level are used by both the Mansion Editor (when approving applications manually) and AutoSysOp.

VISITOR (T)

Remarks: A file printed only to new callers of the BBS.

VISITOR PASSWORD (A)

Remarks: This file contains the password that is needed to logon the BBS as a visitor. The word is also displayed to the caller at logon so that know what to enter if they are not a member. The password should end in a return.

WRITEONLY (T)

Remarks: A text file explaining that they can not read form the board because their access level is not high enough.

The switch file is created in the Mansion Data folder whenever a caller asks for an external application to be loaded. It is a plain text file that's records are separated by a carriage return. This file is used to pass information to the external application. External applications are responsible for getting other information from the files. (Other file specifications subject to change)

Here is the format of the “Switch” file:

CurrentSpeed (1 =300, 2 =1200, 3 =2400, 4 =9600 5 =19200 6 =38400)
UserId (An integer)
LogonTime (Seconds since midnight)
Menu ID (Menu number that the caller was last at in Mansion)
Local (0 = Caller on-line, 1 = Local call)
Program (Name of the Mansion application)
Real Name (Up to 35 characters)
MultiFinder flag (0 = Off, 1 = On)

Tabby launch time (2400 military time/no seconds)
Access level of the caller (0 - 90)
MoreTime (Any legal integer)
ANSI (0=Off, 1 = On)

External applications must be run from the same folder as Mansion, however it is encouraged that each external application have its own folder for its data files as not to overcrowd the Mansion program folder. Since each record in the switch file is separated by a carriage return, do not assume that there may not be more information at the end of this file. Also numeric fields may or may not be prefixed with a space.

If you are writing an external application you are encouraged to keep your eye on the Enchanted Mansion BBS in Des Moines, IA. In the Software Design support area, there may be additional information about writing external programs. There are also example programs in the support area library. We hope that more people will take advantage of writing external applications for Mansion BBS.

You do not need to create files that are suffixed with a *, they will automatically be created for you. However, you will need to keep an eye on them since some of them will fill up your hard disk very quickly. You can delete these files at any time, since they are automatically recreated when needed.

CD ROM

This folder is located in the Mansion Data folder and should not be moved. It contains your file listings of those library sections which have files on a CD ROM (Read Only) drive. Since you can not write to a CD ROM drive the section.dir files can be placed in this folder and Mansion will update them here. It will then not allow any uploads to the libraries listed here.

SECTION.DIR XXX'S* These files are the ones that contain your file listings. If you do not have any files in a particular area then you should not have to have a section.dir file for it. You do not need to create these files, under normal usage,they will be created and updated for you.

FREE This is an optional file that you need to create and place in a given library folder. When it is present in the library folder and the user downloads a file from that directory the users download stats will not be incremented, or they will not be charged for the download.

HELP FOLDER

This folder is located in the Mansion Data folder and can not be moved.

BOARD HELP This is the file that is displayed to give more detailed help when a caller selects help from the conference menu.

FASTOFF This is the file that is displayed to give more detailed help when a caller is downloading and is prompted to logoff after transfer.

LIBDES HELP This is the file that is displayed when the caller selects help when entering a description.

LIBPRO HELP This is the help file that will be printed when the caller asks for help at the choose protocol prompt while either uploading or downloading.

LIBNUM HELP This file is printed when a caller asks for help when selecting a file number to be downloaded from an area.

LIBKEYWORD HELP This is the file that is printed when the caller requires help with entering a key string after a file has been uploaded. It should offer suggestions to help the caller pick or choose proper keywords.

NET HELP This is the help file that is displayed when a caller asks for help with addressing a netmail message at the send netmail to name prompt.

POINTER HELP This file is displayed when the caller chooses help when asked if they wish to update their high message pointer. This file should contain information telling the caller what this means.

LOGS

ERRLOG* A list of any error your BBS encounters that are not serious enough to halt the operation of the board. For example, a text file is missing.

MANSION LOG* A log file used by Mansion external applications

USERLOG* A list of logons to your BBS.

MANSION DATA

This folder is located in the folder that holds the Mansion programs and should not be moved.

MANSION REG Registration file for Mansion. MUST BE PRESENT.

REQUIREDMARKED An optional file of sysop set marked boards.

TELEPORT CODES A data file containing a list of your teleport codes.

BOARDS A data file containing information about the boards.

USERS System information about users, such as passwords.

USERPREFS Configuration information about users.

USER BOARD PREFS User board preferences.

SWITCH A file that will be present when a caller has launched an external application. It will be deleted when Mansion is reloaded.

STATUSBAR Maintains information about the stat of your status bar so that when you move from application to application, Mansion remembers what it looked like.

CALLS This is a file that contains the total number of calls that have been made to your BBS.

TERMINALS A data file containing a list of computer types.

LIB HEADER A file that is used by the BBS menu system to get extra information about some library commands.

SYSOP HOURS — A file containing the hours that the SysOp is available for chats. If a caller attempts to page the system operator and the time is not within the range of these hours they will be told the SysOp is not available.

DATA HEADER — A file, when used with the menus, allows some menu commands to possess extra data.

UPRO.DIR — This file holds information about what protocols are currently available for use in uploading to your bulletin board.

DPRO.DIR — This file holds information about what protocols are currently available for use in downloading from your bulletin board.

SYSOP NAMES — A text file with a list of valid SysOp names

****** THESE FOLDERS MUST BE PRESENT IN MANSION DATA ******

CD ROM — Contains any CD ROM Section.dirs.

CHAT — Contains the chat session logs of conversations.

HELP — Contains help files.

LOGS — Contains a number of Mansion log files.

MENUS — Contains your menus.

MPREFS — Contains many preferences files.

SCRIPTS — Contains your scripts.

TEXT — Contains primarily text files

TMT — Holds temporary files.

MENUS

MENU TEXT X'S — These files are text files that are printed out before the menu. These files are optional.

MENU X'S — These are files that have the information on how to put menus together.

NOTE: You must at least have menu #1.

MENU.TEMP* — This file is a temporary menu file built by the BBS when a caller moves to a new menu.

MODEM DRIVERS

Contains any number of Modem Drivers. You must at least have the Custom modem driver present or the BBS will not load. For information on constructing your own modem driver,

see the index under modem drivers.

