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PowerBBS, Introduction

Thank you for your purchase of PowerBBS.   Is it recommended,

you carefully read this documentation, before running PowerBBS. Please be aware that this manual is a basic operating manual for PowerBBS. This includes all versions of PowerBBS for different operating systems. Generally, the basic setup and use of PowerBBS is the same on all operating systems.

After running the basic installation, and setting up the icon in Windows, you can test out the software. Be sure to set up the Modem info in CONFIG for com port 0, which is the local node. Once loaded, you'll notice many of the screens already exists. These are here to help you set up your bbs. PowerBBS for Windows is a very flexible program, and you can really set it up to do what you want! For beginners, you should have an operating bbs within your first day. Enjoy the system. With your order you will ALWAYS have full support from us at the Product Support bbs (516) 822-7396.   You will always have access to the support forum at that location. Your order also includes 6 free months of downloading privileges. After that time, for a VERY small fee, you will be granted downloading privileges, which enables you to download updated versions of PowerBBS.

Most likely, there will be a number of updates to this manual, by the time you receive it. Please view the UPDATE.DOC file on the PowerBBS disk, for the latest information.

PRODUCT SUPPORT

Russell Frey
35 Fox Ct.
Hicksville, NY 11801
516) 822-7396 (bbs support line/ordering info)

Wriitten in Pascal, PowerBBS is the product of years of work, to produce the best possible BBS Program. PowerBBS for Windows is the first BBS program to be written under windows, while our DOS version remains on top in its field. You can be sure that we will try to port PowerBBS over to other operating systems in the future.

PowerBBS was developed to be a fast BBS program, with many

features which are easy to use, including an easy installation procedure. Feel free to leave suggestions for future upgrades on the PowerBBS Support BBS. Likewise, if you have any questions or problems on the operation of PowerBBS, please call the support BBS.

To set up PowerBBS read the installation procedure, and install PowerBBS onto your system. When completed you will also find the ability to customize PowerBBS to meet your satisfaction.

HARDWARE REQUIREMENTS

The following are the minimum equipment requirements for running PowerBBS:

(1) Hardware/Resident Software which is 100% compatible with MS-DOS and IBM BIOS standards (at least DOS v3.x or higher)
(2) Microsoft Windows is required for our Windows Version
   MS-DOS or compatible operating system for the DOS version. (v3.x or higher)
   OR whatever operating system your version of PowerBBS was built for
(3) Monitor (Preferable Color but not needed)
(4) A Hard Disk to store PowerBBS files (At least 10 Megs)
(5) The WINDOWS version currently requires a 286 processor or better. The DOS version, current works on all 8088 processors and better.

PowerBBS may be used locally on a network, for network Email. However, if you are planning on taking advantage of PowerBBS' telecommunications features, you'll need:

1. A Hayes compatible modem (see the "Modem Info" section)
2. A RS232 serial port and modem cables (for external modems)

We do not guarantee PowerBBS will run on every computer. It has been successfully tested on many compatibles. You will need a telephone line. Avoid lines with 'call waiting' and such, it will cause noise and drop callers.

WINDOWS NOTE: When PowerBBS drops to DOS, it will use the _default.pif pif settings file, in your windows directory.

INSTALLATION

PowerBBS can easily be installed by following these simple steps. Please note, that INSTALLation will vary for different operating systems.

1. Check your hard disk, to see which drive you would like to install PowerBBS. This is usually drive C:. For the easiest possible installation, Drive C: is recommended.

2. Place the PowerBBS disk, in your floppy drive. It may be placed in drive A, OR drive B. Run Install on this drive.

3. Follow the instructions given in the install program.

4, When you are being asked for your NAME, and PASSWORD to be used, remember this information to log onto your BBS. ** IMPORTANT **: DO NOT USE ANY OLD PASSWORD. DO NOT USE THE PASSWORD YOU HAVE ON ANY OTHER BBS! USE A NEW PASSWORD.

5. Edit your CONFIG.SYS file, using a text editor to insure you have the following configuration:
       FILES=40
       BUFFERS=30

Theses commands ensure that your computer allocates enough file buffer space for the BBS. If your CONFIG.SYS already contains these lines, be sure the values for Files and Buffers are at least as large as those shown above. If you are going to run Multi-Node, it is recommended that you add 15 more files for each additional node. If you should run out of environment space, place the following command in your CONFIG.SYS file: Shell=c:\command.com /e:1024 /p
The buffers command sets aside chunks of memory to store the data most recently read from or wrote to your disk. This option

drastically speeds your system, but uses memory. If you are running a disk cache, then you probably do not need the buffers command. (The dos default for buffers is 3).

** Note **: You must reboot your machine after editing your CONFIG.SYS.

	6. After installation, you will find the main PowerBBS executable files are in your C:\POWRBBS directory. There will also be other subdirectories, such as C:\POWRBBS\DATA, C:\POWRBBS\SCREEN, etc, containing information which PowerBBS will use.

	7. If you are using Windows, load up the WINDOWS Program Manager. In the Windows Intstall Program, the ICONS for PowerBBS and Config are set up automatically (If you cannot find them, follow steps 8 & 11).

	8. Enter the group area, in which you want PowerBBS to be located (You may want to create a PowerBBS group). Move your cursor to the FILES Menu in the windows PROGRAM MANAGER and choice NEW. Enter the following data:

	Name:		CONFIG
	Command Line:	C:\Powrbbs\Config.EXE C:\Powrbbs\Powrbbs.dat
DOS users simply need to use the Command line to run CONFIG.

	9. You may now load the configuration, by starting up the CONFIG Icon. Note that Powrbbs.dat is your data file for the current node, and it is required on the command line to load CONFIG.

	Please note, that if you are installing on a drive other than C:, INSTALL should have changed most of the defaults from C: to the installation drive. Feel free to go through CONFIG, to check that the proper drive setting has been placed (including the forum setup, and menu setup).

	10. Review the information in CONFIG, and make any initial changes, including your MODEM SETUP, etc. You will find detailed

information for each setup in CONFIG later on in this documentation. To test out PowerBBS, it is recommended that you select node 0. This is the local node, and requires no interface with the I/O or modem.

11. If you are installing for DOS, remember to use the START.BAT to always load PowerBBS. You can skip the windows specific install directions.

12. Enter the group area, in which you want PowerBBS to be located. Move your cursor to the FILES MENU in the windows PROGRAM MANAGER Selection, then choice NEW. Enter the following DATA:

line 1   PowerBBS for Windows (or whatever you like to call your program)
line 2   C:\Powrbbs\Powrbbs.exe C:\Powrbbs\Powrbbs.dat

If you did not install on drive C:, simply change C: to the drive letter you used.

13. The PowerBBS icon should now be present in the current group. Simply select the icon, and PowerBBS will load.

14. Note that for transferring files, if you want to use DSZ, you should place SET DSZLOG=C:\DSZ.LOG in your autoexec.bat. This will be explained later in the documentation. All versions of PowerBBS come with a PBBSPROT, which is PowerBBS's own transfer protocol.
        Be sure you have thoroughly read the "MODEM INFO" section, when you are preparing to alter the MODEM section in CONFIG.

DOS USERS: ALWAYS RUN START.BAT TO LOAD POWERBBS!

ANSI.SYS Support
(Color and Other Screen Displays)

DOS USERS: You must load ANSI.SYS (or other compatible .SYS) in your CONFIG.SYS for COLOR. If you see high byte characters, when

you load PowerBBS, this is because you do not have ANSI.SYS loaded.

WINDOW USERS: ANSI.SYS is a dos device driver, which provides screen attribute control, such as colors and moving the cursor. ANSI.SYS reads codes, which it understands, and interprets the codes. PowerBBS does not need this DOS device driver to be loaded, since it interprets for itself.

Note that PowerBBS interprets the codes for display on your screen, and not the person calling your bbs. The receiving caller must be using an ANSI.SYS compatible term program to understand these codes. Almost every popular term program in use today understands these codes, however for those who can't interpret the codes, they can turn color off which eliminates all ANSI.SYS use.

PowerBBS ANSI.SYS interpreter will not interpret the following information, to YOUR screen only (the caller still receives these codes):

(1) Mode controls, which changes the size of screens. (such as 80 x 25 or 40 x 25)

(2) Keyboard controls, which can change the definitions of any non-shift keys, or assigning multiple characters to keys.

CONFIGURATION

DOS USERS: To run the CONFIGuration, return to your PowerBBS system directory, and fire up the CONFIGuration utility, CONFIG.EXE. You will use this to choose the CONFIGuration options for your system.

WINDOW USERS: CONFIG for WINDOWS, is a true WINDOWS application. You set up CONFIG, exactly as you do with PowerBBS. Enter your PowerBBS Group in Program Manager, and select File New from the Menu. Here is a sample setup:

```
Description:      CONFIG
Commandline:      C:\Powrbbs\Config.exe C:\Powrbbs\Powrbbs.dat
```

CONFIG is used to maintain system CONFIGuration information. As you enter the program, you will find (4) main screen selections available from the main menu.

The (4) main screen selections are as follows:

(A) General System Setup
(B) Forum System Setup
(C) Edit Files Listing
(D) Edit MENU files
(E) Edit Language Files

General Setup Information

When working in one screen, you have many options to move around. For example, you may move to the next screen by using the (PgDn) key, or move to the previous screen by using the (PgUp) key.

** IMPORTANT **: To exit any screen, use the (Esc) key.

While running CONFIG, when you are going through information, the following keys may be used to go through the screens:

Home   Go to the beginning of the current field
End   Go to the end of the current field
Right-Arrow   Go one character to the right in the current field
Left-Arrow   Go one character to the left in the current field
Up-Arrow   Go to the previous record
Down-Arrow   Go to the next record
TAB   Go to the next field
Enter   Go to the next field
PgDn   Go to the next page
PgUp   Go to the previous page
Insert   Inserts a space at current cursor
Delete   Deletes character at cursor

CONFIG for WINDOWS Info

With CONFIG for WINDOWS, you may use the same keys as described below. If you have a mouse, you can take advantage of your Mouse's features. You can go to ANY BOX you want, simply by pointing

with the mouse cursor, and clicking the botton. This includes the PgDn, PgUp, and ESC boxes, along with all the editting boxes. When you move to an editting box with your mouse, the cursor will appear EXACLY where you clicked it in the box.

At the Main Menu, if you click an item twice, that item will be loaded.

UPDATING GENERAL INFORMATION

You may update the General Information, by selecting A from the Main menu of CONFIG.

Node Information Screen
The Node Information screen allows defining the parameters that are important for the current node. This info is important for SysOps running MultiNode.

** IMPORTANT **: When you are running a MultiNode system, ONLY this information MUST be different on each node. (Note: Entry #6,7, & 12 should remain the same on all nodes). All other screens, etc should remain the same on all nodes. (Note : Options 3, Entry 6 must also be different). ALSO, if you are running multinodes, you will most likely want a different live program data file for each node. See "Setting Up A Multi-Line System" for more information.

Entry #1: Node Number
This entry allows you to specify the node number of this DATA file. This should be unique to this DATA file only. If you are running a one line system, and will have only one copy of PowerBBS loaded, enter 0 (although you can use a 1). Multi-line systems should begin with a 1 and increment every node thereafter.

Entry #2: Path to Transfer Directory
This is the directory which will be used for transferring files. For example, when users upload files, the files are uploaded into this directory. You should not keep any files in this directory. It should be

empty, and different for each node.

   ** IMPORTANT **: This directory must exist for proper execution of PowerBBS. This directory will be checked by CONFIG on log off, and may be created, if it doesn't exist..

   Entry #3: Path/File used for Display/Output
   This is the file used for several file output after a request has been made by the caller. Used for Testing, Viewing, etc, a file. After a shell has been made at any time, including the live bats, if this file is found it will be displayed.

   Entry #4: Path/File to DSZ Log File?
   In your autoexec.bat, you have placed: SET DSZLOG=C:\ DSZ.LOG. Place the C:\DSZ.LOG, or other path, in this selection. This file is also used by PBBSPROT and internally by PowerBBS.

   Entry #5: Path/File to files DSZ listing
   This is the Path/Filename created when using a DSZ protocol. This file should be different on all nodes. When used, it contains a listing of all the files to be transferred, giving DSZ the necessary information

   Entry #6: Path/File to activity log
   The Name/Path of the file which stores all the callers activity information. The file is automatically created if the file doesn't exist, and is added to as each caller logs on. You can view this file from the end to the beginning on the sysops menu. **The activity file itself should not be more than 6 characters** . This entry should be the SAME on ALL nodes. If you are running more than one node, the number of the node is added to the name automatically, within PowerBBS (not CONFIG).
   It is **recommended** that you leave C:\Powrbbs\Data\Actlog in this selection.
   Example: C:\Powrbbs\Data\Actlog is placed here. If this is node #1, it will automatically be called: Actlog1

   Entry #7: Name to be given to Compressed Mail

This is the name only (No Path), of the compress filename which is created when a mail download is requested. It should not contain an extension, and should be THE SAME on each node. The Node Number is added automatically to the filename.

Entry #8: Path/File to Current Callers Info .....
The path/filename for the user information on the current caller. Used by PowerBBS for internal functioning/protocol running, and may be used by Live Programs.

