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Acknowledgments

I wish to thank the Message Master Alpha/Beta Test Team for their enthusiastic and tireless efforts. Their time, hard work, and suggestions have made MsgMstr an outstanding, solid product that I'm sure you will enjoy.

I wish to give special thanks to *Hubert Lai* for his neverending bashing of my programming efforts which kept me glued to the screen for a solid week (my wife would like to get her hands on him too). His help in the design of many of the user features has contributed much to the overall feel of MsgMstr. Straight, and to the point:), *Allan Bazinet's* fine work deserves high praise and I wish to express my sincere thanks for the extra effort. Without his insight, point addressing in MsgMstr would be virtually nonexistent.

Both of these gentlemen are, without a doubt, two of the kind we need more of in FidoNet.

Introduction

MsgMstr is a *.MSG format message editor in the traditional sense in that there are two main modes of operation Read Message and Edit Message modes. To edit messages, you must be in the edit mode. Trying to edit text without entering the edit mode is not possible. You will know when you are in the edit mode by the display of the QuickAccess buttons and the ability to access the message body. While in the edit mode, three buttons are active that are not normally displayed namely the Cancel, Save, and Merge buttons. (User-defined buttons are also displayed)

Shareware Notice

This software is *not* free and is *not* released into the public domain. This is shareware, a 'try before you buy' marketing method. The software you are now using, MsgMstr, must be purchased after a short evaluation period that period being 30 days from the time you begin using it - to enjoy all the benefits of support. If you feel this product benefits you, and you intend to use it past the 30 day trial period or have used it past the time limit, you must send **\$35.00** to the author.

Registration Benefits

MsgMstr's **\$35.00** registration fee entitles you to continued usage of all files in the version purchased and one free upgrade to the version of your choice. What this means is you do not have to upgrade to the next consecutive version to obtain a free copy of a later version. You may skip any number of versions before you send for an upgrade. For example, say you registered under v1.10 then shortly thereafter, v1.20, v1.30 and v1.40 were released. You may opt to defer your upgrade until v1.40 and still receive your free upgrade. This does not entitle you to use v1.20 or v1.30 though, until you have received your upgraded v1.40.

Any further upgrades after your initial free upgrade costs only \$5.00 and is to help pay for shipping and handling.

If you do not intend to use this product, you must erase it from your storage media. If you are a System Operator (SYSOP) of a form of electronic bulletin board system and intend to help distribute MsgMstr, you may make MsgMstr available in your download area but may not use it unless purchased as per the above registration information. If you are a SYSOP and place this file 'online' for download, it must be in its complete form and include all files in the original distribution package.

MsgMstr's Message Display

Message display is broken into three major areas in MsgMstr the Header Window, the Message Window and the Control Interface. Normal scrollbars and titlebars accompany these areas as necessary and belong the Control Interface. The titlebar displays the program name followed by the current message area name and type of area it is, such as local, echo, etc.

Many dialog-boxes accompany MsgMstr which provide not only options for the manipulation of messages, but also much information about current operations in progress. Look carefully at all aspects of each dialog such as the title-bar. There are times when good information is supplied that may be of use.

Header Window

The Header Window is the window just below the main title-bar and is used to display information concerning the current message. Items in the Header Window are displayed in a manner to best fit the screen display. Header information comes in two variations information that has been seen and information that has not. To help the user distinguish which messages have been read and which have not, the information displayed will be one of two default colors; either Green for messages that have already been read, or Magenta for messages that have not. This scheme allows the user to quickly determine if a message has been read or not. These are default colors and may be changed with the 'Adjust Text Color' option on the Services Menu.

Message Window

The Message Window contains the body of the message and is located just below the button-bar. The text is in a free-form format and will adjust according to the widow size the user sets. The user may not activate this window with the mouse or keyboard unless choosing the edit mode option.

Control Interface

The Control-Interface is made up of a vast number of menus, dialog-boxes, and Quick-Access buttons. These controls are self-evident in function and are described throughout this help document. Selection of any option may be through the keyboard or by mouse. Ease-of-use was a major design goal for MsgMstr and the author believes this goal has been achieved.

Operation

MsgMstr operates as most other Windows(TM) programs using a combination of keyboard, mouse, and menu commands. Simple keystrokes are provided for common actions along with the ease of mouse operation and all operations may be accomplished with either device.

NOTE: The 'Enter' key will operate the last button selected, which is denoted by the darker outline around the button. E.g., if you have just used the 'Next' button, pressing the 'Enter' key will operate the 'Next' button again.