MPREFS

AUTO MAINT	This is a list of Mansion Auto Maintenance Programs
AUTO MAINT DATE	The last date the maintenance programs were run.
B & S NAME	Contains the BBS and SysOp name.
BOARDS INFO	CONTAINS the number of boards and Ageing info
IDLE TIME	The number of idle seconds before the BBS resets.
LINES PER MESSAGE	The maximum number of lines allowed per message
MAIL INFO	Number of mail messages and Ageing mail info.
MAILER	The name of the mailer if one is used.
MINSCOMP	Contains the minutes of compensation per post.
MODEM INFO	Contains the name of the modem driver being used.
NO BLACK	If exists, local console displays white on black.
NOLAST5	If exists, does not display last 5 callers at logon.
TELEPORT INFO	Number of teleport commands.
THE PROMPT	The prompt string used at most prompts.
TRIES	The number of tries to logon before hanging up.
USERS INFO	Contains the number of users
VISITOR PASSWORD	Contains the password needed to logon as a visitor.

PROGRAMS

AUTOSYSOP	A program that performs many SysOp functions automatically using a Mansion compatible event mechanism.
DEFAULTS	A file which contains the pathway to MPrefs folder.
MANSION	The BBS program itself.
MANSION EDITOR	The program that has many configuring options
NEXT EVENT	A file that specifies the next Tabby event. This must be present whether you are running Tabby or not.

SCRIPTS

This folder contains script files that are used by Mansion.

LOGON	This script is executed after logon.
VISITOR	This script is executed after a visitor logs on.
DISCONNECT	This file is executed after a caller is disconnected.

TEXT

ACCESS DENIED	A text file displayed to callers if they can not use a board because there access level is not high

enough.

APPLY INTRO — File printed to a caller before they apply for an ID

BOARD MENU — A file that is printed to a caller when they request to see the menu that tells them what the commands are at the board prompt.

EDITOR — A text file telling a user how to enter a message.

EDITOR MENU — A menu for the text editor (after the caller inputs a message they are given a chance to edit it)

HOST — A set of quotes that are displayed by day of month at logon

LOCK — A file informing a caller that they have been locked off the board, and printed before it disconnects them.

LOGOFF TEXT — A text file that is displayed at logoff.

MANSION LOGO — A file printed to the screen immediately after a caller connects.

MANSION LOGO MM-DD — Same as above except will be displayed on certain month or date. Use MM for month only, use MM-DD for month and date.

NET EVENT WARNING — A text file telling the caller that an mailer event will take place during their call.

PACKAGE SEND — A text file that is displayed to the caller before they send a package to another user.

QUOTES — A set of quotes that are displayed by day of month at logoff.

READFIRSTONLY — A text file explaining to a caller that they can not write to a board because their access level is not high enough. It also tells them that they may only read the first message.

READONLY — A text file explaining to a caller that they can not write to a board because their access level is not high enough.

SORRY — A text file informing a user that their ID has not yet been approved.

SYSOP HOLD — This file is displayed to callers before they get hung up on, if the board is waiting for the SysOp.

TERMINAL MENU — A list of terminals that a user can pick from.

TEXT WARNING — A warning displayed to a caller who enters more then the maximum lines in their message.

TOO SLOW — A text file that is displayed to the caller when they try to logon the BBS with a modem that is not running at a speed equal to or greater then the minimum baud rate allowed to enter the BBS. This is displayed right before they are disconnected.

VISITOR — A file printed only to new callers of the BBS.

WRITEONLY — A text file explaining that they can not read form the board because their access level is not high enough.

TMT

This folder contains temporary files used by the BBS from time to time. For example, messages are held here while they are being written until they are saved.

NO WINDOW* This file is present in the folder if the SysOp currently has the Windows menu item in Mansion checked. If this file is present, Mansion will not open its windows.

NO PAGE* This file will only be present if the SysOp has turned off the ability for callers to page him/her.

NO SOUND* This file will only be present if the SysOp has turned off the ability for Mansion to make any sounds. This file will be created when the SysOp unchecks the Paging menu item.

ONLY SYSOP* If this file is present, the BBS will only allow the SysOp to enter the BBS. This file is created when the SysOp, checks the SysOp Hold menu item.

In order for you to create external file transfer protocols for Mansion you must own one of the following development systems:

LightSpeed Pascal or C
MPW (capable of creating a pure code resource)
MDS Assembler

You should also consider getting Microsoft QuickBASIC, since there is a tremendous amount of information in there manual to help you create the external file transfer protocols. This section shows you examples and gives you enough information information for you to create your own external file transfer protocols for Mansion's library. I want to thank the product manager of QuickBASIC for giving us permission to use Microsoft's examples and glue files allowing us to add the ability to have external file transfer protocols.

On Mansion in Des Moines is the header and glue files for C, PASCAL, and Assembler, and are not to be redistributed and are only to be used in conjunction with the Mansion bulletin board system.

An example of one machine language external library (file transfer protocol) for Mansion might be the copy file example provided on the QuickBASIC distribution disk:

```
;-------------
;CopyFile.a         (c) 1988 Microsoft Corporation
;
;  This source file is part of the MPW Library sample
;
;-------------

        INCLUDE 'BASIC.a'

;---------------------------------------------------------------------
;Synopsis:
;       CALL CopyFile(inChannel, outChannel, inFileRefNum, outFileRefNum)
;Output:
;       This copies the input file to the output file, and
;       sets inFileRefNum and outFileRefNum to the file reference numbers
;       of their associated channels.
;
;---------------------------------------------------------------------
             SEG          'CopyFile'
CopyFile:PROC EXPORT
        BSR.S   GetIntegerArg           ;[d3:w] = inChannel# argument
        MOVE.W  d3,d4                   ;[d4:w] = inChannel#
        BSR.S   GetIntegerArg           ;[d3:w] = outChannel# argument
        MOVE.W  d3,d5                   ;[d5:w] = outChannel#
        BSR.S   GetIntegerVar           ;a2 points to inFileRefNum
        MOVE.W  d4,d0
        JSR     ChanToFileRefnum(a5)    ;[d0:w] = file ref number for inChannel
        MOVE.W  d0,(a2)                 ;return as result in inFileRefNum
        BSR.S   GetIntegerVar           ;a2 points to outFileRefNum
        MOVE.W  d5,d0
```

```
        JSR     ChanToFileRefnum(a5)    ;[d0:w] = file ref number for inChannel
        MOVE.W  d0,(a2)                 ;return as result in inFileRefNum
Loop:
        MOVEQ   #1,d1                   ;error if file not opened for INPUT
        MOVE.W  d4,d0
        JSR     SetChan(a5)             ;set channel to inChannel for InpChar
        JSR     InpChar(a5)             ;[d0:b] = character
        BCS.S   GotEof                  ;branch if End-of-file
        MOVE.B  d0,d2                   ;save character in d2
        MOVEQ   #2,d1                   ;error if file not opened for OUTPUT
        MOVE.W  d5,d0
        JSR     SetChan(a5)             ;set channel to outChannel for OutChar
        MOVE.B  d2,d0                   ;[d0:b] = byte to copy
        JSR     OutChar(a5)             ;output next char
        BRA.S   Loop
GotEof:
        MOVEQ   #0,d0                   ;indicates segment is not to remain
        RTS                             ; resident
GetIntegerArg:
        JSR     GetNextLibArg(a5)       ;Get the next argument
        JSR     LongArg(a5)             ;[d3:l] = integer (error if arg can't)
        RTS
GetIntegerVar:
        JSR     GetNextLibArg(a5)       ;Get the next argument
        CMP.W   #3,d0
        BNE.S   TypeMismatch            ;branch if not int variable
        RTS
TypeMismatch:
        MOVEQ   #13,d2                  ;Give Type Mismatch error
        JSR     BasicError(a5)
         ENDP
        END
```

This example for MPW assembler shows how one may go about making a copy of a file. Using the ideas developed here you can use Mansion's parameter list to write your external file transfer protocol.