Entry #9: FULL Path/File to Start Batch file
** THIS ENTRY IS NOT USED FOR PowerBBS/Windows **
DOS USERS: Enter full path/filename to your Start Batch file.

Entry #10: Path/Filename of Error File ......
This is the Path/Filename to the Error File which is created automatically by PowerBBS. This file is used for testing zip files.

Entry #11: Directory to use for PowerMAIL
If you are running PowerMAIL, or are using the Professional Version of PowerBBS, this is the directory that you have unziped the PowerMAIL door to. You should have a different directory for each node (meaning you have to UNZIP powermail into each node's directory). CONFIG will create this directory on log-off if it doesn't exist.

Entry #12: Run as CHINESE (JAPANESE, etc) compatible?
If this option is set to yes, people can enter any name they want. If this option is set to no, a users name must start with a letter (for the fast index routines).
Note: PowerBBS will still be chinese compatible, if you select no. If you still want to use CHINESE (etc) compatible bytes, you must set "permit high characters" (options screen #3, entry #5) to yes. This will permit chinese characters to be sent to chinese windows. The only restriction would be that the persons first name, must begin with a letter.

SysOps Information Screen

The SysOps Information screen permits you to setup the information that will affect all sysop functions on your bbs.

Entry #1: Name Of BBS
Place the name of your BBS here. This is displayed at a few places on the BBS, including Logon.

Entry #2: Sysops First Name
Put your first name here. **If you are using a Registered Version, be sure to use the same Sysops Name as on the front of your printed manual.**

Entry #3: Sysops Last Name
Put your last name here.

Entry #4: Compressed Filename Extension
Place the default filename extension of the compressed files you will be using on your system. This file extension is added automatically to files selected by users with no extensions. The usual extension constitutes a compressed file, such as ZIP.

Entry #5: Serial Number
Enter your serial number in this spot.

Entry #6: PowerMAIL Code
If you are running PowerMAIL or are using the professional version of PowerBBS, enter an 8 character code to be used as the filename of the .QWK and .REP packets. ONLY use LETTERS for the code. This code should remain the SAME on ALL NODES. **The PowerMail code MUST be 8 characters (no less, no more).**

Entry #7: Level Needed to Read, Kill Any Message
This is the minimum security level needed to read ALL mail, including private messages, which are addressed to or from the user.

Entries # 8 - 13: Sysops Menu Security Levels
Here are the 6 sysop menu commands, and the minimum security level needed to access the commands. Users must have at

least this security level to access the commands.

Entry #14: directory containing .MNU/.POW
Enter the directory, which will contain all the MENU files, and the POWERlang files. Example: C:\Powrbbs\Source\ This entry MUST be a directory, and end with \. \ will be added automatically, if it is not placed at the end.

Security Levels

Entry #1: Access Level Given to New Users
This is the access level new users are granted on their first call to your BBS, after they completed their registration.

Entry #2: Delete a Message
Enter the minimum security level for a user to delete a message in which was written to or from him/her.

Entry #3: Reply to A Message
Enter the minimum security level a user needs to reply to a message.

Entry #4: Forum Area Change
Enter the minimum security level a user needs to change forums.

Running FIDO Front DOORS
(or any other front door)

Entry #1: Are you running FrontDoor(tm) or other program?
If you place YES here, PowerBBS will not detect callers. Instead, PowerBBS will drop to dos and run your EVENT.BAT file. When the EVENT.BAT is done, PowerBBS will read the current node's USERINFO.BBS for the Baud rate. It will then log the caller on to the BBS. For futher information on setting up FIDO Net with PowerBBS, call the support bbs.

Data Files #1
Files in this area, are data files containing information towards

the setup of your bbs. You may edit any one of these files, by typing the F1 key, while you are on the field you want to edit.

Entry #1: Path/File to Questionnaire DataFile
This is the menu of questionnaires available. This command is shown when the questionnaires area is entered. The DataFile contains the filespec information of the questionnaires. For information on writing Questionnaires, see 'Questionnaires'.

File Definition: <Questionnaire Path>, <Answer Path>

When you type F1 to edit this file, you have the following options:

#1: The Questionnaire path is the path to the questionnaire data file. Example: C:\Powrbbs\Work\Quest1

#2: The Answer path is the path to the answer data file. Example: C:\Powrbbs\Work\Answer1. After users answer a questionnaire, their responses are recorded here.

To actually create your own Questionnaire, see the section "Questionnaires".

Entry #2: Path/File to **download security file**
This is the Path/Filename used to store all of the download file security information. This file can restrict downloads of specific files by security level & password.

File Definition: <filename>,<security level>,<password>

When you type F1 to edit this file, you have the following options:

#1: Enter the path/filename/wildcard Wild-card characters and drive designators to be used to restrict certain classes of files (by extension, by drive, etc) from being downloaded.

Some Examples:

G:*.*
E:*.GIF
*.ZIP3

#2: Enter the minimum security level required to download the files designated in entry #1.

#3: Enter the password, if any, which is needed to download the files designated in entry #1.

Entry #3: Path/File to upload security file
This is the Path/Filename used to store all of the upload file security information. This file can restrict uploads of specific files by security level & password.

File Definition: <filename>,<security level>,<password>

When you type F1 to edit this file, you have the following options:
#1: Enter the path/filename/wildcard Wild-card characters and drive designators can be used to restrict certain classes of files (by extension, by drive, etc) from being uploaded.

Some Examples:

*.EXE
*.COM
*.GIF

#2: Enter the minimum security level to upload the files designated in entry #1.

#3: Enter here the password, if any, which is needed to upload the files designated in entry #1.

Setup of Security Levels

Entry #4: Path/File to **security datafile**
This is the Path & Filename to the Security Level file, which contains the minutes and download bytes available to the caller.
** IMPORTANT **: All the security levels you use and assign, should be defined in this file.

File Definition: <security level>,<max time on>,<max download bytes>,<max monthly bytes>
The time is in minutes, the download bytes are in Kilobytes (1024 bytes), and the max monthly bytes are in megabytes.

When you type F1 to edit this file, you have the following options:

#1:   Enter the security level on this entry.
#2:   Enter the daily amount of time permitted, in MINUTES, to the security level in entry #1.
#3:   Enter the daily amount of download kilobytes permitted.
          1 = 1024 bytes per download day
          1000 = 1 Meg of downloaded bytes per day
#4:   Enter the montly amount of download megabytes permitted.
          1 = 1 Meg of download bytes per month

Entry #5: Path/File to Junk Users Name
This is a pure ASCII file used to store the junk names which will be automatically denied access to PowerBBS.
Example text which may be entered:
          +++
          MR.
          APPLE
          THE
          JOHNNY APPLESEED

Entry #6: Path/File to Live Programs DataFile
This is a Pure ASCII datafile which contains information on the path/file of the batch file, and security needed to load the live program.

File Definition:
 <Live Program Filename>,<Minimum Security Level>,<Password>

When you type F1 to edit this file, you have the following options:
#1: Enter the path/filename to the live program file.
Examples: C:\Powrbbs\Fun   C:\Powrbbs\Chess When you create these files, the path/filename should be exactly the same, as you have enter here. For example, if you place C:\Powrbbs\Fun here, then create the door file C:\Powrbbs\Fun.

#2: Enter the minimum security level for access to this live program.

#3: Enter the password needed, if any, to access the live program.
Here is a sample live program file:

Cd\Chess
Chess Chess.dat
Note: Many 3rd party live (door) programmers, add a batch file at the end to restart the bbs. You do not need to add this (such as board.bat or start.bat). You live program files SHOULD NEVER CONTAIN ANY .BATs in them. This is true for ANY command line you use in CONFIG.

Setting up either Dos or WINDOWS doors

Entry #1 in this file notifies PowerBBS to either load a windows or dos live program. Whenever PowerBBS reads a .EXE anywhere in Entry #1, it assumes a WINDOWS program is to load. If no .EXE is found, it assumes a DOS live program is to be run. Also note, that WINDOWS programs require the path to the data file on the command line.

DOS Entry for BlackJack: C:\Powrbbs\DBlack.Bat

Windows Entry for BlackJack: C:\PowrBBS\BlackJk.EXE C:\PowrBBS\Powrbbs.dat

Entry #7: Path/File to Bulletin DataFile
This is a pure ASCII DataFile containing the path/file to the bulletins. The bulletin system is defined by the sysop for posting of information, in which the user can access and read. A bulletin can be any ASCII file. This file contains the path/filename to the specified bulletins. When pressing F1, example data would be:
    C:\Powrbbs\Blt\Blt1
    C:\Powrbbs\Blt\Blt2

Entry #8: Path/File to protocol data file
This is the Path/Filename to the file used to store all protocol information, used for transferring files.
    EDITING INFO: (* F1 *)

This section enables you to setup the protocol section of your BBS. No protocols are hard-coded into the code. PowerBBS drops to dos to run these protocols. You can set up any protocols you wish to support. Including batch and non-batch.   On each page you can edit up to 5 protocols at once, type PGDN for more room to add/edit protocols. Each protocol has 6 options.

   #1: Letter

This is the letter which must be entered to use the protocol. Usually it uses the first letter of the protocol name.

    Example: Zmodem would use Z

#2: Max DLs
This is the maximum number of files that can be downloaded. If this is a batch file you can have up to 40 files. Only DSZ protocols will allow up to 50 files. See the documentation to your protocol to see how many file can be transferred. If this is not a batch download, put 1 in this space. If you are using a batch protocol, set this to 0. PowerBBS will set up the max dls, to the most it supports, when this

option is set. This makes it easier for future upgrades, support a higher number of file transfers.

#3: Max ULs

This is the maximum number of files that can be uploaded at once. For DSZ batch uploads you should specify 0 in this spot, meaning PowerBBS will determine the files. Remember to consult the protocols documentation.

#4: Desc

This is a short description of the protocol, which is displayed when a user is choosing his/her default protocol. It should tell the name of the protocol, and if possible a little information on the protocol, such as a batch file or single protocol, whether it is slow or fast, etc.

Example: ZMODEM Batch - Fast

#5: (D) Cmd Line
#6: (U) Cmd Line

These two options are the most involved. This is the command line which is run inside of the work directory. You will most likely have to search your protocols information file to see the exact commands.
** Important **: The command line should contain a .COM or .EXE, and NOT ANY .BAT files.

WINDOWS USERS: This protocol command line, MUST contain the .COM or .EXE for the protocol to load.

In the Command Lines you are able to use the following macros. The macros are substituted with their correct value. Be sure to have both | at the beginning and end, and also to have the word in CAPS.
|BAUD| This is the current baud rate of the caller
|COM| This is the current com port # on this node
|FILES| This is the filename which contains the file list

|PBBSDAT| This is the path/filename to your powrbbs.dat (for the current node)

The (D) Cmd Line is when someone is downloading a file. Remember that you are sending the file, so the command line should be an upload command line.

The (U) Cmd Line is when someone is uploading a file. Remember that you are receiving the file, so you are actually putting a download command line here.

You are provided with a protocol.BBS file with your copy of PowerBBS.   Protocol.BBS is usually set up to use PowerBBS's own protocol transfer program PBBSPROT.EXE.

DOS USERS: PBBSPROT.EXE uses the INT 14 to send/receive files. You can use DSZ to send/receive.

WINDOWS USERS: It has been found that using DSZ or other dos protocols on UPLOADS will not work good, because bytes will be lost (overrun errors). Future upgrades of Windows (included v3.1) are sure to be a plus with DOS protocols.

Entry #9: Path/File to files NoCharge Datafile
This is the path/file to the pure ASCII datafile containing files which should not be charged as downloads to callers.
File Definition: <Path/Filename, or Wildcards>

Each line should contain a different file name. Example:

    *.GIF
    INFO.ZIP

 #1: Callers who download files with extension .GIF will not be charged for that download.

 #2: Callers who download INFO.ZIP will not be charged for a

download.

Entry #10: Path/File to Language Datafile
This is the path/filename of the language datafile, which is read by PowerBBS for multi-language systems.

File Definition:
<# of language>,<extension>,<text>,<phone>

Entry #1: This is the NUMBER of the language file. For example, 1 will be saved as C:\Powrbbs\Source\1.LAN (or where your source directory is specified as in config [A].

Entry #2: This is the extension of ASCII/ANSI files for this langauge. For example, if this is the language French, you can type FR for the file extension. Whenever an ASCII/ANSI file is displayed (such as C:\Powrbbs\Screen\Hello1), if the extension is found (C:\Powrbbs\Screen\Hello1.FR), then that file is displayed. This will give you the ability to have different text files for different languages. If you do not want such an extension, just leave this option blank.

Entry #3: The text you place in this option, is the information given to the user on logon. Such as Deutsch, English, etc. You can use whatever you want, so long as you think it will be clear to the user.

Entry #4: The text you type here, is the phone number text used for this current user. Wherever you place a #, a number will be requested. Any other text will just be displayed (and saved in the users phone number list.) Here are some examples:

US: (###) ###-####
France: ##-##-##-##
Germany: ##-##-####
England: ###-###-###

NOTE: If you put the two letters NO in the ENTRY #4, then the phone number will just be a regular character input for the user. If you receive callers from different countries, you might want to specifity

this. If your callers are all from the US, then you will want to put (###) ###-####, to force the user to use the correct setup.