Two files are created and dynamically maintained by MsgMstr for efficient operation. MSGMSTR.IDX is an index database to the messages currently available under your CBCS system. MSGMSTR.INI contains user-default and system parameters that remember the desired state of MsgMstr upon start-up. Both files are created and maintained in the directory where MsgMstr.Exe is executed from.

Files Menu

The Files Menu provides options that work on MsgMstr files (messages), create new files, retrieve new files, and effect complete message areas.

Save MSG Text

Saves the body (without the header data) as a text file

Save Message

Saves a message as a text file

File Request

Creates a file request message

Rescan Message Areas

Scans all message areas to ensure operational data is current

Set Water Marks

Set the high and low water mark data in echo areas

Print Message

Prints the current message

Exit

Exits MsgMstr immediately

About

About MsgMstr

Save MSG Text

This menu item saves the current message body as a formatted ASCII text file. No header information is stored. This option provides the user a way to transport messages, which are normally displayed in ANSI text, to other lesscapable (nonWindows, nonFidoNet) machines.

If the file you select to save the message to exists, you will be given the opportunity to overwrite the file, change the specification or abort the operation. Press 'Shift+F4' to activate this option from the keyboard.

Save MSG

This menu item saves the current message as a formatted ASCII text file. All header and message text is written to the selected file using the current default options concerning EID's and SEENBY lines. This option provides the user a way to transport messages, which are normally displayed in ANSI text, to other lesscapable (nonWindows, nonFidoNet) machines.

If the file you select to save the message to exists, you will be given the opportunity to overwrite the file, change the specification or abort the operation. Press 'F4' to activate this option from the keyboard.

File Request

This menu item will create a file request message in the Matrix area, no matter which message area the user is currently in. This permits the user to request a file from another FidoNet system on the fly while browsing through messages and upon finding something of interest without having to change to the Matrix area. The request may be either placed on Hold, as Crash mail, or if neither of these options are selected, as Normal mail. Press 'F5' to activate this option from the keyboard.

Rescan Message Areas

Allows the user to rescan all message areas and update the list of messages that have new mail in them. MsgMstr automatically rescans all message areas every two hours from system startup and when entering a new area, so this option is not normally necessary but is provided for your convenience. Press 'Shift+F2' to activate this option from the keyboard.

Set Water Marks

Allows the mail processor to rescan message areas by resetting the so-called water marks, marks that are identified by most mailers as to whether messages have been scanned or not. This allows for faster processing by the mailer and affords you the opportunity to select messages to be rescanned, and mailed again. MsgMstr affords access to both high and low water marks and displays pertinent information about current settings. Press 'W' to active this option from the keyboard.

Print Message

Sends the current message to the printer. This selection uses the Windows'(Tm) interface so you must have Print Manager available. Press 'P' to activate this option from the keyboard.

Exit

Allows you to exit MsgMstr. You will not be prompted before exiting using this option from the menu, but if you use the 'Alt+F4' key command, you have a second chance before exiting MsgMstr. Press the 'Alt+F4' key to activate this option from the keyboard.

About MsgMstr

Displays sysop/system specific data, MsgMstr's version number, and copyright information.

Also displays a message giving confirmation that timed events, such as updating the Nodelist and message index files, is active. If the message is not displayed, then Windows apparently ran out of timer slots and MsgMstr will not be able to perform these functions automatically.

Edit Menu

The Edit Menu provides ways to transfer data between applications through the Clipboard and to afford users the ability to modify the current message header and/or message body.

Undo

Undoes the last edit

Cut

Cut highlighted text from message and place it in the Clipboard

Copy

Copy the highlighted text into the Clipboard

Paste

Place the Clipboard image at the current cursor position

Clear

Deletes the current selection

Save

Saves the message currently being edited

Cancel

Returns to the Read Mode without saving the message currently being edited

Merge Text File

Merges a text file at the current cursor location

Select All

Selects all text in the message currently being edited

Edit Message Header

Permits editing of the current message header

Edit Message Text

Permits editing the current message body

Undo

Reverses the previous editing command.

Cut

Removes the selected text and places it into the Clipboard.

Copy

Places a copy of the selected text into the Clipboard.

Paste

Places the contents of the Clipboard at the current cursor location.

Clear

Deletes the selected text without placing it into the Clipboard.

Save

Saves the message currently being edited and returns to the previous message in the message read mode. Press 'Control+S' to activate this option from the keyboard.

Cancel

Cancels the edit session without saving the edited message and returns to the previous message in the message read mode. Press 'Control+C' or 'Escape' to activate this option from the keyboard.