File Transfer Parameters Passed

Download protocol slots that can be used:

```
CALL EDP1(FullName$,Which%)
CALL EDP2(FullName$,Which%)
CALL EDP3(FullName$,Which%)
CALL EDP4(FullName$,Which%)
CALL EDP5(FullName$,Which%)
CALL EDP6(FullName$,Which%)
CALL EDP7(FullName$,Which%)
CALL EDP8(FullName$,Which%)
```

Each one of these EDP routines are for download protocols.

On Entry: I pass the FullName which includes the pathway (example: Harddisk:Folder:Program) and a simple integer flag. This flag when picked up by your

routine will have a value depending on the information in the Pro.Dir files. You must save the file under the name that is passed to you and not anything else. The library ignores the returned file names.

On Exit: You will need to set the "Which" integer to anything other then zero to indicate a successful transfer, or zero if the routine was aborted due to error. You will also need to do your own dialog box stuff to allow the end user to view the progress of the transfer.

Upload protocol slots that can be used:

```
CALL EUP1(FullName$,Which%)
CALL EUP2(FullName$,Which%)
CALL EUP3(FullName$,Which%)
CALL EUP4(FullName$,Which%)
CALL EUP5(FullName$,Which%)
CALL EUP6(FullName$,Which%)
CALL EUP7(FullName$,Which%)
CALL EUP8(FullName$,Which%)
```

Each one of these EDP routines are for uploading protocols.

On Entry: I pass the FullName which includes the pathway (example: Harddisk:Folder:Program) to which the file is to be uploaded and saved as and a simple integer flag. This flag when picked up by your routine will have a value depending on the information in the Pro.Dir files.

On Exit: You will need to set the "Which" integer to anything other then zero or three to indicate a successful transfer, or zero if the routine was aborted due to error. You will also need to do your own dialog box to allow the end user to view the progress of the transfer.

What is passed initially to the "Which" integer variable, is determined by two files on the Mansion disk. The first file is called "UPRO.DIR" which holds information about the upload protocol xmodem and all of the upload external file transfer protocols. The other file "DPRO.DIR" holds the information about the download side of the xmodem protocol and all download external protocols.

The sample line format of the UPRO.DIR file is given (This also applies to external download file transfer protocols too, only the routine names are changed.):

Sample Line From UPRO.DIR:

Z|2|3|XMODEM(MacBinary/1K Blocks)

The "Z" is what the user selects to choose this protocol. The two is a single digit character to give the routine any information it might need (it can be ignored if not needed) and is passed to the routine though the "Which" integer variable on the parameter list. The three is the selector of the routine name. For external upload protocols you must name them and enter the appropriate number in the third column.

Sample Line From DPRO.DIR:

S121XMODEM(MacBinary/Normal Blocks)

The download PRO file is formatted slightly differently. Like the UPRO.DIR the first column contains the letter that the user must select for the user to choose this protocol. Then second column is used internally by the BBS and should remain one. The two is a single digit character to give the routine any information it might need (it can be ignored if not needed) and is passed to the routine though the "Which" integer variable on the parameter list. The one is the selector of the routine name. For external download protocols you must name them and enter the appropriate number in the third column.

(External upload routine names and selectors)

Routine #		Routine Name
3	=	EUP1
4	=	EUP2
5	=	EUP3
6	=	EUP4
7	=	EUP5
8	=	EUP6
9	=	EUP7
0	=	EUP8

And the text after that is to tell the caller what protocol he/she is selecting it can be any length up to 60 characters. When you are creating your external protocol you must give it one of the names in the right column above.

(External download routine names and selectors)

Routine #		Routine Name
3	=	EDP1
4	=	EDP2
5	=	EDP3
6	=	EDP4
7	=	EDP5
8	=	EDP6
9	=	EDP7
0	=	EDP8

Once you understand all this you will need to understand how to build an external file transfer protocol. There are five steps to this and only LightSpeed C will be used to

demonstrate. However, if you are using another language then you can adapt this information to it.

1. Start a new project and add the library called "Basic.Lib". According to Microsoft you may need to use RelConver to convert the file Basic.Lib.Rel to a library.

2. Add you code for your pure code resource routine to the project.

3. Select the project type from the Project menu. Select the code resource radio button, enter MBPC for the resource type (if you are using an assembler this would be named MBLC), enter a resource number (not one that is being used by Mansion of this type), and enter one of the routine names listed earlier. (EDP# or EUP#)

4. Using the Build Resource menu, build the resource.

5. Exit LightSpeed C and use ResEdit to move the newly created MBPC to Mansion and add a line with the appropriate information to either the UPRO.DIR file or DPRO.DIR file. (Be careful not to have an extra blank line at the end of the PRO files.

Sounds are used through out Mansion to give you audio feedback to certain key events. What follows is a list of SND 's resources and their names. Mansion comes shipped with an optional sound file and you are welcome change them. You can replace these with your own, but you must keep the names the same. If you do not want a particular sound, just remove it from the system, or from the suitcase file and Mansion will make believe it does not exist.

Sounds need to either be installed with Suitcase™ or placed in your system for them to accessible by the BBS. If the sound takes up too much memory, or if you are low on memory it will not play. Keep this in mind when you are creating your own sounds.

If you select the menu item, Sounds, so that it becomes unchecked Mansion will not produce any sound until this menu item is unchecked. This also includes paging. A user will be allowed to page, but if the sounds menu item is not checked, the host computer will not produce the page sound (the page icon will still be inverted).

Note: When you select the Sounds menu item, a file will be created on your disk called **NO SOUND** that tells Mansion not to play any sounds. This file is created in the TMT folder. You can throw this file away, and Mansion will start playing sounds again, but Mansion will not update its menu until it is reloaded. If you try to update the menu after throwing this file away manually, the BBS will attempt to recreate it again.