You can use whatever you like, but you are limited to 14 characters.

CONFIG Section [E] will edit the language datafiles.

Display Files #1

For detailed information on setting up files in the display files section, see the "Text Screen Files" area.

ALL Files in Display Files #1 & #2 can be edited!

Type F1 to EDIT ASCII file, & F2 to EDIT ANSI file!

++++ Info on menu screens ++++

Security level menus will be displayed if available. Just add the security level, to the specified menu screen.

For example, if you specify the Main Menu to be: C:\Powrbbs\Screen\Menu

If the caller is security level10, C:\Powrbbs\Screen\Menu10 will be displayed. (Menu10c if color).

If this file does not exist, the normal \Powrbbs\Screen\Menu file will be displayed.

Entry #1: Path/File to Sysops Menu
Path & Filename to the Sysops Menu Screen which describes the options available to the caller. Only shown when Xpert is turned off

Entry #2: Path/File to Opening Screen
Path & Filename to the screen which is shown on logon, before the callers name is given.

HELLO SCREENS

Entry #3: Path/File to Hello Screen
Path & Filename to the hello screen which is displayed right after the callers name is given. Files Name1 to Name9 is shown. If a filename is not found, the hello stops. You cannot have Hello1 Hello5 Hello9, but Hello1 Hello2 Hello3.

Hello Screens are displayed to the caller when logging on, right after the user enters their password. Files xxxxx1 - xxxxx9 are displayed continuously until a file is not found. The default is Hello. The files Hello1 to Hello9 are displayed in continuous mode until one file isn't found. If Hello5 isn't found the hello screens stop, even if hello6 exists. It is a good idea to have all your files in order Hello1 Hello2 Hello3, NOT Hello1 Hello5 Hello9. Because Hello2 will not be found, and Hello mode ends.

NOTE: Hellox is ASCII & HelloxC is for color Mode.

Entry #4: Path/File to Birthday Screen .....
Path & Filename to Birthday screen, displayed on a callers Birthday.

Entry #5: Path/File to Expired Screen ......
Path & Filename displayed when a callers Expiration date has been reached.

Entry #6: Path/File to Forum Sub-Menu ......
Path & Filename to the screen which displays the forums available.

Entry #7: Path/File to NewUser Screen .....
Path & Filename to the screen displayed to a newuser logon. Displayed right before asking the caller if he/she would like to register.

Entry #8: Path/File to Logoff Screen ......
Path & Filename to the screen displayed on logoff, after G Y is

chosen.

Entry #9: Path/File to No Chat Screen .....
Path & Filename to the screen displayed when the sysop's pager
is off, or the pager is on and the sysop doesn't respond.

Entry #10: Path/File to Enter Chat Screen ..
Path & Filename to the screen displayed as the caller/sysop enter
chat mode.

Entry #11: Path/File to Exit Chat Screen ...
Path & Filename to the screen displayed as the caller/sysop exit
chat mode.

Entry #12: Path/File to Questionnaire Sub-Menu ...
Sub-Menu is screen displayed when Main Menu Command Q is
chosen.

Entry #13: Path/File to Bad Ratios Screen
Path & Filename to the screen displayed to users when they try a
download, but they are not permitted to do so because they have
either not uploaded or not left enough public messages.

Display Files #2

Entry #1: Path/File to Read Help File ....

Path & Filename to help file, displayed when reading messages.

Entry #2: Path/File to Begin Download File ...
Entry #3: Path/File to Begin Upload File .....
Files shown when [D]ownload & [U]pload are chosen at the File
Menu.

Entry #4: Path/File to Files Ratios Screen ...
Enter the path/filename of your ratios screen.. This file is shown
to the user after he/she has either completed a transfer, or selects to
view this file via the Files Menu.

If you do not want ratios, you can make up any screen. Such as "Welcome to the Files Area", etc.

PLEASE note the macros available to the Files Ratios Screen:

|MMR| MINIMUM Message/Calls Ratio
|YMR| Users Message/Calls Ratio
|MFR| MINIMUM Downloaded/Uploaded files Ratio
|YFR| Users Downloaded/Uploaded files Ratio
|MBR| MINIMUM Downloaded/Uploaded Bytes Ratio
|YBR| Users Downloaded/Uploaded Bytes Ratio

|GOOD_MR| This tells the user about his/her Message Ratio
|GOOD_FR| This tells the user about his/her File Ratio
|GOOD_BR| This tells the user about his/her Byte Ratio

Entry #5: Statistics Screen, Path/File ....
This is the path/filename to the statistics screen. The statistics screen should display to the user his current statistics, and standings.

Entry #6: Path/Filename to Monitor help file
Enter the path/file to your monitor help file. This file is displayed when a caller is selecting his/her monitor type.

Entry #7: Path/File to Live Programs Sub-Menu ...
Enter the path/file to the live programs Sub-Menu. This sub-menu, should display to the user, the live programs available.

Entry #8: Path/File to Bulletin Sub-Menu ....
This is the screen which displays bulletins available for viewing.

Entry #9: Path/File to Update user info screen
This screen is displayed when the user wants to update his basic user info.

Entry #10: Path/File to Clock screen
This is a text file, which you can customize, but should contain

the current date and time.

Entry #11: Path/File to Chat help file
This file is displayed when entering chat mode.

File Paths #1

Entry #1: Path to dir containing sec screens ..
Security Messages are messages text screens, displayed to the user on arrival to your BBS (right after the password is given). If no file is available, none is displayed.

This is the directory which contains security messages. Filename must end in \. Example: C:\Powrbbs\Sec\

Security filenames begin with WEL and end in the security level of the caller. A caller with security level 20, will be displayed the file WEL20 in the directory you specify (or if wel20c is available, and the caller is in COLOR mode).

Entry #2: Path/File to uploaders Datafile ....
This is the Name/Filename to a file, which is created by PowerBBS as a pure ASCII file. After an upload the filename and user name plus modem statistics will be written.

Entry #3: Path to restricted files directory
This is the path in which uploads which the uploader only wants the sysop to see will be put. If you set all uploads to be restricted, then all uploads will be sent to this directory. Otherwise only files which are specified by the user to be for the SYSOP only, will be sent here.

Entry #4: Listing containing private files
This is the path/filename of the file which will list private uploads. (which are contained in the restricted directory)

Entry #5: Path/File to users file ....
This is the Path/Filename to the file used to store all user data base information. This file should be the same on all nodes. You can

edit information in this file via the Sysop's menu [U]pdate user command.

Entry #6: Path/File to Forum Data File ....
This is the Path/Filename to the file used to store all the forum information. This file should be the same on all nodes. You can edit the Forum Data File, via Config's Main Menu [B] option.

Entry #7: Path/File to script for new users ....
Enter the path/filename to the file (ascii file), which will contain the QUESTIONNAIRE (see questionnaire section for information on creating such a file), that will be give to new users.
Example: C:\Powrbbs\Work\Quest1

Entry #8: File to contain answers to above .....
The path/file you enter here, will contain the output to the above questionnaire for new users.
Example: C:\Powrbbs\Work\Ans1

Options #1

Entry #1: Minimum Msgs/Calls Ratio ....   (0..100)
This is the minimum messages per call ratio needed to download.

Ratio	What to do in order to download
100	Leave 1 Message Per Call
50	Leave 1 Message Per 2 Calls
25	Leave 1 Message Per 4 Calls
0	No public message posts are required

Entry #2: Minimum Down/Upload Files Ratio ....   (0..100)
This is the minimum download/upload ratio needed to download. This is using the total number of files. It does not matter how large or small the files are.

Ratio	What to do in order to download
100	Upload 1 File Per Download

```
     50          Upload 1 File Per 2 Downloads
     25          Upload 1 File Per 4 Downloads
      0   No minimum Upload files are required
```

Entry #3: Minimum Down/Upload Bytes Ratio ....   (0..100)
This is the minimum download/upload ratio needed to download. This is using the total number of bytes transferred. It does not matter how many files, but the total number of bytes.

```
     Ratio       What to do in order to download
     100         Upload 1 Byte Per 1 Download Byte
     50          Upload 1 Byte Per 2 Download Byte
     25          Upload 1 Byte Per 4 Download Byte
      0   No minimum Upload bytes are required
```

Entry #4: Minimum Security to Bypass Ratios ..   (0..200)
This security level and higher do not have to worry about ratios. No matter what their ratio is, they can download.

Entry #5: Maximum Number of Msgs for Mail File
This is the maximum number of messages a caller can compress using the [D]ownload function in the mail menu.

Entry #6: Restrict all uploads?
If you do not want your users to download/view uploads you should set this to Y. If you want your users to download/view uploads set this to N. ** Note **: If this is set to Y, all uploads are sent to the restricted directory and listed under the restricted files listing.

Entry #7: Most Idle Mins Before Auto Logoff
This is the most time in minutes, PowerBBS will wait until it hangs up the caller. If set to 0, the caller can be idle for as long as he/she has time.

Entry #8: Track Users Birthdate? (Y/N) ....
This selection gives you the ability to turn off asking the callers for his/her Birthdate.

'Y': Normal Setup. Asks users for his/her birthdate, and tracks his/her age.

'N': Will not ask user for his/her birthdate, and Age will be UNKNOWN. You will no longer be able to view the callers age at the bottom of the screen.

Entry #9: Char displayed, when not displaying echo ..
Echo anything which is one carrier such as * or . or @. This character is displayed when PowerBBS is not echoing what the caller is sending, such as when a password is being given.

If you select * it'll look like:

Enter your Password: ********

Entry #10: Delete Uploads when Carrier Dropped?
This selection gives you the ability to delete a file or keep a file, when a caller has completed an upload and a description is not given, because the caller has hung up or has been disconnected for some reason.

'Y': PowerBBS will delete new uploads when a caller has not given a description of the file, and the caller has hung up or disconnected. The User is NOT GIVEN upload credit.

'N': When a caller uploads a file, not giving a description, then hangs up when a description is asked, the description: "User Dropped Carrier", will be given, and the file will be placed where it belongs.

Entry #11: Path/File to node status data file....
Entry #12: Path/File to whose chatting file......
Entry #13: Path/File to talking temp file........

These entries should be the SAME on ALL nodes.

node status display: This file keeps track of all the information included in the W)ho function from the Main Menu.

whose chatting file: This keeps track of the node numbers which are chatting.

talking temp file: This file is where all the text from chatting is written to.. The other nodes will pick up new information and display during chat. When there is no one chatting this file is deleted. It is then created when a new chat begins.

Entry #14: Allow ONE Word Names?
'Y': This is generally for handle BBSs. It allows for one word names. Example Names: Junkman, Killer, Stranger

'N': If you do not want one worders. Users must use AT LEAST two words. Example Names: John Doe, Billy Green, Howy Rose, The Junkman

Entry #15: Do you want MULTI-LANGUAGE support?
If you want to use the default English language, enter 'No'. All the text displayed to the user will be language file #1 (1.Lan), which can be editted in Config's section [E].
If you want to have a selection of languages, on logon, then enter 'Yes' here. PowerBBS will use the Datafiles screen option #10 file, for its language information. This will give you the ability to have different .LAN files, which all can be editted in Config's section [E].

Options #2

Entry #1: Command to View Compressed Files
This is the command line which is run to get a listing of files inside of a compressed file.
Note: All command lines in PowerBBS SHOULD NEVER CONTAIN ANY .BAT files.

Entry #2: Command to Test Compressed Files
This is the command line to test the validity of a compress file.
Note: All command lines in PowerBBS SHOULD NEVER CONTAIN ANY .BAT files.

Entry #3: Command to Compress Mail File
This is the command line to compress the mail file.
Note: All command lines in PowerBBS SHOULD NEVER CONTAIN ANY .BAT files.

Entry #4: Are you running a CLOSED bbs?
'Y': Enter Yes if you do not want users added the users database. Instead, the new user must answer the closed script questionnaire, and is logged off. In order to add new users, you must use the U command in the Sysop's menu.

'N': Enter No, for a normal bbs operation, in which New Users are permitted to log on and be added to the users database file.

Entry #5: Enter path/file to CLOSED script file
Entry #6: Enter path/file to CLOSED answer file

These two entries are for CLOSED bbs systems. The script file, is the path/file to the script questionnaire which must be answered by a new user. The answers are outputted to the CLOSED answer file. This works just the same, as the Q)uestionnaire Main Menu Function.

Options #3

Entry #1: Maximum Lines to a message (15..99)
This is the maximum number of lines a message can be. PowerBBS will not let callers enter a message any larger.

Entry #2: Halt Uploads When Drive Has K Bytes (0..9999)
Stop uploads when upload drive has this much space left.
Enter in K Byte.
Example: 200 -   When   200,000 bytes are left, no more uploads are permitted.
                 1000 -   When 1,000,000 bytes are left, no more uploads are permitted.

Entry #3: Normal Default Color

This is the color which is shown as the caller types, inputting data. This is only used when the caller has a [C]olor Monitor. You must type in the ansi color code of the color you desire.