Merge Text File

This is a quick way to merge an ASCII text file into a message. The merged file is placed at the current caret location of the message being edited. If text is selected via standard Windows(TM) selection methods, the text is replaced by the imported file. This command is unavailable unless in the edit mode. Press 'Control+M' to activate this option from the keyboard.

NOTE: The message edit window is only capable of holding about 32,000 characters. If an attempt is made to merge a file that would exceed this limitation, an indication of the problem is displayed and the user is returned to the current message being edited.

Select All

Selects all text in the body of the message.

Edit Header

Allows the user to change the current message header information. You may activate this option by doubleclicking on the header information window. This is an extremely powerful feature in that all flags in a message header may be edited, whether it makes sense or not. Be careful in how you manipulate these flags. For information on flag settings, see FSC0036.TXT or the FidoNet Standards series. Press 'H' to activate this option from the keyboard or doubleclick anywhere in the header window to activate this option.

Edit MSG Text

Allows the current message text to be edited and saved. The user is placed in a mode similar to the Enter Message mode, but the message, if saved, will overwrite the current message. No header info is changed. Press 'E' to activate this option from the keyboard or doubleclick the right mouse button in the header window.

View Menu

The View Menu provides various ways to access any message of choice. The user can either sequentially search for messages, directly access a certain message, or jump to system defaults.

Jump to Message

Prompts for a message number and jumps directly to that message

Next Message

Displays the next sequential message in the current area

Previous Message

Displays the previous sequential message in the current area

Thread Forward

Displays the next message in a thread

Thread Back

Displays the previous message in a thread

Next Message to You

Displays the next message addressed to the system Sysop

Previous Message to You

Displays the previous message to the system Sysop

Next Message from You

Displays the next message written by the system Sysop

Previous Message from You

Displays the previous message written by the system Sysop

Default Message

Displays the first message displayed when the current message area was selected

Jump to Message

Prompts the user for a message number, then locates and displays the message or the message nearest the location desired. If the desired message is not found and if the desired message is lower than the current message, the next lowest message is displayed. The reverse is true for a selection high than the current message. Press 'J' to activate this option from the keyboard.

Next Message

Selects the next message number higher than the current message. If the current message is the highest message in the area, then nothing happens. The 'Right Arrow' key may be used to select this option from the keyboard.

Previous Message

Selects the next message number lower than the current message. If the current message is the lowest message in the area, then nothing happens. The 'Left Arrow' key may be used to select this option from the keyboard.

Thread Forward

Selects the next message in the current thread. To determine if there are other messages in a thread, an indicator will be displayed in the header information. The 'F' key may be used to select this option from the keyboard.

Thread Back

Selects the previous message in the current thread. The 'B' key may be used to select this option from the keyboard.

Next Message To You

Selects the next message that is addressed to the Sysop. The 'Shift+Right Arrow' keys may be used to select this option from the keyboard.

Previous Message To You

Selects the previous message from the current one that is addressed to the Sysop. The 'Shift+Left Arrow' keys may be used to select this option from the keyboard.

Next Message From You

Selects the next message that has been sent by the Sysop. The 'Control+Right Arrow' keys may be used to select this option from the keyboard.

Previous Message From You

Selects the previous message from the current one that has been sent by the Sysop. The 'Control+Left Arrow' keys may be used to select this option from the keyboard.

Default Message

Jumps to the message that was current when the session started. E.g., if message #45 was the first message you saw when you entered the C_ECHO area then you read 35 messages, using this option will jump back to message #45. This number is valid throughout the session. Areas without messages or areas that started without messages cannot use this option. The 'G' key may be used to select this option from the keyboard.

Message Menu

The Message Menu contains options which allow individual message and group message manipulations.

New

Creates a new message

Reply

Creates a reply to a message

Quote

Creates a reply to a message and places text from the original into the new

Another

Creates a new message with the To field filled with the text of the To field of the current message

Store

Stores the current message into the system Storage area

Delete

Deletes the current message

Move

Moves the current message into another message area

Forward

Forwards the current message to another address

Quick Tag

Tags the current message for handling at a later time

Copy Machine

Engages the Copy Machine dialog-box

Group Operations

Permits a group of files to be manipulated by many of the above operations

Search

Searches any and all messages for a user-designated string

New Message

Allows the user to enter a new message. The current user's name and address will be filled in automatically if found. Default message attribute settings will be selected. Message attributes may be changed as necessary. Once all required header information is supplied, the user presses the Enter button or selects the Ok button and the Edit Mode is entered.

You may attach files to a netmail message if you wish. A normal file selection display is presented and selecting files may be accomplished by point and shoot methods. More than one file may be selected but a total of 72 characters may not be exceeded in the selection window. Press 'N' to activate this option from the keyboard.