ID#	Name	Description
10000	Alert	Plays when caller pages you.
	Alert 1	Plays after Alert when caller pages you.
	Alert 2	Plays after Alert 1 when caller pages you.
10001	Terminated	Plays when BBS is resetting.
10002	Mail	Plays after mail is saved to SysOp.
10003	Carrier	Plays when caller loses carrier.
10004	Page	Plays when reminding of page.
10005	Network	Plays when you get crash mail.
10006	Time	Plays when a caller times out.
10007	1200	Plays when caller connects at 1200.
10008	19200	Plays when caller connects at 19200.
10009	2400	Plays when caller connects at 2400.
10010	300	Plays when caller connects at 300.
10011	9600	Plays when caller connects at 9600.
10011	38400	Plays when caller connects at 38400.

Modem drivers are the files that are located in the **Modem Drivers** folder in the **MPrefs** folder. These files tell the BBS software how to talk to your modem. When you edit your the modem settings with the Mansion Editor and save your changes, they are saved to a file called **Custom**. Once you have your modem configured properly, you can duplicate and rename the copy the same as your modem and share the driver with everyone. Then all someone has to do is select named driver, and the setting will be loaded and saved in the custom driver. The information contained in the custom driver is used exclusively by the BBS to talk to the modem.

Modem drivers must have the following attributes:

File Type: MDvr
Creator: Mike

Sample Modem Driver File (USR 9600 HST)

```
;BEGIN Modem Driver
9600                    <- Highest modem speed supported by the BBS.
300                     <- Slowest modem speed supported by the BBS.
DTR                      <- The hang-up type (+++ or DTR).
;Begin Modem Initialization---
ATZ                     <- To initialize modem before a call.
ATH1                     <- ...
AT&A0
AT&K0
ATE0X3
ATS0=0S15=2
ATH0
;END
ATH1                     <- Modem off-hook command.
ATH0                     <- Modem on-hook command.
;END Modem Driver
```

Any line that begins with a ; (semi-colon) must be exactly as shown here or the BBS will interpret the modem driver as corrupted or will not work properly. The initialize modem commands are executed until the ";END" is encountered, or ten commands whichever comes first. You will need to change the file type to TEXT to edit the file with a text editor, and then you must set the file type back to DRvr before trying to use the driver.

The following are capacities:

- The maximum number of messages per conference is 999.
- The maximum number of conferences is 32767.
- Access levels may not exceed level 90.
- Screen widths should not exceed 80 characters per line.
- There can be 999 library sections.
- There can be 32767 membership accounts.
- There can be 32767 teleport commands

Mansion version numbers contain a standard numbering system. See the example that follows:

EXAMPLE:

MANSION **8.10**

The number [8] to the left of the decimal point is the major version number. When this number changes you can be certain that the program has changed significantly and that there is an upgrade fee involved with getting it. It also means that there is additional new features, and possibly some bug fixes.

The number [1] just to the right of the decimal point means that the program has had new features added, but the new features are not as significant enough to warrant a major version change, or to charge an upgrade fee. It may also include bug fixes from the last version.

The last number [0] indicates a bug fix version only. If everything else stays the same and only this number changes you will know that only bugs were fixed and no new features were added. There is also no upgrade fee involved with the bug fix version.

Please do not ask for beta or alpha versions. If they are distributed, you will be notified. Alpha versions are marked with the letter “A” after the name, and a beta version is marked with a “B” after the name. If you would like to know what the current version of Mansion is, all you need to do is call the support board, and as you log off, the version number will be displayed.

#	Description
1	Bus Error: Invalid memory reference. (Hardware failure)
2	Address Error: Word or long-word reference made to an odd address.
3	Illegal Instruction: The MC68000 received an instruction it didn't recognize.
4	Zero Divide: Signed Divide (DIVS) or Unsigned Divide (DIVU) instruction with a divisor of 0 was executed.
5	Check exception:Check Register Against Bounds (CHK) instruction was executed and failed. Pascal "value out of range" errors are usually reported in this way.
6	TrapV exception: Trap On Overflow (TRAPV) instruction was executed and failed.
7	Privilege violation: Macintosh always runs in supervisor mode; perhaps an erroneous Return From Execution (RTE) instruction was executed.
8	Trace exception: The trace bit in the status register is set.
9	Line 1010 exception: The 1010 trap dispatcher has failed.
10	Line 1111 exception: Unimplemented instruction.
11	Miscellaneous exception: All other MC68000 exceptions.
12	Unimplemented core routine: An unimplemented trap number was encountered.
13	Spurious interrupt: The interrupt vector table entry for a particular level of interrupt is NIL; usually occurs with level 4,5,6, or 7 interrupts.
14	I/O system error: The File Manager is attempting to disqueue an entry from an I/O request queue that has a bad queue type field; perhaps the queue entry is unlocked.Or, the dCtrlQHead field was NIL during a Fetch or Stash call. Or, a needed device control entry has been purged.
15	Segment Loader error: A GetResource call to read a segment into memory failed.
16	Floating point error: The halt bit in the floating-point environment word was set.
17-24	Can't load package: A GetResource call to read a package into memory failed (0-7).
25	Can't allocate requested memory block in the heap.
26	Segment Loader error: A GetResource call to read 'CODE' resource 0 into memory failed; usually indicates a nonexecutable file.
27	File map destroyed: A logical block number was found that's greater than the number of the last logical block on the volume or less than the logical block number of the first allocation block on the volume.
28	Stack overflow error: The Stack has expanded into the heap.
30	"Please insert the disk:" File Manager alert.
41	The file named "Finder" can't be found on the disk.
100	Can't mount system startup volume. The system couldn't read the system resource file into memory.
32767	"Sorry, a system error occurred":Default alert message.

RUN TIME ERRORS

3 RETURN without GOSUB.
4 Out of Data.
5 Illegal Function call.
6 Overflow.
7 Out of Memory.
9 Subscript out of range.
10 Duplicate definition.
11 Division by 0.
13 Type Mismatch.
14 Out of Heap Space.
15 String too long.
16 String formula too complex.
19 No resume.
20 Resume without error.
21 Unprintable Error.
23 Line Buffer Overflow.
39 CASE ELSE expected.

DISK ERRORS

50 Field Overflow.
51 Internal Error.
52 Bad File Number.
53 File Not Found.
54 Bad File Mode.
55 File Already Open.
57 Device I/O Error (pathway error).
58 File Already Exists.
61 Disk Full.
62 Input Past End.
63 Bad Record Number.
64 Bad File Name.
67 Too Many Opened Files.
68 Device Unavailable.
70 Permission Denied (Disk Write Protected).
74 Unknown Volume.