Color Codes:
31 - Red   32 - Green 33 - Yellow 34 - Blue 35 - Magenta
36 - Cyan 37 - White

Entry #4: Permit Color in messages (Y/N)
This has been put in, because there have been people going around putting codes in messages, which can do strange things under normal DOS ANSI.SYS (such as redirect keys). Also, color messages are also color to people who have color turned off. Set this to N if you do not want to permit color in messages. If set to Y messages can be entered with ANSI codes.

Entry #5: Permit High ASCII Characters (Y/N)
You should set this to Y, unless you are having programs with high ASCII codes.

Entry #6: Path/File to Batch Created For LP & T .
Enter a file, with extension .BAT. This is the file which is created for live programs (LP), and for transfers (T). This file SHOULD BE DIFFERENT FOR EACH NODE.
Examples: LIVE.BAT LIVE1.BAT PROG1.BAT

Entry #7: Directory containing index files ....
This is the path of the directory which will contain your index files.
The path should exist on disk, and end with a \.

Example: C:\Powrbbs\Index\   (NOT C:\Powrbbs\Index)
                 D:\Index\

Entry #8: Ramdisk directory containing index files ....
This is the ramdisk path of your index file. If you do not want to use this, leave this blank. If you decide to use this function, you should create this directory in your Autoexec.bat, and also copy your DISK

copy of index to your ramdisk.

Entry #9: PowerInfo Path/File ....
This is the file which contains the number of calls to the system, and the pager/display information. This file should be the same on all nodes. Example: C:\Powrbbs\PowrInfo.BBS

** Be sure to include the FULL path in this entry! **

This file should be placed on a Hard Disk. No Ramdisks since it is important information.

      Line #1: Number of Calls to your BBS
      Line #2: Display On/Off
      Line #3: Pager On/Off

The LENGTH of this entry, should be AT LEAST 3 characters.

Entry #10: Path/Filename to Noscroll file
** THIS ENTRY IS NOT USED FOR PowerBBS/Windows **

Entry #11: Path/Filename to quit from PowerBBS
** THIS ENTRY IS NOT USED FOR PowerBBS/Windows **

Entry #12: Path/Filename to Ascii/Ansi Editor
Enter the editors path, which will be used by CONFIG to EDIT Screen files.

Comm & Event Setup
The Communications setup is the most difficult and important information for you to fill in. You are going to have to set up the commands to meet the needs of your modem. Read the information carefully. Remember that proper modem setup is a must for correct operation of your BBS.

MODEM INFO

PowerBBS will work properly only if the communications setup is

correct. First of all, you must have a FULL Hayes Compatible Hayes (Or Hayes itself!). Your modem should be able to do the following:

1. Must be able to track Carrier Detect (CD), and know when there is a caller or not.

2. The modem must respond with a 'CONNECT' or 'CONNECT xxxx' messages when connecting to a modem. (xxxx=baud rate). If only CONNECT is received, 300 baud is assumed. Be sure you CONFIGure your modem to send word result codes, along with the baud rate. This is usually done by adding X4 to the initialization string. Be sure to see your manual.

Some modems have the option to disable the CD & DTR signals. If your modem does, be sure you CONFIGure your modem to show the 'true' state of CD, and respond to the DTR signal from the computer. If you modem needs commands to do this, add the commands to the initialization string. To have the true state of the CD & DTR signals, you may have to add the following commands to your initialization string: (Check your modem documentation for further & complete information)

&C1 usually sets the true state of the data carrier. This may vary on some modems, and may be a dip switch on others. If your modem contains dip switches, be sure to set the true state of CD.

&D2 usually will disconnect the caller, if it detects an 'on to off' transition on DTR. This may vary on some modems, and may be a dip switch on others. If your modem contains dip switch, be sure to set your modem to respond to the DTR signal from the computer. This can also be set to &D3 if you like. &D3 will initialize your modem to the settings in RAM, when an 'on to off' transition on DTR is found.

WINDOWS USERS: For WINDOWS operations, you are better off not using the DTR to drop carrier (an option described later on, gives you the option). **Most windows users should set the initialization string to &D0.** If you do not, possible disconnections are likely.

If the bbs thinks there is a carrier when you first run PowerBBS, try adding the following command: AT&C1 to your initialization string.

The following command should work on most 2400 Modems:
ATM0X4&D2&C1S0=0H0

If you want to use AutoAnswer:
ATM0X4&D2&C1S0=1H0

Some modems may need 'H' instead of 'H0' or 'M' instead of 'M0'. H0 should ALWAYS be placed at the end of the string.

Entry #1: Highest Baud Rate
PowerBBS provides serial I/O support for speeds of up to 115,200 baud. You must NOT enter a baud rate higher than your modem actually supports. Enter the baud rate of your modem here, such as 300, 1200, 2400, 4800, 9600, 19200, 38400, etc in the space provided. If you are not sure what your modem supports check your modem manual before going on.

WINDOWS USERS: If you are going to use the Windows API comm routines (instead of the internal ones), be aware that Windows 3.0 limits the baud rate to 19200. If you are using version 3.0, you will not want to use a higher baud rate.

Entry #2: Modem Initialization Command [1]
This string is the first command sent to the Modem when PowerBBS resets the modem. The default string is: ATZ

Entry #3: Modem Initialization Command [2]
This string is the second command sent to the Modem when PowerBBS resets the modem. The default string is: ATM0S0=0Q0X4V1H0

Entry #4: Local Initialization Command
This string is sent to the modem when you do a local logon, or before an event. Default string is ATH1!. This command places the phone 'on hook', or busy. If someone calls, they will receive a busy

signal.

Entry #5: Comm Port (0,1,2,3,4,5,6,7,8)
For a LOCAL Node, set Comm Port to 0. PowerBBS will not try to access the modem at all. Otherwise, enter the NUMBER of your COM PORT.

Entry #6: Minimum baud rate

Enter the MINIMUM baud rate which is needed to access your system. If any baud rate may call then enter 0 or 300. If you wish to restrict 300 baud then enter 301, if you don't want 1200 baud then enter 1201, etc.

Entry #7: Answer by RING? (No = AutoAnswer)
If you want PowerBBS to detect a Ring and send ATA to answer the modem, select YES. You should use this. If it doesn't work, then use AutoAnswer.

Entry #8: Enter Modem Port Irq Number
Entry #9: Enter Modem Port Base Code
In order to communicate to you COM port, PowerBBS must know the IRQ number and BASE codes. COM1 & COM2 are standards. They are ALWAYS the same. As you go above 1 & 2, there is no standard. You can check your irq setting & base code in your com port manual. This option gives you the ability to define your own settings, for non-standard com ports. You must enter the correct information.

***** COM1 AND COM2 AND IBM STANDARD! *****

** COM 1 - IRQ = 4, Base CODE = $3F8
** COM 2 - IRQ = 3, Base CODE = $2F8

Here is a list of some of the other popular settings.

COM PORT	IRQ Number	Base Code
COM3 ------	4 ------	$3E8

```
COM4  ------  3  ------  $2E8
COM5  ------  4  ------  $3F8
COM6  ------  3  ------  $2F8
COM7  ------  5  ------  $2E8
COM8  ------  5  ------  $3E8
```

Entry #10: Lock in baud rate
If you want PowerBBS to send to the modem at a constant rate, no matter what the caller connects at, enter Yes in this sport. Such modems as Hayes and USRobotics high speed modems, will work with this option. The Hayes Ultra does not require any additional setup, while the USRobotics requires you to give the command &B1 in your modem init.

Setting up a USRobotics:
baud rate: 38400
modem init 1:   ATZ
modem init 2:
AT&C1&D2M0Q0X4&A1S32=2S0=0B0&B1&H1H0

Entry #11: Use DTR to drop carrier?
If you put YES here, the DTR is used to drop the carrier. This usually requires &D2 to be set. If you put NO here, PowerBBS uses the ATH0 skeem to drop the carrier. You should use &D0 in your initialization string if you put NO in this option.
It is recommended that **WINDOWS users set this option to NO, and put &D0 in the initialization string**.

Entry #12: DOS: Use FOSSIL Routines?   WINDOWS: Use Windows API Comm Routines?
DOS USERS: If you want to use COMM-DRV or another fossil driver, set this to YES, and refer to the COMM-DRV routines. Otherwise place NO here.
WINDOWS USERS: If you want to use the Windows comm.drv (or other replacement, such as TurboCom (tm), Hayes ESP (tm) replacement, place Yes here. Be aware that you still have to put the baud rate/ base code/ Com Port Number in the setup. Comm.drv is the communications library that Windows installs, and is used by most

communications programs for windows. If you set this option to YES, powerbbs will make use of these routines. Windows 3.1's COMM.DRV provides internal support for the FIFO Buffered Uart.

If you place no, PowerBBS will use its own communications routines (not the ones that windows provide).

Note: The default protocol program which PowerBBS installs (PBBSPROT) for sending/receiving files, uses the WINDOWS API. If you have problems with the API and want to use the internal routines, then you must install the PBBSPROT with the internal communications routines.

Event Setup

PowerBBS offers a powerfully simple event system. An event is a batch file, which is run daily at a specified time. You can run utility programs, such as powrpack, to keep your BBS up to date.

a) If you want an event active, set entry #1 to yes, otherwise set entry #1 to No.
b) Set Entry #2 to the time to begin your event.
c) Enter the path/filename to the event.bat file you will be using.

EVENT.BAT setup:

Important.. For proper PowerBBS operation, your event should be at least 3-4 minutes. Here is an example batch:

c:\Powrbbs\stats c:\Powrbbs\data\users c:\Powrbbs\screen\hello4 10
copy c:\Powrbbs\screen\hello4*.* g:\Powrbbs\screen*.*
\Powrbbs\wait 240

Note: Line #3, wait 240: Wait is a waiting utility, which is included with the package. This will delay the batch file, to wait the desired time. You should always include this line in your batch file.

Entry #1: Do you want the Event Activated (Y/N)
If you don't want an event set up, answer N and forget about entries #8 & #9. If you want to set up an event set this to Y.

Entry #2: Time to start event
This is the time to start the event. Enter in the form of XX:XX.
Examples: 01:30 05:30 12:30 15:30 17:30
Times should be from 00:00 to 23:59

Entry #3: Wait for Event (Y/N)
If this is set to Y, if a caller is on before an event PowerBBS will let the user use his time, and on logoff begin the event. If this is set to N, if a caller is on before an event, his/he time will be reduced to the time before the active event.

Entry #4: Path/File to Event batch file
Enter here, the path file to your .BAT file for your event.
Example: C:\Powrbbs\Event.bat

Test Files Setup

Entry #1: Test new files after upload ...... (Y/N)
Set to 'Y' if you want new uploads to be tested for validty. If the new file fails, the file will be deleted, and the uploader will not be given credit. If you set to 'N' Skip entries #2 - #4.

Entry #2: Path/Filename of test batch ......
This is the Path/Filename to the batch file which will be loaded to test each new uploaded file.

++ Testing Files | Example Batch file to test a ZIP file ++

```
echo off
if exist %3 del %3
pkunzip -t %1 >%4
If errorlevel 51 goto Good
If errorlevel 50 goto Error
If errorlevel 11 goto Error
If errorlevel 10 goto Error
If errorlevel 9 goto Error
If errorlevel 8 goto Error
```

```
If errorlevel 7 goto Error
If errorlevel 6 goto Error
If errorlevel 5 goto Error
If errorlevel 4 goto Error
If errorlevel 3 goto Error
If errorlevel 2 goto Error
If errorlevel 1 goto Error
if errorlevel 0 goto Good

:ERROR
Echo Error In Zip
Copy %2 %3 >NUL
Goto Exit

:GOOD
Echo Zip is good
goto :Exit

:Exit
 cd\Powrbbs
```

When PowerBBS loads the batch file, it uses the following parameters:

%1 = The Compressed File to be Tested.
%2 = The Error File which is created before loading the zip, if an error occurs, there is a file to copy.
%3 = The Temp Error File which is created if the Compressed file has an error.
%4 = The Logfile which is displayed to the user as the   batch completes.

NOTE: When you are testing errorlevels in a batch file, DOS tests the errorlevel not for equality, but for greater than or equal to.

EXAMPLE: If the program exits with an errorlevel of 5, errorlevels 4 to 0 will also be true. Errorlevel 0 is always tested as true. Therefore, errorlevels should be tested in descending order.

Entry #3: Path/Filename of Temp Err File ...
This is the Path/Filename to the Temp Error File created by your Batch file when an error is found in the compressed file. If PowerBBS finds this file, it knows an error occurs.

UPDATING FORUMS

You may update the forum information, by selecting B from Config's Main Menu. This selection enables you to add/edit/delete forums. Forums are message areas, and each one may have its own files area. You can have up to 201 forums (0 - 200).

Note:

To start a new message base, do the following:

1. Enter the correct information for the forum in this section.
2. If you entered a valid message base path/file, when you type PgUp, PgDn, or Esc, and the file is not found, CONFIG will create the message base for you.
3. Enter PowerBBS, and enter a message in the new forum (Use A to get to the forum. Give yourself access if needed).
4. PowerPack the message files every so often (or in your event!)

Entry #1: Forum Name ....
This is the name of the forum area. The name will be prompted in several areas, including at the main prompt. The name can be up to 20 characters.

