

BankTime  
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Welcome to BankTime, a time bank (explained later) for Macintosh BBS systems.

## 1. Intro

Well, I suppose it's in order to describe just what a time bank is. It is very simple; a time bank is a place that a user may store time on the bbs that otherwise would have been wasted. For example, let's say that a user would like to be able to download the 550K file Solarian, yet, he is doesn't have enough time to download it, because his modem is too slow. Normally, he would have no choice about the matter -- he would either talk to you about a higher time limit, or, would write the file off as unobtainable. This is where a time bank comes in. A user may store as much time as he wishes in this bank for later use.

## 2. Features

BankTime is an external application that currently only supports Second Sight BBS systems. After the beta testing period has expired for Second Sight, I will begin the implementation of Mansion and WWIV ports. Hermes comes with a time bank function, so a port to that system would be functionally useless.

Currently, the application supports the following:

- SysOp selectable interest rates (including no interest)

- SysOp selectable maximum account balance

- Customizable menus (using Second Sight menus)

- A full log file containing any curiosities and full error checking for system calls.

### 3. Setup

BankTime is very simple to setup.

File Edit SysOp Window 7:18:31 PM

**BankTime Setup**

**Path and Name of BBS:**  
None [Get] OK

**Log File Path and Name:**  Use Log File [Get] Cancel

**BankTime Data Files Folder:** None [Get]  Red Ryder Host  
 WWIV  
 Mansion

Hide Window

Chat Calls: 2

Interest Rate: 0.0 Percent Per Week Maximum Balance: 120

Fort Mac  
Software

Modem Stuff

There are two major portions of the BankTime configuration; the bbs portion of the setup and, the application portion of the setup. In the former, you must enter three paths/filenames. The first path is the path and filename of your BBS program. Click on 'Get' to bring up a dialog box to find the path for any of the three paths. The next is the path of the BankTime log file. BankTime logs every error found within the application. If you do not want a log file to be generated, click on the checkbox to de-select the log file. The third path is the path to the data files folder. As shipped, a folder called 'BankTime Folder' contains all of the data files. I would recommend using this same configuration.

Click on the radio button corresponding to the bbs program you're using. If you are using Second Sight (which is the only supported configuration at this time), the *LaunchSS* and *LaunchRRH* radio buttons are also available. Click on the filename being used by your copy of Second Sight. You may look at the above picture for an example of how to setup the paths. The picture depicts the 'empty' setup seen at startup.

The other portion of the BankTime setup is the time bank portion. BankTime allows a SysOp to give interest to those with time stored in the bank. To enter an interest rate, type in an interest rate. The number 16.00 in the box means that the user will get 16% interest on his time PER WEEK. If you do not want interest to be given, type in 0.0 in the box.

The last part of the setup is the maximum balance allowed a user. If no limit were put on the user's maximum balance, it is theoretical that he could store up to an infinite amount of time. The number in the box is in minutes - I recommend a limit of 120 or less. Due to limitations Second Sight, a maximum of 255 minutes may be given to a user. This is the real maximum balance.

### 3. File Structure

Banktime has only a few files it uses. Of these files, many are text files used to give the user help and information. The following are the files contained within the BankTime Folder:

|               |  |
|---------------|--|
| BankTime Log  | This is an empty file that I would recommend using as the log file for BankTime. Until this program is released (v.1.0), please use this file to scout for problems. Any anomalies in the program will be noted here. As an alternative, you may have BankTime append to your callerlog. |
| BankTime Main | This is the main (and only) menu. Edit this to suit your BBS. Use the command definitions defined later in the document as a guide.  |
| Sysop.cht1    | This is a simple text file that is shown to the user should he hit the chat selection.   |
| Sysop.cht2    | This is another text file shown to the user after the first one (and after the chat call has been sent). Try the chat function to see how these files work.  |
| Sysop.nocht   | This file will be shown to the user if he exceeds the number of chat calls in the setup dialog, or, you are unavailable on the BBS for chat.   |

BankTime Welcome This text file is shown to the user when he enters BankTime.

BankTime Reg The registration file for BankTime. This file (provided by me should you register the program) contains the registration information for the program.

You may change any file you wish. (Except for the Reg file, of course)

The following files are found outside of the BankTime Folder:

BankTime The application

BankTime Options The setup options file for the game.

#### 4. Command Definitions

BankTime uses only a few commands:

| <u>Command Number</u> | <u>What</u>   |
|-----------------------|---|
| 0                     | A dummy command. Text only. No operation taken.   |
| 1                     | Exit to BBS   |
| 2                     | Go to another menu in the BankTime Folder.<br>Name of menu is in optional text.           |
| 3                     | Call the SysOp for chat. (provided he is available)                                       |
| 4                     | Display the user's information.   |
| 5                     | Display a file in the BankTime Folder. Not cancellable.<br>File name is in optional data. |
| 6                     | Display a file in the BankTime Folder. Cancellable.<br>File name is in optional data.     |
| 7                     | Add or subtract time.   |
| 8                     | Display a file. Not Cancellable. Absolute path is<br>in optional data.                    |
| 9                     | Display a file. Cancelable. Absolute path is in optional<br>Data.                         |

#### 5. Conclusion

And that's it! If you have ANY problems at all, please send me mail at 104/617. I hope you enjoy this product.

Oh, and one more thing: I am coming out with a new game for SS/Mansion. It's called Galactic Admiral. I hope to have it finished by year end. Look for betas of it on Fort Mac (104/617 - (303) 755-1004).

Greg.