SYSTEM ERRORS

33 Directory Full.
34 Disk Full.
44 Diskette is Write Protected.
45 File is locked.
46 Volume is locked.
47 File is busy (delete).
49 File already open with write permission.

ERROR 53

The most common error is error 53. This error is given when the BBS can not find a file that it must absolutely have to continue. What you should do is check the file placement

section of the documentation to make sure that all the files are where they are supposed to be. Sometimes you may find that the BBS tries to create a file with the same name, in the place that it where it expects it. If this is the case replace the created file with one you know is good.

ERROR 62

This is most often caused when the BBS tries to read a file that was not completely written to disk. The two most common files that are the source of the problem are a switch file (created when an external program is run, in the Mansion Data folder) or the status bar file. If you get an error 62 when you try to launch Mansion, one of these or both, is most likely the problem. If you get an error 62 anywhere else, try to figure out which file is being accessed (like if they are quitting to a menu, then a menu file is being accessed) and make sure there are no extra carriage returns at the end.

ERRORS 5, 11, 15, 52, 57, 61, 63, 68, 70, 74

These errors are usually set up errors. For example, an error 57 means that you have a bad pathway (misspelled folder name) or a missing or misplaced colon. An error 74 or 68 means the BBS can not find the hard disk that you have said is available. An error 61 means your disk is full (files may be damaged beyond repair). An error 5 can occur if you do not format a file correctly.

ERROR 7

This is a fatal error which will cause the BBS to just stop. This means for one reason or another that the BBS could not get enough memory from your computer, when it asked for it, and thus can not continue. It is possible for the BBS to run out of free memory and not report this error, but that would be very rare and may indicate a confict with another init or program.

Most applications are likely to have a few glitches in them, because sometimes those things get past the programmer and beta testers. No programmer or group of beta testers due things in exactly the same way or are able to use every piece of hardware and software configuration possible. Therefore should you run into a problem (example: A System Error) or something that you do not expect please use this form to report your catch to us.

When reporting glitches to us please make sure your descriptions of the problem are complete as possible. For example: It bombs only on a Macintosh Plus with System 6.04 and Finder 6.1 with (BLANK) Inits active when I try to do such and such. I have repeated it three times and the problem is consistent. Many times we can not duplicate a specific problem because we do not know exactly what it takes to cause the problem. You can help us help you by being very specific about the problem, the equipment, and any software that may be currently active. If there is something that makes your equipment unique, please list that also.

____Software Problem ____Documentation Problem

Date(of problem)___/___/___Name_____
Address_____
Electronic Mail?_____Your ID_____
Product Name_____Version Number_____
Programs running at the same time_____
_____Switcher ____RAM disk _____Disk Cashe ____Other Describe_____
_____
Macintosh: _____
___External Drive ____ Hard Drive TYPE?_____
Other Devices Connected:_____
_____
System Version (or creation date from get info)_____
Finder Version (or creation date from get info)_____
___Bomb ___Recoverable Error Message ___System Freezes ___Error#____
Error Message:
Describe as completely as you can the problem_____
_____
_____
_____
_____
_____
_Return this form to:

ZSys Software
Quality Assurance
P.O. Box 65981
West Des Moines, IA 50265-0981

UPLOADING A FILE TO YOUR LIBRARY LOCALLY

To upload a file locally you do the same thing as you would if you were calling the system and uploading a file. Here are the steps:

1. Place the file in the appropriate folder for the area you wish to upload it to. Be sure that you have named the file with the same restrictions on the file name as the library commands require. For example make sure that the file name does not contain any colons and is less then 20 characters long. Failure to follow these rules will cause problems during both the upload process and if then someone attempts to download the file from your BBS. Write the name of the file down.

2. Choose upload from the menu and proceed to upload the file. The upload library command may complain about the file name. If this is the case the library command will tell you what is wrong with the file name and you will need to rename the file on disk before continuing this process.

Warning! Don't just change the name at the file name prompt and not change the name of the file on the disk. If you do that a caller attempts to download the file, the download command will report that it can not find it, and ask the caller to report the problem to you.

The upload command does not actually upload the file. The only thing this process does is allow you to create the listing in the directory for this section, and avoid having to type in information which the library takes care of for you. For example, the library will attempt to get the file size of the file you want to upload so that you don't have to type that in yourself.

3. Once you have done this and if it was successful, the BBS will tell you the file will be available as soon as it is approved by the manager. You will still need to approve the file with your SysOp commands in your library.

CHANGING THE NAME OF MANSION

It is not recommended that you change the name of your Mansion application. In some other applications, there are certain routines which depend on the name being "Mansion". The case of the letters in the name is not important. Tabby fatal error routines expect the bbs to be Mansion so that it can attempt to reload the bbs.

PROTOCOLS SUPPLIED WITH THE LIBRARY

Mansion comes with xmodem. Here is the list of what Mansion is capable of supporting when you get it:

1. Xmodem Standard CheckSum
2. Xmodem Standard CRC

3. Xmodem MacBinary CheckSum
4. Xmodem MacBinary CRC
5. Xmodem Standard CheckSum 1K Blocks
6. Xmodem Standard CRC 1K Blocks
7. Xmodem MacBinary CheckSum 1K Blocks
8. Xmodem MacBinary CRC 1K Blocks

Because the library can support external file transfer protocols, there may appear from time to time, additional protocols. These protocols can be added with a program that allows you to add them to the bbs with little effort. When and if these protocols become available, information will be provided as to how to get a hold of them and what you need to do to install them.

VISITORS AND THE LIBRARY ROUTINES

You can not allow those callers who have not filled out an application or are not already members of your bulletin board to upload or download. The Uploading and downloading routines have a number of routines that require the use of the callers user account. If you let a visitor upload or download, an error will occur.

TEXT FLOW CONTROL

Most of the output text on the bbs can be flow controlled with one of three flow control commands. Control-S will suspend the output of text until a Control-Q is entered. Anytime a Control-C is encountered the bbs will abort the current text output. From the keyboard, all you need to do is type the letter, but not with the control key.

ABORTING DOWNLOADS/UPLOADS

Uploads and downloads can be aborted by pressing the button on the mouse and waiting for the transmission of the current block of information to end. You must hold the mouse button until the block is transmitted at which time the routine will test the mouse button to see if there has been an abort request. When a file transfer is aborted, the bbs will tell the caller that the transfer was not successful and was aborted.

Users can abort their xmodem downloads and uploads by entering a few Control D's. Eventually the routine will realize that the transfer is to be aborted. Since there is a chance that random line noise may cause an abort, it may take a few times before the bbs will realize that the user is aborting, and it may even retransmit a few blocks. Better to be safe then have it abort a 500K file just as it is about to finish.