Entry #2: Forum Sub-Sysop ....
This is the user name who will be the Sysop of this Forum. If you do not want a forum sub-sysop, you can leave it blank. The Sub-Sysop is given special message base access. He/She can read all messages, and use the message base sysop commands in this forum only. No special access is given for the files area.

Entry #3: Public Access Forum .... (Y/N)
This entry affects users who do not have access to the forum yet.
If set to 'Y' all users will be able to access the forum. When set to 'N'
the users will only be able to access the forum, when given access by
the sysop via the sysop menu.

Entry #4: Minimum Security to Join ...
This is the security level needed to join the forum. Only users
with this security level or higher will be able to access the forum.

Entry #5: Message File path ....
This is the path to the message base file for this forum. When
entering Page Down, Page Up, Esc, the file will be checked. If it is not
found, CONFIG will create the message base files automatically.

Entry #6: News File path ....
This is the path to the ascii file, for the [N]ews Command. When
the news command is entered, this file will be displayed.

Entry #7: Files Listing Sub-Menu .....
This is the Ascii file displayed when the Files Menu [L]ist
command is used.

Entry #8: Listing DataFile ....
This is the path to the file which contains the path & description
to all the file listings.

File is setup as follows:
<Path to listing>,<Description of files>,<Dir which Contains
Files>

Enter F1 to edit this file, each line has 3 entries:

   #1: Enter the path/filename to the files listing.
      Example: C:\Powrbbs\Files\List1

   #2: Enter a description of this files listing.
      Example: Games

#3: Enter the DIRectory, which contains these files.
Example: C:\Powrbbs\Games\

NOTE: You are currently limited to 50 different directories, for each forum. You can have 50 directories, in EACH forum!

Entry #9: Download Dirs Datafile .....
This is the path to the ascii file which contains the directories of downloadable files. All the files in the directories that you specify, will be accessable to downloads (any other directories on disk will not be accessable). To put restrictions on the files in these directories, edit the download security file (Data Files #1, Entry #2).

To edit this file, type F1. Each line has 1 entrys:

#1: Enter the Path/DIRectory, which contains user downloadable files.

Examples:
C:\Utils\
D:\Files\Games\Games1\
E:\Allmy\Files\

Each line should contain the drive letter, and then the dir (and sub-directories). Be certain all the dirs exist. Order has no importance.

** NOTE **: 200 directories are the limit for each forum.

Entry #10: Path to Upload Directory .....
This is the directory in which uploads are placed. Be certain to have the drive letter, dir, and/or sub-directories.

Entry #11: Uploads Listing Dir ....
This is the path to the ascii file in which uploaded files   are added & listed.

Forum Editing, F3 Command. Type F3 if you would like to delete the current forum. You will also be asked if you want to update the users file. If you select yes, CONFIG will delete the forum information in the user file. You should always update the users file.

Entry #12: Make all messages PUBLIC?

If you do not want any PRIVATE messages to be permitted to be placed in the current forum, then place Yes here. All Private messages will be routed to forum #0 (Note that you cannot make forum #0 a public forum, you must put No for forum #0).

Entry #13: Do you want ANONYMOUS names?

EDIT FILES LISTING

You may edit the files listings, by selecting C from the Main Menu of Config. This option lets you edit your files listings, and move files between directories.

When you enter a file listing, you are first asked if you would like files in the directory that are not in the list, to be added. If you select Yes, PowerBBS will check the directory for files not in your list. The files that are found, will be marked by 'D' in Option #1. If you would like this file to be listed, you must enter the current number of the file listing.

If you see a 'N' before the option #1 on any file, this means that the file listed is not currently in the directory.

Each option is explained below:

Option #1: Enter the conference number. This is the conference number which contains the files listings you want to edit. Remember, each forum can have a different files listings, as you have selected in Section [B] of CONFIG.

Option #2: You may now enter the files listing # you want to

edit. You should now be in edit mode. On each files list page, there are 4 options to EACH file:

Entry #1: Forum #
This is the forum # that the files list is in. If you want to move the current file to a different forum, just replace the given forum # with the forum # that you want the file to be located at.

Entry #2: List #
This is the list number, this file is in. If the file is not on the list, and ONLY in the directory, then D is placed here. If you want to add this file to the current list, change the D to the current list # (if you leave D, the file line will not be saved). If you want to move a file between lists, enter the list # to move the file to.

Entry #3: Filename
This is the filename of the file. It should be placed as a standard DOS name.

Entry #4: Date
This is the DOS date of the file.

Entry #5: Description
This is a general description of the file. You should place the general aim of the program here.

EDITTING MENU FILES

You may edit your menus, and create your own menus, by selecting D from the Main Menu.

All you MENU source files and PowerLANG files must be placed/ located in your source directory. This directory is CONFIGurable in CONFIG (The General System Setup).

Code #s of Built In Commands

1) Area Change:

Used to jump to a different forum. Forums usually deal with a certain topic, and includes its own message base.

2) Read Bulletins:

This option will display a listing of bulletins, which can be displayed. You have the option to read one or more bulletins by selecting the bulletin number, re-listing the bulletins that are available for display, or returning you to the MAIN menu.

3) Clock Display:

This option will display the time you called up, the current time and date, the amount of time used on this call, and the amount of time left for your call.

4) Goodbye, Logoff:

Terminates the current connection and disconnects. You will be asked if you are sure you want to logoff. If Yes, you will be disconnected after the logoff screen is shown. If No is entered, you will be returned to the MAIN menu.

5) Initial Welcome:

This will display the opening screens, which were displayed to you as you logged on today. This lets you look at the screens, without having to logoff and then call again.

6) Live Programs, Doors:

This feature permits you to run an outside program, and leave the main bbs temporarily. Live programs can be almost anything from a database to a game. You will be displayed a list of programs, and you must type in the program # to run, or return to come back to the MAIN menu.

7) News Display:

This menu choice displays the contents of the current Forum you are in.

8) Page the SysOp:

This selection allows you to page the system operator. If the sysop's Pager is turned on, the computer will try and call the SysOp by beeping. If the SysOp is there, he will go into CHAT mode. You must first give a reason for calling him.

9) Questionnaire:

You are presented with a menu screen containing numbered listings of questionnaires available to be answered. Select the number you wish to answer. You will then be followed by questions, which are defined by the SysOp, to answer.

10) Update Settings:

This gives you the ability to make changes to certain information in your User database. You may change the entries in some area, while others are not accessible. This gives you the ability to set up color, hotkeys, etc.

11) View Statistics:

This displays information from your User Database. It will display your file information, settings, etc.

12) Who is on, Node Chat:

If you are running multinodes, users will be able to see who else is online, and chat with other nodes.

13) Expert Toggle:

You have the option of two levels of menus: Expert And Novice. In Novice mode full menu support is shown, while in Expert mode the screens are by-passed.

14) Comment to SysOp:

This permits the user to enter a message to the SysOp. The message is saved in the current forum.

15) Enter a Message:

This message entry command has a number of features. First you must select who to address the message to. If return is selected, it will be addressed to ALL. You are then asked for the Topic of the message. The final prompt prior to message entry is whether to make the message private. Private mail is seen only by the sender, recipient, Sysops, and Sub-SysOp. If your computer permits Ascii codes, a full screen editor will be used, with numerous features.

16) Lastread Update:

Allows you to reset your last message read pointers (for the forums). Used for Downloading of Mail, and for reading messages.

17) Read Messages:

Reading messages involves selection of the messages to be read from a sub-menu. The choices within the READ command are fully explained in a help file within that area.

18) Scan Messages:

Scanning messages is different from reading messages. Only the header information is shown. It is used in cases where a quick view of the messages is needed.

19) Update Forum Info:

This permits the user to change the forums he wants to scan. The scanning is used for when Reading Messages, and when downloading mail.

20) View Forum Info:

This prompt displays all the forums which you have access to and all the forums which are set for scanning.

21) Your Mail:

This will search messages for mail written to YOU.

22) Download files:

This option allows transferring files from the BBS system to your computer. If your ratio does not comply with the system rules, you will be notified and returned to the FILE menu. You can fix this by

Uploading files, and/or by leaving messages. To see what you have to do, use the Y function to view your statistics. If you have a set protocol, you will be prompted for the name(s) of the files to download. If you do not have a set protocol, you will have to enter a protocol. You can transfer up to 50 Files using Batch mode. When the BBS indicates 'ready to send' you should begin your own local transfer procedures, using the same protocol as you selected.

23) List Files:
          This option views the available files for download from the BBS. It presents a sub-prompt asking for which file area to be displayed.

24) New Files:
          Displays a sub-prompt asking for the date to use as a basis for the search. The default date is the last time you used this option. The files which are that date are newer will be displayed.

25) Protocol Option:
          This gives you the ability to change the default protocol, which is used for transfers.

26) Read a Text File:
          A sub-prompt asks for the name of any ascii file listed in the file database. The selected text file is displayed with appropriate screen pauses. Only files with .TXT are permitted.

27) Search File List:
          This option gives you the ability to search the files listing for any series of characters. If the series is found in the filename, or description, the file will be shown.

28) Test a File:
          This will test an ARCHIVE to see if it is a valid ARCHIVE.

29) Upload a File:
          This option allows transferring of files from your computer to the BBS. If no default protocol is set, you must   choice the file. You

will then be prompted for the files, and enter a description. If enter is hit alone, you can upload the files and be asked for the descriptions later.

30) View inside a ZIP:
            This selection is designed to allow viewing compressed files, such as .ARC, .ZIP, .PAK, .ZOO, etc.

31) Write MARKED files:
            This permits you to update the information in the MARKED files listing. This listing of files, is set to be downloaded, when the D FILE MENU option is used.

32) Your Stats [Ratio]:
            This will display your current download/upload information, your ratio, the lowest ratio available for download, and if you have access to download. If you have a bad ratio in either Downloading/Uploading or Messages Per Call, you will be notified.

33) Sysops System:
            This function will load the SysOps Menu, PowrSYS.exe.

34) Download Mail:
            Executes a mail scan in which unread messages in the forums you select are placed into an Ascii file, Archived, and prepared for download from the Files System. Will use your 'Forum Scan' default when the A)ll Forums selection is used.

35) Ascii Upload:
            Allows for Ascii Uploads

36) View Graphic online
            See GRAPHICS section for more info

    Download/Upload .QWK/.REP Packages
37)   Command to permit User to Download Mail
38)   Command to permit User to Upload Mail

These options are only available on the PROFESSIONAL VERSION, not the regular version (registered or shareware). These options will permit your users to download mail, and read the mail with any quickmail compatible reader off-line. Option #38, permits them to upload their replies to the BBS.

Info On Editting Menus

You will first be asked the Menu #. Enter the # to edit (1 to 99). The File saved will be located in your Source .MNU/.POW directory. For example, if this directory is C:\Powrbbs\Source\, and you enter 1 to edit, the file C:\Powrbbs\Source\1.MNU is used. If the MENU is not found, it will be created automatically.

IMPORTANT: Menu # 1 (one) is the MAIN MENU. After logon, Menu #1 is loaded. You MUST have this menu made, for correct operation!

Note that one of the setups from the Menu Editor, is the Interactive Menu Setup. This setup refers to the capability of using the arrows at a menu. If you have interactive menus set up, people who have ansi capabilities can use their arrows. Be aware that you do not need to have this on your bbs. One of the bottom entries will be "Allow Interaction". If you place NO here, then you can skip over the other interactive entries. You decide for EACH Menu, whether you would like interaction.

The options given are:

Letter C/G/M Min Sec   Code # Time   Description

Entry #1: Letter
This is the one character letter of the command. This is the character the caller must type on his keyboard for access to this command. For example, if you made the letter A, then an A is the command the caller must use.

Entry #2: C/G/M

You are now creating the command. Enter here the letter C or G or M. Each of these 3 letters, tells PowerBBS where to go when the user types this command.

'C': This refers to a built in command. You should find the "Code #s of Built In Commands" listed previously.

'M': M is referring to another MENU. Type M here if you want to load a different menu. For example, if this is the MAIN menu, and you want F to lead to the FILES menu, then type M here.

'G': G is referring to a PowerLang file. PowerLang is a simple language which permits you to create your own commands. If you have created your own command, via a PowerLang file, use G here. PowerBBS will know to run a PowerLang file.

Entry #3: Min Security
Enter the minimum security level the user must have to enter this command.

Entry #4: Code #
This gives the computer the exact information on what to do. On the entry for C/G/M if you entered:

'C': Use the above chart of "Code #s of Built In Commands". Just enter the number from the chart, and this is what the computer will run. For example, if you put 1 here there Computer will run the procedure for area changing.

'M': If you entered M for the C/G/M option, this command will run another menu. This current menu will go out of memory, and the new menu will be run. Just enter the MENU NUMBER, (the same menu number you entered to edit menus).

'G': Enter the PowerLang file. PowerBBS will run the PowerLang file located in your .MNU/.POW source directory. For   example, if this directory is C:\Powrbbs\Source\, and you enter the code number 2, then the PowerLang file C:\Powrbbs\Source\2.Pow will be run. Be sure

you create the PowerLang file.