Quote

Allows the user to reply to the current message and inserts the text from the current message into the new message, formatted with current FidoNet standards. The current user's name and address will be filled in automatically along with the addressee's name and address information. Default message attribute settings will be selected. Message attributes may be changed as necessary. Once all required header information is supplied, the user is prompted to enter the message body. Quoted material should be edited to include only pertinent information relevant to the response. ALL OTHER QUOTED MATERIAL SHOULD BE DELETED. The QuickAccess buttons will change to allow saving the message or aborting the session. Other buttons become nonfunctional until the session ends. All editing functions are activated as available until the session ends. Press 'Q' to activate this option from the keyboard.

See 'New' for a description of the 'User Retrieval' button and file attaches.

Reply

Allows the user to reply to the current message. The current user's name and address will be filled in automatically along with the addressee's name and address information, and the subject matter of the message being replied to. Default message attribute settings will be selected. Message attributes may be changed as necessary. Once all required header information is supplied, the user is prompted to enter the message body. The QuickAccess buttons will change to allow saving the message or aborting the session. Other buttons become nonfunctional until the session ends. All editing functions are activated as available until the session ends. Press 'R' to activate this option from the keyboard.

The difference between this option and the 'Another' option is that this option places the current message 'From' data in the 'To' field of the message being created. The 'Another' option places the 'To' data from the current message into the 'To' field of the message being created.

See 'New' for a description of the 'User Retrieval' button and file attaches.

Another

Allows the user to create a new message using the current message's 'To' and 'Subj' field data. The current user's name and address will be filled in automatically along with the addressee's name and address information, and the subject matter of the current message. Default message attribute settings will be selected. Message attributes may be changed as necessary. Once all required header information is supplied, the user is prompted to enter the message body. The QuickAccess buttons will change to allow saving the message or aborting the session. Other buttons become nonfunctional until the session ends. All editing functions are activated as available until the session ends. Press 'R' to activate this option from the keyboard.

The difference between this option and the 'Reply' option is that this option places the current message 'To' data in the 'To' field of the message being created. The 'Reply' option places the 'From' data from the current message into the 'To' field of the message being created.

See 'New' for a description of the 'User Retrieval' button and file attaches.

Store

Saves a duplicate copy of the current message to a special, userselected storage area that should not be scanned by mailer software. This area is to afford the user with a safe place for those messages that are felt to be too important to lose. Press 'S' to activate this option from the keyboard.

Delete

Deletes the current message. A warning message is displayed prior to deletion for that lastchance some of us need at 02:00. Press 'D' to activate this option from the keyboard.

Move

Allows the user to move the current message to another message area. This option is a great way to make an instant copy of the current message. Just select the Move option, indicate moving it to the same area and you have an instant duplicate. Press 'M' to activate this option from the keyboard.

Forward

Provides a method to readdress, make a copy, or post to another message area the current message. Full flag edit capabilities are available as when editing a new message. Press 'Control+F' to activate this option from the keyboard.

Quick Tag MSG

Marks the current message with the QuickTag or 'K' tag. Press 'T' to toggle the tag of the current message. Press 'T' to activate this option from the keyboard.

Copy Machine

A powerful feature provided to allow carbon copies of the current message to be sent to other individuals. The selection brings up a dialogbox that contains two listboxes, two editwindows, and four option buttons. The left listbox contains the contents of the file pointed to by the User List parameter in the Default Settings. This list is provided to make selections of the users you wish to send the current message to. Make selections either by doubleclicking the name you wish, or by highlighting the selection and clicking on the 'Select' button or typing 'S'. If the listbox is selected, you may press the initial character key of the desired recipient's last name to access that name more quickly. An example would be if you were looking for Rob Reed. Pressing 'R' while in the left listbox would take the selection cursor to the beginning of the entries who's last names begin with 'R'. If the User List is not present, the listbox on the left is left blank and disabled. If it is present, about 4500 names can be held in this listbox. This statistic is taken from the author's system capabilities. Your setup may differ the results.

The listbox on the right is initially blank but is filled as you make your selections. You may fill this box with up to 100 addressees and may delete users from the list by either doubleclicking on the item to remove, or by highlighting your selection and clicking the 'Remove' button or typing 'R'.

The editboxes are for manual entry into the Copy Machine listbox and allow only one entry at a time. This may be used at any time, but is normally used only for entries not in the User List or if a User List is not present. Both boxes scroll horizontally so there should be no problem with the length of entry you need. Press 'C' to activate this option from the keyboard.