USING THE LIBRARY COMMANDS WITH CD ROM DRIVES

Since the Library does not keep its directories with the files, it is possible to use a CD ROM drive with the Library. All you need to do is treat the CD ROM drive just like any other drive. Please understand that since you can not rename files stored on a CD ROM drive, a file name must meet the requirements of a Library file name or it can not be used, but this should not present much of a problem.

MULTIPLE DRIVES AND THE LIBRARY

You can use multiple drives with the library routins since the pathway to each set of files is set separately with each area.

FORCED CARRIAGE RETURNS

You can place the characters “<$$$>“ in a text file, left justified, on a line alone to have Mansion pause a text output with your prompt. Each time the bbs encounters the characters it will prompt the user, so you can use it more then once.

WHAT VERSION OF TABBY

Just a quick note. Mansion 8.00 works only with TabbyNet 2.2 or later and not any of the earlier versions. Please do not attempt to run an older version of Tabby will the new Mansion, it just will not work.

absolute pathname: The complete name of a file, given by listing all of the directories leading down to that file, starting from root and concluding with the filename itself. The directories leading to the file are separated from each other and from the filename by colons.

activate: To make a nonactive window active by clicking anywhere inside it.

American Standard Code for Information Interchange: See **ASCII.**

ANSI: Acronym for *American National Standards Institute,* which sets standards for many technical fields and provides the most common standard for computer terminals.

Apple menu: The menu farthest to the left in the menu bar, indicated by an Apple symbol, from which you choose **desk accessories.**

application: (1) Short for **application program.**

ASCII: Acronym for *American Standard Code for Information Interchange* (pronounced "ASK-ee"). A standard that assigns a unique binary number to each text character and control character. ASCII code is used for representing text inside a computer and for transmitting text between computers or between a computer and a peripheral device. Compare **EBCDIC.**

assembly code: A source file written in a low-level programming language that corresponds to a specific computer's binary machine language.

assembly language: A low-level programming language in which individual machine-language instructions are written in a symbolic form that's easier to understand than machine language itself. Each assembly-language instruction produces one machine-language instruction. Because assembly-language programs require very little translation, they can be very fast. See also **machine language.**

asynchronous: Not synchronized by a mutual timing signal or clock. Compare **synchronous.**

asynchronous communication: See **asynchronous transmission.**

asynchronous transmission: A method of data transmission in which the receiving and sending devices don't share a common timer, and no timing data is transmitted. Each information character is individually synchronized, usually by the use of start and stop bits. The time interval between characters isn't necessarily fixed. Compare **synchronous transmission.**

background: (1) A relatively inconspicuous place. A program operates “in the background” if it continues to function automatically while you use another program.

background activity: A program or process that runs while the user is engaged with another application.

backslash (\): The “backward slash” character; often used as an **escape character.**

backspace: To move to the left in a line of text, erasing the character or selection; thus synonymous with *delete.*

Backspace key: A key that backspaces over and erases the previously typed character or the current selection. Its function is identical to that of the Delete key on newer Macintosh keyboards.

backup: (n.) A copy of a disk or of a file on a disk. It’s a good idea to make backups of all your important disks and to use the copies for everyday work, keeping the originals in a safe place. (Some program or startup disks cannot be copied.) Compare **archive.**

back up: (v.) To make a spare copy of a disk or of a file on a disk. Backing up your files and disks ensures that you won’t lose information if the original is lost or damaged.

baud: (1) A unit of data transmission speed: the number of discrete signal-state changes (signal events) per second. Often, but not always, equivalent to *bits per second.* Compare **bit rate.** (2) The maximum speed at which data can be sent down a channel, such as a telephone line; often confused with the actual speed at which the data is transmitted between two computers, measured in bits per second.

BBS: See **bulletin board system.**

binary system: (1) A number system that uses only 0 and 1 as digits. Because computers can keep track of only two states (on or off), engineers code data in terms of 0’s and 1’s. (2) The representation of numbers in the base-2 system, using only the two digits 0 and 1. For example, the numbers 0, 1, 2, 3, and 4 become 0, 1, 10, 11, and 100 in binary notation. The binary system is commonly used in computers because the values 0 and 1 can easily be represented in a variety of ways, such as the presence or absence of current, positive or negative voltage, or a white or black dot on the display screen. A single binary digit—a 0 or a 1—is called a *bit.*

BIN file: A file in **binary file format.**

bit: A contraction of *binary digit*. The smallest unit of information that a computer can hold. The value of a bit (1 or 0) represents a simple two-way choice, such as yes or no, on or off, positive or negative, something or nothing. See also **binary system.**

bit rate: The speed at which bits are transmitted, usually expressed as *bits per second,* or

bps. Compare **baud.**

bits per second: See **bit rate.**

bug: An error in a program that causes it not to work as intended. The expression reportedly comes from the early days of computing when an itinerant moth shorted a connection and caused a breakdown in a room-sized computer.

bulletin board system (BBS): A computerized version of the bulletin boards frequently found in grocery stores—places to leave messages and to advertise things you want to buy or sell. One thing you get from a computerized bulletin board that you can't get from a cork board is free software. See also **public-domain software.**

cable: An insulated bundle of wires with connectors on the ends. Examples are serial cables, disk drive cables, and LocalTalk cables.

Cancel button: A button that appears in a dialog box. Clicking it cancels the command.

caret: A generic term meaning a symbol that indicates where something should be inserted in text. The specific symbol used on-screen is a vertical bar (|).

carriage return (CR): A nonprinting ASCII character (decimal 13, hexadecimal $0D) that ordinarily causes a printer or display device to place the next character on the left margin; that is, to end a line of text and start a new one. It's used to end paragraphs. A carriage return, however, does not move the print head or cursor down to the next line; the line feed (LF) character does that. Even though you can't see carriage returns, you can delete them the same way you delete other characters.

carrier: The background signal on a communication channel that is modified to carry information. Under RS-232-C rules, the carrier signal is equivalent to a continuous MARK (1) signal; a transition to 0 then represents a start bit.

case sensitive: Able to distinguish between uppercase characters and lowercase characters.