Entry #5: Time
This tells the computer how to charge time, when this function is in use. 1 is the normal time. Anything above 1 gives the user less time, anything below gives the user more time.

Use the following chart:

Time   Description

-1.0   The user is given 1 minute for each minute being used. -1 or -2 is useful for
                 the UPLOAD option. This will give users time back, for their uploads.

0.0   The clock is stopped, and no time is being charged.

1.0   1 minute is charged for every minute used. This is the normal time, and
                 should be placed on almost all of your functions.
                 ** This is the normal setting **

Entry #6: Intr

This options stands for the Interaction menu item. When a user logs onto an interactive menu, the first menu item that is selected is Intr #1. If the User pressed, the down arrow, Intr #2 is selected. You should begin your menu items with 1 and go up by 1 from there.

If you have interaction menus on, but do not want this command to be selected via the interaction method, put a 0 here.

Entry #7: X

This is the interactive X coordinate. When a user is up to this Intr #, PowerBBS will go to this X coordinate, and display the description.

Entry #8: Y

Same as the previous entry, but the Y coordinate.

Entry #9: Description
Enter a small description on the command.

F3: Editting other information

When you type F3 you can edit the main information of the menu file.

#1: Name of this menu

Enter a short description of this menu. This short description is displayed at the command line.

#2: Menu Display File

This is the SCREEN which will be displayed to the user. Enter the Path & Filename to the Menu Screen. Remember,   this is like any other screen file. This path is to the ASCII path/filename. During use, if a color file is found (with C added to the filename), and the user can use color, then that is displayed.

#3: Help Display File

This is the SCREEN which will be displayed to the user, when the user types ? or H for help. Enter the path/filename to the help file.

#4: Norm Background

Normal background, is the color selected that PowerBBS uses for interactive menus.

Black -> 40
Red -> 41
Green -> 42

Yellow -> 43
Blue -> 44
Magenta -> 45
Cyan -> 46
White ->47

#5: Intr Background

This is the color that PowerBBS will use when the current menu
item has been selected via the interactive method.

#6: Norm Color

This should be the normal color of the text that is being used on
the interactive menu.

Black -> 30
Red -> 31
Green -> 32
Yellow -> 33
Blue -> 34
Magenta -> 35
Cyan -> 36
White -> 37

#7: Intr Color

This is the color that PowerBBS will use when the current menu
item has been selected via the interactive method.

#8: **Allow Interaction?**

Place a 'Y' here if you have interaction set up for this menu,
otherwise put 'N'.

*** NOTES On Menus ***

 The characters H and ? cannot be used. When these commands

are pressed, help is displayed.

Config Section [E] - Edit Language File

This section will let you edit the language specific files. Note that 1 (which is 1.LAN) is the default text file, which is used when you are not running a multi-language bbs.

** If you do not have on disk, language file #1, then the internal text will not be displayed correctly. **

When you are asked for the language number, this file is stored as #.LAN in the SOURCE directory. You can create a new file by editting a language number that does not exist. This new file will contain the ENGLISH default text.

In all the text editting, you can type whatever you want. Plus you can use ANY MACROS that are documented in this manual. This includes the COLOR macros:

@1@ - Blue   @2@ - Green   @3@ - Cyan   @4@ - Red   @5@ - Magenta
@6@ - Gray   @7@ - Yellow   @8@ - Brown   @9@ - White

Also, the macros which will follow (|DATE|, |NAME|, etc) may also be used.

Example:

@7@Press [@9@RETURN@7@]:

This selection, prints Press [RETURN]: to the caller. The @7@/@9@ are color codes. If the caller is in graphics mode, these colors are shown.

You can use any of the Color Macros, or users macros in this area.

You can also do:

|FIRST|, Please press [RETURN]:

Remember that |MACROS|, MUST be in CAPS!

TEXT SCREEN FILES

The text (screen) files you defined in CONFIG gives the path/filename to the ASCII (Non-Color) file. If the caller has a color monitor the code will display the color ANSI (Color) file. (If the ANSI file is not available, the ASCII file will be dispalyed) Add a C to the Path/Filename of the ASCII file to make the ANSI File.

(This is what you enter)	(C is added automatically)
ASCII File (Non-Color)	ANSI File (Color)
C:\Powrbbs\Screen\Hello1	C:\Powrbbs\Screen\Hello1C
C:\Powrbbs\Screen\Welcome	C:\Powrbbs\Screen\WelcomeC
C:\Powrbbs\Blt\Blt	C:\Powrbbs\Blt\BltC

Because of the way C is added to make the Path/Filename of ANSI files, it is a good idea to limit the Filename of ASCII files to 7 characters.

In any text file, you can place these macro commands. These commands will be substituted with the current values. Be certain to include one | in the beginning and one | at the end, and to put the macro in CAPS.

MACROS

MACROS MUST BE IN CAPS!

|BAUD|	This is the current baud rate of the caller
|BBSCALLS|	Total number of bbs calls
|BIRTHD|	Date the current caller was born
|COM|	This is the current com port # on this node

|CLOCK| Current System Time
|DATE| Current System Date
|DLFILE| Total number of downloads for current caller
|DLBYTE| Total number of bytes downloaded by current caller
|DLKA| Total number of k bytes available for download
for the current call
|EX| Expert mode on/off by current user
|EXPDAT| Expiration Date for current caller
|FILES| This is the filename which contains the file list
|FIRST| The current callers first name
|FIRSTD| The current callers first date called
|LASTDT| The current callers last date he called
|LEVEL| Security level of current caller
|LOG| This is the log file, which if found is viewed by the
caller after a shell.
|MBDL| Current monthly download byte limit in kilobytes
|MONITOR| The current callers monitor type   (Ansi = Color,
Mono = Otherwise)
|MINLEFT| The current callers minutes left before log off
|MINON| The current callers minutes on the system (time in
mins used)
|MSGS| Total number of messages left
|NAME| The current callers FULL name
|NAME25| The current callers FULL name (always 25
characters)
|NODE#| The current node number
|PAGELEN| The current callers page length
|PBBSDAT| This is the path/filename to the current node's
Powrbbs.dat file
|SS| In = Pager on, Out = Pager out (Sysop in/out)
|SYSOP| The sysop's first name
|ULFILE| Total number of uploads for current caller
|ULBYTE| Total number of bytes uploaded by current caller
|USRCALLS| Total number of calls the user has made
|VER| The current version number of PowerBBS

The following Macros can be anywhere, but are usually located
in your Ratios Screen File.

|MMR|	This is the MINIMUM Message/Calls Ratio
|YMR|	This is the Users Message/Calls Ratio
|MFR|	This is the MINIMUM Downloaded/Uploaded files Ratio
|YFR|	This is the Users Downloaded/Uploaded files Ratio
|MBR|	This is the MINIMUM Downloaded/Uploaded Bytes Ratio
|YBR|	This is the Users Downloaded/Uploaded Bytes Ratio
|GOOD_MR|	This tells the user about his/her Message Ratio
|GOOD_FR|	This tells the user about his/her File Ratio
|GOOD_BR|	This tells the user about his/her Byte Ratio

** IMPORTANT **: The current limit is 255 characters to each line. Do not save any ANSI files past this limit. When using | in color files be sure to:

(1) Save your ANSI files to 150 characters per line. This will ensure you that the 255 limit will not be violated, when the new information replaces the | statements.

(2) When saving | statements in color files, you cannot change the color within the | statement. Also be certain that your ANSI editor does not split the | between 2 lines. When this happens the new info will not replace the macro.

(3) If you are using THEDRAW to edit ANSI SCREENS, you might want to use [ALT-B, S] to save the screens.

PBBSPROT SETUP

PBBSPROT is a file transfer utility, which is automatically installed by INSTALL. PBBSPROT.EXE is placed in your \Powrbbs directory.

DOS USERS: Remember that PBBSPROT ONLY uses the INT 14 to transfer files in its DOS version.

Usage:

PBBSPROT PowerData-File command

PowerData-File   PowerBBS (Powrbbs.dat) file for the current node (or |PBBSDAT| macro)

sx/rx   Send/Receive Xmodem-CRC
sxk/rxk   Send/Receive Xmodem-1k
sxg/rxg   Send/Receive Xmodem-1kg
sy/ry   Send/Receive Ymodem
sz/rz   Send/Receive Zmodem

Example commands in your protocol.bbs file: (which you can edit in Config's Data Files #1 screen, Entry #8)

To send Zmodem files:

PBBSPROT sz |PBBSDAT|

To receive ymodem files

PBBSPROT ry |PBBSDAT|

Xmodem:
(U) PBBSPROT rx |PBBSDAT|
(D) PBBSPROT sx |PBBSDAT|

YES, its that SIMPLE!

SETTING UP DSZ

DOS USERS: If you are a DOS User, than DSZ will most likely be your first choice for protocol setup. Remember, that the PBBSPROT included will also transfer files, via the INT 14 method. If you have the FOSSIL loaded, you can still use DSZ. However, you cannot use IRQ sharing cards with DSZ. If you are using Irq sharing cards, you MUST be PBBSPROT!

Before starting anything you should gain a copy of DSZ. Be sure your copy is NO EARLIER than 4/6/88. Remember DSZ is a shareware

product.

The DSZ program requires two important environment variables to be set up for operation with PowerBBS. These variables should be added to your autoexec.bat. Dos sets an environment as follows:

SET VARNAME=VALUE

VARNAME = The variable
VALUE   = The assigned value to that variable

Check your DOS manual for further information.

1. DSZPORT

This variable tells DSZ which com port you are using. This should be assigned either a value of 1 or 2.

SET DSZPORT=1
SET DSZPORT=2

2. DSZLOG

This variable tells DSZ to record the results of file transfers. PowerBBS will then take that information for CPS info, etc. If this file is not found, PowerBBS will determine the results and CPS to the best of its ability. This should be set to the path/filename you entered in Config's Node Screen, Entry #4.

SET DSZLOG=C:\DSZ.LOG

Your autoexec.bat should now contain 2 NEW VALUES.

DSZ is case sensitive. Be sure you read the documentation to DSZ before switching the command lines.

An example Zmodem (D) Cmd Line is:

DSZ port |COM| handshake both pB4096 z pb1 sz |FILES|

If you are using a high speed modem and have chosen to LOCK in at 19,200 or 9,600 some addition parameters are needed. Check your documentation for more info.

An example Zmodem (U) Cmd Line is:
DSZ port |COM| pB4096 rz

An example Ymodem Batch (D) Cmd Line is:
DSZ port |COM| pB4096 sb -k |FILES|

An example Ymodem Batch (U) Cmd Line is:
DSZ port |COM| pB4096 rb -k

SYSOPS FUNCTIONS KEYS

When a caller is on-line, the sysop sees a little display on the bottom of the screen. The display lets the SysOp know who is on-line and statistics on the caller. The following commands may be executed by either typing the F keys OR USING THE MENUS at the top of the screen! Just click the menus as you would with any other WINDOWS program.

Command   Description

F1:   Adds 2 minutes to the current users time
F2:   Subtracts 2 minutes from the current users time
F3:   Toggles the system pager. Then ON, the sysop will be beeped when a user chooses to Page the sysop from the main menu.   When OFF, the user will be displayed the nochat screen.
F4:   Toggles the screen writing. When off there will be no screen writing on the local monitor. This is useful, in that the ansi-interpreter does not have to interpret the messages, and thus speeds up operation.
F5:   Upgrade User On-line. Using this command you can set the users security level, expiration date/level, forum status. If the computer should hang up before the user exits (Goodbye, Live Program, Transfer), the information will be lost.

F6:   Hangs up the current caller. Logging him off, and saving current user information. Use this if you have to use the computer for some reason, or if the caller is doing something you don't want.
F7:   Breaks into chat mode, a procedure in which the sysop can talk to the user, with no other activity occurring.
F8:   Toggles Printing of Activity Log on/off
F9:   Loads a file from your bbs, and uses the file as if you were typing it in as an input.
F10:   Outputs all caller activity, screens, etc to a file you specify.

DOS USERS: Pressing Home, PgUp, and PgDn will give you more information on the current caller.

Run External DOS programs after each caller

PowerBBS looks for a particular batch file in your **Powerbbs directory** after each caller hangs up. This can give you the opportunity to run programs that may update a last caller screen, etc. Such utilities are available at the PowerBBS Support BBS.

The file is "Logoff" + the node number + ".BAT"

For example, node #1 would be Logoff1.bat. (\powrbbs\ logoff1.bat). If this file is found after a caller logs off, it will be run.

SETTING UP A MULTI-LINE (MultiNode) System

To set up more than one node of PowerBBS

1) First install PowerBBS. This will install one line, or one copy, when complete.
2) To set up each addition node, you have to do the following:

a) Copy your PowrBBS.DAT (which is the date file for the first line), to a new name, such as PowerBBS2.dat
b) Run Config for the new data file. CONFIG PowrBBS2.dat
c) Edit the information which needs to be different for this

node, including the node information screen, and the modem information. You will probably have to change the com port, irq & base numbers. **The following information is required to be different on each node:**

              1) All the options on the Node Information Screen, except entrys 6,7, & 12.