Group Operations

This powerhouse option invokes many of the options on the Message Menu but on a massmessage basis. The options allow groups of messages to be Moved, Copied, Deleted, Printed, and Stored. These options may be performed on messages that have been tagged, selected, and/or specified within a range. The versatility this option provides should meet any user's needs and should allow for very efficient system operation. Due to this option's power, it may be necessary for users to practice using the features to fully appreciate its functionality.

Group Operation Functionality

When the Group Operations option is selected, the user is presented with a dialog box containing numerous editboxes, checkboxes, pushbuttons, a listbox, and other miscellaneous information. The listbox is filled with information provided by either MSGMSTR.IDX, the index file, or by information directly obtained from messages in the current message area. The dialogbox caption displays the current message area and the type of area either Matrix, Echo, or Local. Current message number information is displayed in the lower section of the display on the right of the dialogbox.

In the lowerleft of the display is a groupbox of tag switches and editboxes to specify message range information. How the tagswitches operate depend on the option selected. To tag messages, select the appropriate tag, select the messages in the listbox you wish to tag, then select the SET pushbutton. All highlighted messages will have the selected tag set to on. To reset a flag, select the flag you wish to turn off, highlight the messages you wish to have MsgMstr operate on, then select RESET. Each selected item will have the selected flag turned off.

To perform one of the groupoperation functions other than tagging, you may select the messages to be operated on, use the tags set by the previous operation described above, set a range of messages, or a combination of the three. An example would be the easiest way to describe these operations.

Search

Searches messages for user selected string text. Options to allow whole word recognition, ignore upper/lower case differences, search all messages in the area or search from the current message, search all messages in all areas, and quicktag are provided.

The quicktag option allows the search to take place without displaying individual messages. The messages that are found to contain the search pattern will be marked as follows:

Match found in message header From field	Tag 'P'
Match found in message header To field	Tag 'O'
Match found in message header Subject field	Tag 'N'
Match found in message body	Tag 'M'

If the quicktag option is selected and an individual tag is also selected, the individual tag is set along with the appropriate tag described above. If the quicktag option is not selected, each message containing the search pattern will be displayed as it is found. If individual tags are selected, each message will be tagged appropriately. When a message is found and displayed, three options will be displayed Search, Cancel, and Done. The following gives a rundown for each selection:

Option	Disposition
Search	Continues the search until the next match is found.
Returned to	message that was current prior to search or until the end of the messages have been reached.
Done	Search is discontinued immediately Message displayed at the time this option is selected remains current.
Cancel	Search is discontinued immediately. Returned to message that was current prior to search.

The wholeword option searches only for those patterns with spaces on either side. Example, if the search pattern were 'Testing' then MsgMstr would search for ' Testing '.

If the "Search from beginning" option is not selected then the search will start at the current message and continue until the last message in the area

is reached. (No wraparound is performed as in many search routines I have seen in Windows(TM) applications. I find this an annoyance rather than helpful, so MsgMstr does not provide the 'feature'). You may perform the search on all message areas if the Search all areas option is checked, and you may perform either casesensitive or caseinsensitive searches by selecting the ignore case option.

Press 'F2' to activate this option from the keyboard.

Change Area Option

Pops up a list of message areas to choose from. These areas are all areas listed in the AREAS.BBS file obtained during start up and all areas found in 'Application' parameters in the Binkley.Cfg file. Another called 'MATRIX' is listed, which is the system's netfile area. MATRIX is the area that MsgMstr always starts up in and is listed first. Also, an area called 'STORAGE' is listed. This area holds messages you 'Store' with the 'store' option.

Any item preceded by an asterisk '*' is an area with new, unread messages. 'New' messages are determined by the last message pointer maintained in each message area. Press 'A' to activate this option from the keyboard.

List Messages Option

Pops up a list of header information concerning messages currently on the system (see the discussion below under Build Index). Controls to move about throughout the messages in the area are placed at the bottom of the screen and allow the user to jump to the end, beginning, or in the middle, select a message, or abort selection along with standard listbox controls. Highlight the desired item and select the OK button, hit the return key, or doubleclick on the item to display that message. Press 'L' to activate this option from the keyboard.

Services Menu

The Services Menu presents numerous miscellaneous options to configure MsgMstr. Path information, message attributes, mail scanning, button configuration, and many more options are contained here.