CD: See **CD-ROM, compact disc.**

CD-ROM: Acronym for *compact disc read-only memory;* a compact disc 120 mm (4.72 inches) in diameter that can store 550 MB of information. The information is designated as *read-only memory* because a CD drive can read the information but cannot record new information.

character: Any symbol that has a widely understood meaning and thus can convey information. Some characters—such as letters, numbers, and punctuation—can be displayed on the monitor screen and printed on a printer. See also **control character.**

Clear To Send: An RS-232-C signal from a DCE to a DTE that is normally kept false until the DCE makes it true, indicating that all circuits are ready to transfer data. See also **Data Terminal Equipment.**

cold start: The process of starting up the computer when the power is first turned on (or as if the power had just been turned on) by loading the operating system into main memory, and then loading and running a program. Compare **warm start.**

Command key: A key that, when held down while another key is pressed, causes a command to take effect. When held down in combination with dragging the mouse, the Command key lets you drag a window to a new location without activating it. The Command key is marked with a propeller-shaped symbol. On some machines, the Command key has both the propeller symbol and the Apple symbol on it.

command line: The entire input string that you enter in response to the shell prompt to issue a command or to start a program. The command line includes the command itself and any **arguments** and **flag options.**

comment: Information that is ignored by a program such as a compiler. A comment normally includes instructions, references, or notes for people inspecting a source file.

communications protocol: See **protocol.**

compact disc: A metal-and-plastic disk in which information is stored digitally in the form of pits burned into the surface with a laser beam. Compact discs containing music are widely available, but this medium can also be used to store other kinds of data, such as text and images. See also **CD-ROM.**

control character: A nonprinting character that controls or modifies the way information is printed or displayed.

crash: To cease to operate unexpectedly, possibly destroying information in the process.

data: Information, especially information used or operated on by a program. The smallest unit of information a computer can understand is a **bit.**

data bits: In the stream of bits being sent from your computer to a peripheral device or another computer, the bits that contain meaningful information; distinguished from bits used to indicate that a character is about to start, has stopped, or is correct. See also **start bit, stop bit.**

Data Carrier Detect (DCD): An RS-232-C signal from a DCE (such as a modem) to a DTE (such as an Mac IIfx) indicating that a communication connection has been established. See also **Data Terminal Equipment.**

Data Set Ready (DSR): An RS-232-C signal from a DCE to a DTE indicating that the DCE has established a connection. See also **Data Terminal Equipment.**

Data Terminal Equipment (DTE): As defined by the RS-232-C standard, any device that generates or absorbs information, thus acting as an endpoint of a communication connection. A computer might serve as a DTE.

Data Terminal Ready (DTR): (1) One of the handshake lines in a data transmission interface. Also, a name for the default communications protocol for the ImageWriter LQ printer. See also **hardware handshake.** (2) An RS-232-C signal from a DTE to a DCE indicating a readiness to transmit or receive data. See also **Data Terminal Equipment.**

DCD: See **Data Carrier Detect.**

demodulate: To recover the information being transmitted by a modulated signal. For example, a conventional radio receiver demodulates an incoming broadcast signal to convert it into the sound emitted by the radio's speaker. Compare **modulate.**

desktop: Your working environment on the computer—the menu bar and the gray area on the screen. You can have a number of documents on the desktop at the same time. At the Finder level, the desktop displays the Trash and the icons (and windows) of disks that have been accessed.

Desktop file: A resource file in which the Finder stores the version data, bundle, icons, and file references for each application on the volume.

dialog box: (1) A box that contains a message requesting more information from you. Sometimes the message warns you that you're asking your computer to do something it can't do or that you're about to destroy some of your information. In these cases, the message is often accompanied by a beep. (2) A box that a Macintosh application displays to request information or to report that it is waiting for a process to complete. A dialog box is internally represented in a dialog record.

digit: (1) One of the characters 0 through 9, used to express numbers in decimal form. (2) One of the characters used to express numbers in some other form, such as 0 and 1 in binary or 0 through 9 and A through F in hexadecimal.

dimmed: Used to describe words or icons that appear in gray. For example, menu commands appear dimmed when they are unavailable; folder icons are dimmed when they are open.

DIP switch: A small switch that can be set manually for two different values (usually on or off). There are 24 switches in three DIP switch assemblies inside the case of the Apple ImageWriter LQ.

directory: (1) A pictorial, alphabetical, or chronological list of the contents of a folder or a disk. (2) A file that contains a list of all the names and locations of other files stored on a disk. These other files may themselves be directories (called *subdirectories*). A directory is sometimes called a *catalog.*

directory dialog box: A type of dialog box you use to work in the hierarchical file system from within an application. Such dialog boxes appear whenever you choose the Open or Save As commands from within an application. See also **hierarchical file system.**

download: To transfer files or information from one computer to another, or from a computer to a peripheral device such as a printer. A printer will download fonts if a user prints a document containing fonts that are stored on a Macintosh computer but not stored in the printer's memory.

DSR: See **Data Set Ready.**

DTE: See **Data Terminal Equipment.**

DTR: See **Data Terminal Ready.**

duplex transmission: Simultaneous two-way, independent transmission of data between two computers or between a computer and a terminal.

EBCDIC: Acronym for *Extended Binary-Coded Decimal Interchange Code* (pronounced "EB-si-dik"). A code used by IBM that represents each letter, number, special character, and control character as an 8-bit binary number. EBCDIC has a character set of 256 8-bit characters. Compare **ASCII.**

echo: To send an input character back to the originating device for display or verification; for example, to send each character of your message back to your monitor so you know it's been sent to another computer or to a printer.

even parity: The use of an extra bit set to 0 or 1 as necessary to make the total number of 1 bits an even number; used as a means of error checking in data transmission. Compare **MARK parity, odd parity, space parity.**

file transfer protocol: A protocol that exchanges files with a host computer.

Finder: The application that maintains the Macintosh desktop and starts up other programs at the request of the user. You use the Finder to manage documents and applications, and to get information to and from disks. You see the desktop upon starting up your computer, unless you have specified a different startup application.

folder: (1) A holder of documents, applications, and even other folders on the desktop.

Folders act as subdirectories, allowing you to organize information in any way you want. (2) The secondary organizing unit on the server.

full duplex: A four-wire communication circuit or protocol that allows two-way data transmission between two points at the same time. Compare **half duplex.**

full-duplex communication: A method of data transmission where two devices transmit data simultaneously. This method allows the receiving device to echo back each character of your message as it is received.

full pathname: A pathname beginning from the root directory. A full pathname is a pathname that contains embedded colons but no leading colon. Compare **partial pathname.**

half duplex: A two-wire communication circuit or protocol designed for data transmission in either direction but not both directions simultaneously. Compare **full duplex.**

half-duplex communication: A way of communicating between your computer and another computer or a peripheral device in which you can only send data or receive it at one time—not both. The other computer cannot echo back each character of your message as it is received.

handshaking: The exchange of status information between a **DCE** and a **DTE** used to control the transfer of data between them. The status information can be the state of a signal connecting the DCE and the DTE, or it can be in the form of a character transmitted with the rest of the data.

hardware handshake: A protocol that tells the computer to start or stop sending data by setting the DTR (Data Terminal Ready) line logic state. The ImageWriter LQ changes the line's state depending on the capacity of its input buffer. Also known as the *Data Transfer Ready* protocol.