              2) Options Screen #3, Entry #6 (Path/File to Batch created for LP & T)

              3) You'll probably want a different live programs data file (Data FIles #1,

              Entry #6.

      d) Now just as you installed your first copy of PowerBBS, set up a NEW ICON for this node, by typing File New in Window's Program Manager.

    You should have something like:

          I. PowerBBS (node 2)
            II. C:\Powrbbs\Powrbbs.exe C:\Powrbbs\Powrbbs2.dat

    Notice the Data file is different for this node. You can now load your second node, by running the ICON.

DOS USERS: You will need a different START.BAT for each node. If you are running desqview, you'll need to run the different START.BAT for each node that loads.

NETWORKING

    PowerBBS will work properly under networking protocols based on DOS 3.x and up, included SHARED and file/record LOCK modes. PowerBBS should run properly under just about any network, as long as the network is 100% NetBIOS compatible.

    You can use a NETWORK drive, which can share PowerBBS data for different nodes.

QUESTIONNAIRES

The questionnaire system gives the Sysop the ability to ask the callers questions, and respond with answers.   PowerBBS uses a simple line-oriented language and text files to do this.

In the CONFIG program, you filled in two important pieces of information:

a) Questionnaire menu file   (Display Files #1 Screen, Entry #12)
b) Questionnaire data file   (Data Files #1 Screen, Entry #1)

When the caller, selects the Q function (At the Main Menu), he/she is shown the questionnaire menu file. The caller can then select the questionnaire he/she wants to answer.

To create the questionnaire file, you have to create the ASCII file, using the questionnaire command structure. You are provided with sample questionnaire files. Viewing these files will help you in making your own questionnaires.

The questionnaire commands are as follows:

Be sure not to use ANY commas except for the designed areas. You can not use: |Welcome, to our BBS.   You can use: |Welcome to our bbs.

| : Begin line with a | for display of any string to the right. It will not ask any questions of any sort.

1,3,How old are you?
Structure: 1,<Max Length>,<Question>

To ask a Question with a string result begin a line with the number 1 and a comma. The next data is the maximum length the user can respond. The above command will permit only 3 characters at the most for the caller to respond with. The last data is the question you want to be asked. The above command will permit a string input,

with a maximum of 3 characters, and the question: How old are you? to appear on the screen. A maximum of 75 characters is permitted for <Max Length>

2,Are you a sysop?
Structure: 2,<Question>

To ask a Yes/No Question, begin a line with a 2 and a comma. The only other information required is the question. The above command will display: Are you a sysop? (Y/N).   The (Y/N) is added automatically in PowerBBS to let the caller know Y or N must be hit.

3,(###) ###-####,What is your business telephone #?:
Structure: 3,<Input Form>,<Question>

This is the most complicated command you will come across. Be certain you know what your doing when using this command! This command gets a full input of numbers and will not let the caller quit till all the numbers are filled. Begin the line with a 3 and a comma. On the next command be careful. You can form any number input you want. The #'s will be inputed where the # is. All the other text is displayed and added to the output file. The above example: (###) ###-#### is one way of doing a phone number. A date would be ##-##-## or ##/##/##.

4,10,50   4,<Access Level>,<New Access Level>

This option permits you to upgrade users, but only of a certain access level. In this example (4,10,50), users are upgraded from level 10 to level 50. ONLY level 10 users are upgraded to level 50.

Each time the questionnaire is answered, the answers are appended to your answers file. It is a simple text file, with the user info, his/her record #, and the questions/answers.

Be certain to read the docs, and view the sample questionnaires before starting your own questionnaire. Remember to test your questionnaires once written!

SYSOP MENU

The sysop menu, permits you to access special areas which permit you to keep up with your BBS & your users. The SysOp menu is an external windows only program, PowrSys.exe, contained in your \ Powrbbs directory. The Menu is not CONFIGurable. You can enter the Sysop Menu via the 1 command at the standard Main Menu.

The default menus which come with PowerBBS, will enter the Sysop Menu when you press a 1 at the main menu (150 is the security level required).

Note: It is also possible to add the sysop menu as a live program.

The commands available are:

> A) Activity Log
> L) List Users
> M) Message Base Pack
> D) Drop To Dos
> P) Perform Dos Function
> U) Update User Database

Command   Definition of Command

A)ctivity Log   Permits you to view the caller activity.

L)ist Users   Lists the users in the database. The users name, city, and last time called
                             is displayed.

M)essage Base Pack   This permits you to pack the current message base, of the current forum.

D)rop to dos   This permits you to drop to dos remotely. The batch file 'REMOTE.BAT' is

shelled to.

P)erform Function   This permits you to enter a dos command which will be shelled to dos and
                        run. Use this so you don't have to   shell to dos for a simple function, such
                        as directory, or to copy a file.

U)pdate User Dbase   This is a full featured User Database control function,which can be used to
                        upgrade your users information,   including security level, downloads, etc.

POWERLANG

PowerLang is a Basic Type of Language, which permits you to write your own menu routines. PowerLang files can be created by any text editor or word processor which can edit standard text files. PowerBBS runs PowerLang programs line by line, and run just like a basic program.

Here are the commands which are currently available in PowerLang:

Activity

 Structure: Activity "Info to be written to Activity Log"

 Description: Writes info to the Activity Log. Info in quotes can   be no larger than 75 characters.

  Examples: Activity "Added BBS to BBS Listed"
                   Activity "Loaded Viewage program"

Append

 Structure: Append "Path/Filename to open file for Append"

Description: This command will open a file to write to. If the file
            is not found, it is created. The Write_File command will
            write to the end of the file. The file is NOT DELETED, the
            data is written to the end of the file.

 Examples: Append "Blt.Dat"
            Append "BBS.Lst"
            Append "D:\Powrbbs\Blt\Blt4"

ClearScreen

 Structure: ClearScreen

Description: Clears the screen

 Examples: Clearscreen

Close

 Structure: Close

Description: Closes the current open file (If a file is currently
open)

 Examples: Close

Dec

 Structure: Dec [Integer Code] [Integer Code]
            Dec TIME [integer Code]
            Dec SAFE [integer Code]

Description: Decreases the integer. For example, if you do (Dec I1
I2), if
            I1 = 12 and I2 = 5, I1 becomes 7 and I2 stands at 5.

            You can Decrease the users TIME or SAFE by using this
command.

Examples: Dec I5 I7
            Dec TIME I1
            Dec SAFE I1

Display

Structure: Display "[Text to be displayed]"[;]
            Display S1[;]
            Display I1[;]

Description: Display sends text to the caller, and writes the info
on the local monitor.

Usage: Text in " can be anything BUT Quotes ('"').
        If a Comma (';') is placed at the end of the line,
        no return (C/R) is send and written on the monitor.
        If no Comma is present, C/R is sent and written on
        the local monitor.

        To display a string or integer, just enter the code of
        the string, integer.. You MUST include the S or I.

Examples: Display "Welcome to the FUN world of BBSing.. "
            Display "Enter your name: ";
            Display I1
            Display S1;
            Display S1

Display_BMP

Structure: Display_BMP "Path\Filename to ZIP with 499.BMP in it"

Description: If you want to send a BMP graphic file ONCE, use
            this command.

            Requires:

1) File in QUOTES must be a .ZIP file, but LEAVE
the .ZIP extension OFF in the actual quote.
2) The actual file in the ZIP MUST be 499.BMP

Examples: Display_BMP "C:\PBBS"

Display_BMP_SAVE

Structure: Display_BMP_SAVE # "Path\Filename to ZIP with 499.BMP in it"

Description: If you want to send a BMP graphic file and have it
                SAVED on the USERS end for QUICK RETRIEVAL use this.
                The # used, MUST be between 900 and 1000.

                Requires:

                1) File in QUOTES must be a .ZIP, but LEAVE
                the .ZIP extension OFF in the actual quote.
                2) The actual file in the ZIP MUST be #.BMP
                For example, if you use the number 905, then
                905.BMP should be included in the .ZIP

Examples: Display_BMP 908 "C:\PBBS"

Dos

Structure: Dos "[Dos Command Line]"

Description: Shells to Dos, and runs the command in quotes (" ").
                When the shell is complete, if the log file is found,
                it is displayed and then erased.

Examples: Dos "Dir >|LOG|"
                This will do a directory of the current location, and
                send the output to the |LOG| file. The |LOG| file
                is then displayed and erased.

Dos_Windows

Structure: Dos_Windows "[Windows PowerDOOR Command Line]"

Description: Shells to run a PowerDOOR, and runs the command
in quotes (" ").

 Examples: Dos "c:\mail\powrmail.exe |PBBSDAT|"

Give_Value

Structure: Give_Value S1 "This is what S1 will equal"
            Give_Value I1 "300"

Description: Assigns the identification code (either string or
integer)
            a new value which is assigned in quotes.

 Examples: Give_Value S9 "Welcome..."
            Give_Value I1 "1"

If (EndIf)

Structure: If [!] [Flag #]
            If [!] [Char #] = "Character to compare character # with"
            If [!] I1 = I2
            If [!] I1 > I2
            If [!] I1 < 12
            If [!] S1 = S2
            If [!] S1 > S2
            If [!] S1 < S2

Description: The If statement, will check to see if the flag is true,
or
            if the character is equal to the character in quotes. If
            the definition is true, all the commands after the If
statement

will be run, until an EndIf statement is reached.

If statements for integers can compare different integer values..

The ! is optional, and stands for Not. In this case, if the definition is false, then the if statement is run.

Examples: If B1   (Use B and the number for flags)
                   Display "B1 = True"
                   Display "This statement is still run"
            Endif

            If ! B1
                   Display "B1 = False"
            Endif

            If C1 = "A"
                   Display "The Character #1 is equal to A!"
            Endif

            If ! C1 = "A"
                   Display "The Character #1 is NOT equal to A!"
            Endif

            If I1 > I2⌷
                   Display "Integer I1, is greater than I2!"
            Endif
            If I1 = I2
                   Display "Integer I1, is equal to I2!"
            Endif
            If I1 < I2
                   Display "Integer I1 is less than I2!"
            Endif

     Note: You can place if statements, within an if statement..
Examples:

```
If C1 = "A"
        If I1 < I2
                Display "I1 < I2 and C1 = A!"
        Endif
        If I1 > I2
                Display "I1 > I2 and C1 = A!"
        Endif
        Display "GoodBye!"
Endif
```

Get_Return

Structure: Get_Return

Description: Forces the caller to type RETURN

Examples: Get_Return

Get_Choice

Structure: Get_Choice [Ok_Char_String] [Char #]

Description: Forces the caller to keep inputing, until one of his
                characters is contained in the OK_Char_String. The
                Char # is given this value. The Char # can be from
                1 - 25, and is understood as C and the number, such
                as C1. C does not have to be present in this command.

Examples: Get_Choice YN 1
                This command will wait until Y or N is pressed, and give
                C1 the value which is pressed.

                Get_Choice ABCDEFG 4
                This command will wait until one of the letters A,B,C,D,
                E,F, or G are pressed, and give C4 that value.

Get_Yesno

Structure: Get_YesNo [Flag#]

Description: Forces caller to type Y or N.
                If Y is pressed the Flag# given is assigned True
                If N is pressed the Flag# given is assigned False

   Usage: The Flag# is a number from 1 to 25 (NO higher, NO lower).
                B can be placed before the number, but is not necessary in
                this function. (It IS nessassary in other functions)

 Examples: Get_YesNo B1
                Get_Yesno B3
                Get_Yesno 4

Goto

Structure: Goto [Line to move to]

Description: Goes to a certain line number. Lines designated for GOTO,
                begin with :.

 Examples: Goto END
                :START
                DISPLAY " This is Start "
                :END
                DISPLAY " This is End "

Inc

Structure: Inc [Integer Code] [Integer Code]
                Inc TIME [integer Code]
                Inc SAFE [integer Code]

Description: Increases the integer. For example, if you do (Inc I1 I2), if
                I1 = 5 and I2 = 12, I1 becomes 17 and I2 stands at 12.

You can increase the users TIME or SAFE by using this command.

Examples: Inc I5 I7
        Inc TIME I1
        Inc SAFE I1

Input_String

Structure: Input_String [Max String Length] [String #]

Description: Gets a string from the caller (Combination of any characters),
up the the Maximum string length. The Value of the String Input is given to the String #.

Usage: The Input String Number, is a variable defined as S and the number of the string which can vary from 1 to 15. You can have up to 15 strings (S1-S20). In this function, only the number of the string has to be given, since only strings are outputted. The Maximum length a string can be is 50⌷DEL characters.

Examples: Input_String 50 1
        Input_String 25 2
        Input_String 40 S3

Int_To_Str

Structure: Int_To_Str [Integer Code] [String Code]

Description: The integer value from the integer code is assigned to a string

Examples: Int_To_Str I1 S1⌷DEL
        Int_To_Str I19 S5

Number_Input

Structure: Number_Input [Number Format] [String #]

Description: Inputs a number-format, and sends input to the string #

defined. The Number Format is the same used in the
script questionnaires. In for Number Format, wherever a
is placed, the caller must enter a number. Anything
else in the format, is just displayed to the user, and
also entered in the string #.