Default Attributes

Displays and sets message flags and attributes

Paths and Files

Displays and sets file locations needed by MsgMstr

Quoteline Cfg

Sets and selects the format of the Quoteline

Button Configuration

Permits user configuration of the Quick-Access buttons

Video Toggle

Toggles the video text between ANSI and ASCII format

Adjust Text Colors

Permits the user to set the desired colors for the header text

Mail Scanner

Executes the user-defined mail scanner routine

Build Index

Rebuilds MSGMSTR.IDX, the message index

Edit Origin Line

Permits editing of an area-specific Origin Line

Renum Messages

Renums messages in the system Storage area

Nodelist Statistics

Displays interesting information contained in the current nodelist

Default Attributes

Pops up a screen affording a myriad of options available to the user pertaining to default message attributes and flags. Current defaults are checked. Clicking on any item toggles its state, with an 'x' indicating the value will be attributed to the message or system, as appropriate. Any selection is possible except where options would be mutually exclusive, such as crash/hold mail. The user may abort settings or write them to MSGMSTR.INI by selection of the appropriate OK/CANCEL button. The changes will be written to MSGMSTR.INI and the options will take effect upon selecting 'OK'. Press 'Shift+F1' to activate this option from the keyboard.

Paths and Files

Provides the user with a display of the various system default file paths and pathnames. Mostly, the information is provided as a courtesy to the sysop, but all information is configurable just in case your system requirements are unique.

NOTE: The Files group box require a complete pathname. This allows the user to change the name of particular files that are known to run under different mailing utilities, but require or desire a different name. An example is the .OUT file which I call ConfMail.Out, but one of my beta testers runs as Areas.Out. Press 'Control+F1' to activate this option from the keyboard.

QuoteLine Cfg

This option brings up a dialogbox to allow configuration of a Quote Information Line (QIL). The QIL is a special, formatted line that is used along with the Quote Info checkbox, located in the Service/Default Attributes menu, for each of the message types. If the checkbox is selected, the text in the Quote Information Line will be placed prior to quoted text when saving a quoted message. An ending separator line is also attached at the end of the quoted material.

Initially, the listbox that contains preconfigured QIL's is empty, but as many as necessary may be added by editing a new line in the Configuration Edit Window located at the bottom of the dialogbox. Once the desired line is typed in, select the Add pushbutton and the new line will be placed in the listbox for further use. If the Configuration Edit Window is empty, the string in the Default Configuration Window is placed in the listbox. This allows you to mixandmatch at will.

To select a QIL, you must first press the appropriate Netmail, Localmail, or Echomail button. This will display the current default string in the Default Configuration Window located at the top of the dialogbox. To make a change, simply doubleclick, or highlight the desired item and press RETURN, and the new default shall be placed into the window.

To save the data permanently, you MUST SELECT THE SAVE OPTION. This will save the data for further use during the current session and save it to MSGMSTR.INI for storage. The Save option saves all changes to the current screen. What you see is what is saved so don't expect to edit all three QILs and press the Save button once. You must press it while the changes are onscreen.

As mentioned above, the QIL has a special format. This format allows you great flexibility in what is displayed by placing predefined system attributes or message data into the quote line. These predefined objects are reserved words using a unique format that allows MsgMstr to compile various forms of QILs into useful information.

Button Configuration

MsgMstr's Quick-Access button bar is a nice way to access commands quickly. Unfortunately, not all users have the same needs when editing or reading messages. MsgMstr provides the button configuration feature to circumvent this problem and allow the user to choose the features he/she feels are the best. Settings of both the read and edit mode buttons is possible through the use of a set of mock-up Quick-Access button bars. The procedure is quite simple and depends on the type of button being configured - system-defined or user-defined.

Be aware that certain options do not make sense to place on a particular button bar. For instance, it would be useless to place the Merge option on the Read Mode button bar as Merge can only be used while in the Edit Mode. It would also be inappropriate to place the Save option on the Read Mode bar as there is nothing to save.

NOTE: Options displayed in the list-box with an ampersand (&) will be displayed on the button bar without the character. Instead, an underline character will appear in its place and underline the character following the ampersand.

Video Toggle

Normally Windows(Tm) displays characters in what is called the ANSI character mode. Other textbased message editors use a similar, but slightly different mode called OEM mode. The differences are significant normally only when characters above 7F hexadecimal are used. At other times, when proportional characters are being displayed for instance, certain displays may also be affected. If you believe something is amiss on the display, try switching to the OEM mode to see if that may be the problem. To switch, you may use the Default Attributes dialog box, which will be recorded to the default data file, or you may use the 'V' toggle key or OEM/ANSI QuickAccess button, which only affects the current session.

Adjust Text Colors

MsgMstr displays message header information with a default color of green when a message has already been read. If a message has not been read, that information is displayed in magenta. Some people may not like these defaults so MsgMstr allows the user to change the defaults.

To use the adjust option, select which type of message you wish to adjust the color on either new, unread messages or old messages that have been read previously move the thumb buttons on the scroll bars until the desired color is presented on the test text, then select the OK button. The defaults will be saved until changed again.