hierarchical file system (HFS): A feature of system software that lets you use folders to organize documents, applications, and other folders on a disk. Folders (analogous to subdirectories) can be nested in other folders to create as many levels as you need. In a hierarchical file system, a file is specified by its pathname rather than by a single filename.

highlight: To make something visually distinct. For example, when you select a block of text using MacWrite, the selected text is highlighted—it appears as light letters on a dark background, rather than dark-on-light. Highlighting is accomplished by inverting the display. See also **inverse video.**

inverse video: The display of text on the computer's display screen in the form of dark dots on a light (or other single phosphor color) background, instead of the usual light dots on a

dark background. See also **highlight.**

K: See **kilobyte.**

Kbit: See **kilobit.**

Kbyte: See **kilobyte.**

kilobit (Kbit): A unit of measurement, 1024 bits, commonly used in specifying the capacity of memory integrated circuits. Not to be confused with **kilobyte.**

kilobyte (K): A unit of measurement consisting of 1024 (2^{10}) bytes. Thus, 64K memory equals 65,536 bytes. The abbreviation *K* can also stand for the number 1024, in which case *Kbyte* is used for kilobyte. See also **megabyte.**

line feed (LF): (1) An ASCII character (hex $0A) that instructs a printer or video display to advance to the next line. (2) A vertical motion of the platen, moving the paper up or down one print line.

line length: The number of characters that fit in a line on the screen or on a page.

log off: To indicate to a system or network that you have completed your work and are terminating interaction.

log on: To identify yourself to a system or network and start to use it. Usually logging on requires a password, depending on the system. Same as *log in;* opposite of *log off.*

MacBinary: The standard file transfer type used by the Macintosh.

MARK parity: A method of error checking in data transmission in which the most significant bit of every byte is set to 1. The receiving device checks for errors by looking for this value on each character. Compare **even parity, odd parity, space parity.**

MB: See **megabyte.**

Mbit: See **megabit.**

megabit (Mbit): A unit of measurement equal to 1,048,576 (2^{16}) bits, or 1024 kilobits, commonly used in specifying the capacity of memory ICs. Not to be confused with **megabyte.**

megabyte (MB): A unit of measurement equal to 1024 kilobytes, or 1,048,576 bytes. See also **kilobyte.**

menu: A list of choices presented by a program, from which you can select an action. In the desktop interface, menus appear when you point to and press menu titles in the **menu bar.** Dragging through the menu and releasing the mouse button while a command is highlighted chooses that command.

menu bar: The horizontal strip at the top of the screen that contains menu titles.

modem: Short for *modulator/demodulator;* a peripheral device that links your computer to other computers and information services using the telephone lines.

modem command: An instruction to a computer system, usually typed from the keyboard, that directs a modem attached to the computer to perform some immediate action.

modem port: One of two serial interface ports on the Macintosh computers. May be marked by a telephone handset icon.

modulate: To modify or alter a signal so as to transmit information. For example, conventional broadcast radio transmits sound by modulating the amplitude (amplitude modulation, or AM) or the frequency (frequency modulation, or FM) of a carrier signal.

MultiFinder: A first-generation multitasking operating system for Macintosh computers that makes it possible to have several applications open at the same time, including background applications that let you perform one task while the computer performs another.

network: A collection of interconnected, individually controlled computers, together with the hardware and software used to connect them. A network allows users to share data and/or peripheral devices such as printers and storage media, to exchange electronic mail, and so on.

odd parity: The use of an extra bit in data transmission set to 0 or 1 as necessary to make the total number of 1 bits an odd number; used as a means of error checking. Compare **even parity, MARK parity, space parity.**

off-line: (adj.) Not currently connected to or under the control of the computer. Used to refer to equipment such as printers and disk drives, information storage media such as disks, and the information they contain. Compare **on-line.**

on-line: (adj.) Currently connected to and under the control of the computer. Used to refer to equipment such as printers and disk drives, information storage media such as disks, and the information they contain. Compare **off-line.**

port: (n.) (1) A socket on the back panel of a computer where you plug in a cable for

connection to a network or a peripheral device. (2) A connection between the central processor unit and main memory or a device (such as a terminal) for transferring data.

protocol: Short for *communications protocol;* a formal set of rules for sending and receiving data on a communication line. For example, binary synchronous communications (BSC) is a protocol.

public-domain software: Software that is free for the taking. You can get it at user group meetings or through computer bulletin boards.

Return key: A key that causes the cursor or insertion point to move to the beginning of the next line. It's also used in some cases to confirm a command.

RS-232: A common standard for serial data communication interfaces.

RS-232 cable: Any cable that is wired in accordance with the **RS-232** standard.

serial communication: Data communicated over a single-path communication line, one bit at a time.

serial ports: The connectors on the back panel of the computer for devices that use a **serial interface.**

shareware: Software you can copy and try before sending payment to the author.

space character: A text character whose printed representation is a blank space. You generate the character when you press the Space bar.

space parity: A method of error checking in data transmission in which the most significant bit of every byte is set to 0. The receiving device checks for errors by looking for this value on each character. Compare **even parity, MARK parity, odd parity.**

start bit: One or two bits that indicate the beginning of a character in a string of serially transmitted characters. Compare **stop bit.** See also **data bits.**

stop bit: One or two bits that indicate the end of a character in a string of serially transmitted characters. Compare **start bit.** See also **data bits.**

SYSOP: See **system operator.**

system operator (SYSOP): The human operator of a computerized bulletin board.

telecommunication: Transmitting information across varying distances, such as over telephone lines.

telecommunications: The science and technology of communication by electrical or electronic means.

tty: A terminal; abbreviated from *teletypewriter,* which was the first terminal device used on UNIX operating systems.

user: A person operating or controlling a computer system.

user ID: (1) A number that identifies you as a subscriber to an information service.

volume: A general term referring to a storage device or to part of a storage medium formatted to contain files; a source of or a destination for information. A volume can be an entire disk or only part of a disk. A volume has a name and a volume directory with the same name. Its information is organized into files.

warm start: The process of transferring control back to the operating system in response to a failure in an application program. Compare **cold start.**

word wrap: The automatic continuation of text from the end of one line to the beginning of the next. Word wrap lets you avoid pressing the Return key at the end of each line as you type.

XOFF: A special character (value $11) used for controlling the transfer of data between a **DTE** and a **DCE.** When one piece of equipment receives an XOFF character from the other, it stops transmitting characters until it receives an XON. See also **handshaking.**

XON: A special character (value $13) used for controlling the transfer of data between a **DTE** and a **DCE.** See also **handshaking.**