Examples: Number_Input (###) ###-#### S1
Number_Input ##-##-## S2
Number_Input ##/##/## S3

Return_To_BBS

Structure: Return_To_BBS

Description: Quits, and returns to PowerBBS

Examples: Return_To_BBS

Run

Structure: Run "[PowrLang Source Code Path/Name to Run]"

Description: Quits out of the current code, and runs the code specified

in the Run QUOTES. It quits the current code, and WILL
NOT COME BACK (Unless that source RUNs the current
code again).

Usage: Run "EndOf.Pow"
Run "Menu.Pow"

Run_Menu_Command

Structure: Run_Menu_Command "Menu command # to run"

Description: Will take a built in Command, and run the option.

Example: Run_Menu_Command "1"
          This will run the Forum Area Change built in command.

Set_Flag

Structure: Set_Flag [FLAG #] [YES/NO]

Description: Sets the flag # to either true (YES) or false (NO).
          Flag # can be a number from 1 - 25.

Examples: Set_Flag B1 YES
          Sets flag #1 to True
          Set_Flag B19 NO
          Sets flag #19 to False

Str_To_Int

Structure: Str_To_Int [String Code] [Integer Code]

Description: The Integer value of the string is assigned to the
integer code

Examples: Str_To_Int I1 S1
          Str_To_Int I19 S5

Type_File

Structure: Type_File "[Path/Filename]"

Description: Types a file to the screen and to the caller.

Usage: In " " should be the path/filename of the file you
          want to be typed to the caller and monitor. No "
          should be present.

Examples: Type_File "C:\Powrbbs\Screen\Menu"
          Type_File "D:\Fun"

Wait

Structure: Wait [MilliSeconds to Pause]

Description: Waits for the certain time in milliseconds. 1000 => 1 Second

Examples: Wait 5000   :: Pauses for 5 Seconds ::
         Wait 200   :: Pauses for .2 Seconds ::

Write_File

Structure: Write_File [String #][;] [/String Length]
         Write_File "[Text to write]"[;]

Description: Writes Info to the current opened file. File must be
         opened for REWRITEing, or APPENDing.
         String # is the String #. If no ; is present, C/R is
         entered in the file. If there is a ;, no C/R is present,
         you can then use the / command. The /# will write the
string
         to the file, set in the number of strings. For example, if
         you write S1 to the file and S1 = "516", but you want the
         file to be cleared for the next data, you can use
         Write_File S1; /4 which will write "516 ", instead of "516".

         Info written in Quotes, will be written to the text file.
         ; places the same role as above. No / is supported.

Examples: Write_File S2
         Write_File S2;
         Write_File S2; /5
         Write_File "516-873-8032"
         Write_File "516-873-8032";

BBS Database in PowerLANG
Example [1.Pow]:

```
:BEGIN
Display
Display
Display " @2@BBS Database...   @8@Written By Russell Frey in
PowrLang... "
Display
Display " @7@[@9@A@7@]dd to Local BBS Listing"
Display
Display " @7@[@9@V@7@]iew Local BBS Listing"
Display
Display " @7@[@9@Q@7@]uit to Main Menu"
Display
Display " @1@(@2@|MINLEFT|@7@ mins Left@1@)@3@ Enter
Command: @3@";

Get_Choice AVQ 1

Display
Display

IF C1 = "V"
Type_File "Local.Lst"
Get_Return
Goto BEGIN
EndIf

If C1 = "Q"
Return_To_BBS
Endif

Display
Display "       Enter the BBS Name (25 Chars): ";
INPUT_STRING 25 1
```

```
Display

Display "Enter the PHONE Number (XXX-XXX-XXXX): ";
NUMBER_INPUT ###-###-#### 2

Display "Enter the highest BAUD rate (5 Chars): ";
Input_String 5 3
Display

Display "        BBS Software Used (9 Chars): ";
Input_String 9 4
Display

Display "Description of this BBS? [2 Lines/30 Chars]: ";
Input_String 30 5

Display "Description of this BBS? [2 Lines/30 Chars]: ";
Input_String 30 6

Display
Display "Add Entry To BBS List File? (Y/N) ";
GET_YESNO B1

If ! B1
GOTO BEGIN
EndIf

APPEND "Local.Lst"

WRITE_FILE S2;
Write_File "  ";
Write_File S1; /25
Write_File "  ";
Write_File S5
Write_File "Highest Baud: ";
Write_File S3; /5
Write_File "  ";
Write_File "Software: ";
```

```
Write_File S4; /9
Write_File " ";
Write_File S6
Write_File " "
Close

GOTO BEGIN


            Safe (Save Time) in PowerLANG
Example [3.Pow]:

:BEGIN
Display
Display " @5@Minutes in safe: @3@|SAFE| "
Display " @7@[@9@T@7@]ake from safe, [@9@P@7@]ut into Safe,
[@9@Q@7@]uit?@3@
";
Get_Choice TPQ 1
Display
Display

If C1 = "Q"
Return_To_BBS
Endif

If C1 = "P"
Give_Value I1 "|SAFE|"
Give_Value I2 "60"
Give_Value I5 "|MINLEFT|"
Dec I2 I1
Display "@2@Put how many minutes into the safe (Max:@3@ ";
Display I2;
Display "@2@)?@3@ ";
Input_String 2 S1
Display
Str_To_Int S1 I4

If I4 > I5 Then
```

```
 Display "@9@You don't have that much time!"
 Goto BEGIN
Endif

If I4 > I2 Then
 Display "@9@Safe can't hold over 60 minutes!"
 Goto BEGIN
Endif

INC SAFE I4
DEC TIME I4
Endif

If C1 = "T"
Display "@2@Take how many minutes from the safe (Max: @9@|SAFE|
@2@)?@3@ ";
Give_Value I1 "|SAFE|"
Input_String 2 S2
Display
Str_to_int S2 I2[DEL]
If I2 > I1
 Display "@9@Sorry, the safe only has |SAFE| minutes! "
 Goto BEGIN
endif
DEC SAFE I2
INC TIME I2
Endif[DEL]

Goto BEGIN
```

Settings up GRAPHICS (Windows Ver Only)

Now you can have a BMP compatible BBS (such as a picture of yourself on the log-on screen!!).

Note that your user will only receive GRAPHICS if they are using PowerComm. Otherwise, the normal ascii/ansi screens will be sent.

To setup graphics on your bbs:

1) The graphics file that is sent to the user, is a .BMP file that is ZIPped. For example, the live programs regular screen setup is called LIVE. To support graphics for this screen, first create a 1.BMP. Then ZIP it to the name you call it in CONFIG (which default is LIVE).

2) Only the following screens are currently supported (with the name that must be in the .ZIP)

Live programs menu	1.BMP
Opening Screen	2.BMP
Hello Screens	Hello1.ZIP -> Hello9.ZIP
500.BMP -> 508.BMP	
Forum Listing	3.BMP
Bulletins Listing	4.BMP
Sysop Enter Chat	5.BMP
Sysop Chat End	6.BMP
LogOff Screen	7.BMP
Questionnaires Screen	8.BMP
Begin Download Screen	9.BMP
Begin Upload Screen	10.BMP
Bad Ratios Screen	11.BMP

3) Another Example:

Ascii Opening Screen: C:\Powrbbs\Screen\Opening
Create BMP Compatible File: 2.BMP
ZIP with PKUNZIP (tm): C:\Powrbbs\Screen\Opening.ZIP

When a PowerComm Graphics User Logs on, they will receive your graphics file.

-- For those sysops who would like to have graphics files libraries viewed --

A new built in menu command (#36, which you can add in the menu editor) has been created for those that would like to have a file list of ZIPped .BMP files. The way this entry works, is the user will be

permitted to view any files with .ZBM extensions on your bbs. The file itself in the .ZBM file must be 499.bmp. ** Be aware that users are not charged download bytes for viewing the graphic! **

PowerLang Users will find the commands DISPLAY_BMP & DISPLAY_BMP_SAVE.

Setting up a PAY Credit System

The usual method to limit one's use of your system, would be by putting a time limit (in the seclevel file), to once's security level.
By selecting the "Use a Credit System" in CONFIG, the following system will result:

* Each user must be granted a certain amount of credits by the Sysop, manually via the Update Users selection of the Sysops Menu.
* The maximum amount of credits used per day, is the amount of time given (for example, if a 50 level user is given 50 minutes, then they will only be able to use 50 credits for the day).
* using this CREDIT system, you can adjust each menu option to use a certain amount of credits (Entry #5 in the EDIT MENU section), by changing the TIME attribute in the EDIT MENU section.

Screen to display when credits are used (edit in CONFIG): This menu option should include the path/filename of the screen filename to display, when the credits are VERY LOW. This should give the user information on ordering more credits, etc.

(PowrPack.Exe)   PowerPack   (PowrPack.Exe)
External mail packing system written by Russell Frey

Packing Forum Files

The forums you set up, each contain a separate mail file for the message system. Callers will leave new messages, delete some, etc. This calls for the need of a program to rid of the deleted messages, and freshen up the message base. PowrPack.exe is located in \ Powrbbs, and is a DOS program.

Packing a forum file is defined as:

PowrPack MAILFILE DELETE DAYS:xxx TOTAL=xxx

When running PowerPack, be sure all your commands are in CAPS. Putting any commands which are not recognizable, or which are not in CAPS will bring the program to termination.

Command   Description

MAILFILE   This is the path/filename to the message base you are packing. The message base should contain no extension.
            Example is: C:\Powrbbs\Forum\General
                 D:\Fun\Games
            The path/filename does not have to be put into caps
            (The only one that doesn't).

DELETE   This is an optional command. Place this in the command line if you want to delete all private & read messages.

DAYS:xxx   Use this command to specify the oldest age message to keep.   Examples:

  DAYS:365   This will delete all messages older than 365 days
  DAYS:30   This will delete all messages older than 30 days

  ** NOTE ** DAYS:xxx is an optional command.

TOTAL=xxx   Use this command to specify the maximum number of messages to keep. If the number of messages are larger than this, the oldest messages will be deleted.

Example, if you have 2500 messages in your SysOp forum, and you have the command TOTAL=2000, at least 500 messages will be deleted.

  ** NOTE ** TOTAL=xxx is optional.

The commands here can be mixed, so long you AT LEAST have the MAILFILE, otherwise nothing can me done.

This program is good for running in your events.

Example Commands:

PowrPack C:\Powrbbs\Forum\General
PowrPack C:\Powrbbs\Forum\General TOTAL=500
PowrPack C:\Powrbbs\Furum\General DELETE DAYS:60

Line #1 will refreshen the message base. It does nothing more, then delete the deleted messages. All valid messages will stay intact.

Line #2 will do the same as #1, with the exception: The maximum messages PowrPack will permit is 500. If you go over 500 messages, PowrPack will delete the old messages till 500 messages are there.

Line #3 will do the same as #1, in addition to deleting all private and read messages, and also deleting all messages over 60 days old.

Packing User Files

Packing a User file is defined as:

PowrPack /U USERFILE INDEXPATH DAYS:XXX

Be sure to use CAPS.

Command   Description

/U   You MUST put /U right after PowrPack. This tells PowrPack that you want to Pack a USER file.

USERFILE   Enter the full path/filename of the user file to process. Example: C:\Powrbbs\Data\Users User files SHOULD NOT have extentions!

INDEXPATH   Enter the DIRectory which contains your INDEX.
            Example: C:\Powrbbs\Index

DAYS:xxx   This is the ONLY optional command. All users who have
not logged on for xxx days will be deleted. DAYS:20, will delete all
users who have not logged on for 20 days. DAYS:200 would be 200
days, etc.

**(Convdoor.Exe)   Convert Door
Converts PowerBBS's Userinfo To DOOR.SYS or
DORINFO1.DEF**

    Use this program to support Live Programs which require the
DOOR.SYS or DORINFO1.DEF standard.

Usage: CONVDOOR [PowrBBS Userinfo] [Users File] [Output File] [(2)]

[PowrBBS Userinfo]   Current NODES userinfo.bbs file
                Set in CONFIG [A] - Node info screen

[Users File]   Path to USERS Record file
                Usually \Powrbbs\Data\Users

[Output File]   This is where to put the output information,
such as Door.sys

[(2)]   This is an optional command. If you want to convert
to DOOR.SYS, put NOTHING here.
                If you want to convert do dorinfo1.def, put 2 here!

Examples to convert to DOOR.SYS

Convdoor C:\Powrbbs\Userinf1.bbs C:\Powrbbs\Data\Users C:\Doors\
Door.sys
Convdoor D:\Powrbbs\Userinfo.bbs D:\Powrbbs\Data\Users D:\Pdoor\
Door.sys

Examples to convert to DORINFO1.DEF

Convdoor C:\Powrbbs\Userinf1.bbs C:\Powrbbs\Data\Users C:\Doors\
Dorinfo1.def 2
Convdoor D:\Powrbbs\Userinfo.bbs D:\Powrbbs\Data\Users D:\Pdoor\
Dorinfo1.def 2

Here is an example batch file to start a chess program:

Convdoor Userinfo.bbs \powrbbs\data\users door.sys
cd\Chess
Chess
Start (* Only needs START.BAT in DOS VERSION door batch files! *)

You should always run convdoor first. This will create the door.sys or
dorinfo1.def file.

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