Both text colors may be adjusted in one session just by pressing the appropriate radio button.

Press 'Control+F3' to activate this option from the keyboard.

Mail Scanner

Starts up you favorite mail processor, such as QMail, to allow instant mail handling. The command line option presented defaults (of course) to the command the author uses. Notice that a '.Pif' file is used. This allows for maximum flexibility when calling your procedure (such as a batch file) and allows the routine to run in the background if you choose to do so. You may call the mailer or batch file directly, but then the routine runs full screen and hinders your Windows session. In any case, ensure the command line you enter can be performed from your directory location, otherwise the system will return to MsgMstr without performing the desired operation.

The Paths and Files dialog box contains an edit window that allows you to reset the default setting. You must set a full pathname, including filespec and extension, along with any parameters you may wish to pass, unless of course the file location is in the DOS PATH environment variable. If using a .PIF to run this option, parameters are passed to the program in the .Pif file. Press 'F9' to activate this option from the keyboard.

NOTE: This option has the capability of doing more than launching your mailer. Use it as you deem fit.

Build Index

MsgMstr's ability to list message header information depends on a file called MSGMSTR.IDX, an index file created by this menu option. It was decided an index file containing pertinent header information was needed to increase performance of the message selection process. Anyone that has ever accessed a message area containing more than about 300 messages knows the process can be excruciatingly slow, especially if Windows(TM) is involved. If the file does not exist upon startup (normally only during installation), the file will be created if the nodelist is found. During this time, a special icon will be displayed until the file has been created, at which time MsgMstr will complete its startup code and continue.

Be aware that this option may take quite some time to build the index, depending upon the number of messages on your system. For this reason, MsgMstr will allow continued usage of most options to allow the user to continue using the program while the index is being built. The 'List Messages' and 'Build Index' options will be disabled while the index is being built, but most other operations will be available. Press Control+F9 to activate this option from the keyboard.

Edit Origin Line

If a file named ORIGIN exists in a message area and the Origin Line default switch is set, the text of the Origin Line will be set to the contents of the file ORIGIN. For this reason, there seemed a need for an Origin Line editor. This option fulfills that service.

Selecting this option allows the user to edit an existing Origin Line, add a new line, or erase the current file ORIGIN so that the system default Origin Line may be used again. It is a simple edit box and holds up to 63 characters, the usual maximum for an Origin Line. To use the editor, simply fill in the desired text, select the OK button and the file ORIGIN will be created or rewritten, depending on the current state of the file. To ignore all changes, use the Cancel button. To erase the file so that the system default Origin Line is used, select the Erase button. Press 'Alt+F9' to activate this option from the keyboard.

Renum Msgs

Because the Storage message area is not designed to be processed by a mailer, renumbering is not accomplished externally. MsgMstr permits the user to clean up after message maintenance when this option is selected. The messages in the Storage area will be renumbered consecutively and rescanned. This option is only displayed while in the Storage message area. Press 'R' to activate this option from the keyboard.

Nodelist Statistics

The St. Louis Format Nodelist is the basic foundation of communication for the FidoNet Network and contains a wealth of information. The Nodelist Statistics option scans this file and retrieves some very interesting statistics concerning modems, FidoNet's structure, and node configurations.

Because the nodelist is so large and takes such a long time to scan, MsgMstr scans it during startup in the background. The option is therefore disabled until the scan is complete and all information retrieved. Press 'F7' to activate this option from the keyboard.

Limitations

There is a known limitation on the number of messages MsgMstr can work with. There may be no more than 3000 messages per message area. This limitation is due to the fact that during initialization, temporary memory space for tagging information is created in the local memory heap. This heap is much more limited than the global memory heap but is much easier to work with, hence the choice. If you find this limitation to be too restrictive, please contact the author and let him know.

If there are any other limitations beyond certain hardware limits, then I am unaware of them. Please contact me if you find any. I am most interested in all information concerning your usage of MsgMstr.

Keyboard

Reader Main Display Keystrokes

<u>Right Arrow</u>	Displays the next message
<u>Left Arrow</u>	Displays the previous message
<u>Shift+Right Arrow</u>	Next message to sysop
<u>Shift+Left Arrow</u>	Previous message to sysop
<u>Control+Right Arrow</u>	Next message from sysop
<u>Control+Left Arrow</u>	Previous message from sysop
<u>Home</u>	Jumps to first message in an area
<u>End</u>	Jumps to last message in an area
<u>Shift+F1</u>	Default attributes
<u>Control+F1</u>	Paths and files
<u>F2</u>	Search option
<u>Control+F3</u>	Adjust header text color
<u>F4</u>	Save current message to a text file
<u>Shift+F4</u>	Save current message body to a text file
<u>Alt+F4</u>	Exits MsgMstr (prompted)
<u>F7</u>	Display NodeList statistics
<u>F9</u>	Mail scanner
<u>Shift+F9</u>	Edit origin line
<u>Control+F9</u>	Build message index
<u>A or a</u>	Create another message using the current msg To/Subj matter
<u>B or b</u>	Displays the previous thread message
<u>C or c</u>	Copies the current message
<u>D or d</u>	Deletes the current message
<u>E or e</u>	Edit the current message
<u>F or f</u>	Displays the next message in a thread
<u>G or g</u>	Goto the session default message
<u>H or h</u>	Edit the header of the current message
<u>J or j</u>	Jump to any message number
<u>L or l</u>	List header information for the messages
<u>M or m</u>	Move the current message
<u>N or n</u>	Enter a new message
<u>O or o</u>	Execute the group operation dialog box
<u>P or p</u>	Print the current message
<u>Q or q</u>	Enter a quoted reply to the current msg
<u>R or r</u>	Enter a reply to the current msg
<u>S or s</u>	Stores the current message
<u>T or t</u>	Toggle the general purpose (K) tag on the current message
<u>V or v</u>	Toggles OEM/System Font video modes
<u>W or w</u>	Set water marks
<u>Z or z</u>	Zips you back to the last message viewed

Special Key/Mouse Combinations

- Doubleclick Right Mouse Button..... Edit the current message text
- Doubleclick Left Mouse Button..... Edit the current message header

All Doubleclick operations listed must be performed while the cursor is in the Header Window and while in the read mode.

QuickAccess Keys

- OEM/ANSI..... Toggles OEM/System Font video modes
- Delete..... Deletes the current message
- Store..... Stores the current message
- TBack..... Displays the previous thread message
- TFwd..... Displays the next thread message
- New..... Enter a new message
- Reply..... Enter a reply to the current msg
- Quote..... Enter a quoted reply to the current msg
- Previous..... Displays the previous message
- Next..... Displays the next message

Edit Mode Control / QuickAccess Keys

- Control+C..... Cancels the edit mode
- Control+M..... Merges a file into the message being edited
- Control+S..... Saves the message being edited
- Escape..... Cancels the edit mode (same as Ctrl+C)

NOTE: The Altkeys function normally to operate the main menu in both modes. Normal editing function selections in the Edit Menu operate only during Edit Mode.

Jump to Beginning of Area

Pressing the 'Home' key immediately displays the first message in the current message area.

Jump to End of Area

Pressing the 'End' key immediately displays the last message in the current message area.

Configuration Variables

MsgMstr's configuration variables are a list of special identifiers that are placed into MSGMSTR.INI during the initial configuration and maintained dynamically as MsgMstr performs its duties. The identifiers and their parameters determine the state of MsgMstr at any given time and permit MsgMstr to remember what the state was the last time it was exited. The parameters fall into different groups, namely:

Message Display Flags

Message Attribute Flags

File Paths and Pathnames

System Configuration

Quote Information Line

A new, more flexible format has been established since v1.21. The new format allows virtually any format for the Quote Information Line and provides a greater selection of textreplacement variables to work with. You should be able to configure your Quote line just about any way you want it now. The following variables are allowed anywhere in the Quote Information string

The following group is dependent on the current system clock

DAY	Displays the current system day
MONTH	Displays the current system month (full month name)
MTH only)	Displays the current system month (first three characters only)
YEAR	Displays the current system year (full year display)
YR	Displays the current system year (last two digits only)

The following group uses the datewritten stamp on the message being replied to if it is set, otherwise it uses the ASCII field of the header.

MSGDAY	Displays the current message day
MSGMONTH name)	Displays the current message month (full month name)
MSGMTH only)	Displays the current message month (first three characters only)
MSGYEAR	Displays the current message year (full year display)
MSGYR	Displays the current message year (last two digits only)

The following group is dependent on the current system clock

HOURL	Displays the current system hour
MINUTE	Displays the current system minutes
SECOND	Displays the current system seconds

The following group uses the datewritten stamp on the message being replied to if it is set, otherwise it uses the ASCII field of the header.

MSGHOUR	Displays the current message hour
MSGMINUTE	Displays the current message minutes
MSGSECOND	Displays the current message seconds

The following group is dependent on the current system settings or message being replied to, as appropriate.

DAYOFWEEK	Displays the day of the week (Sunday Saturday)
DAYOFYEAR	Displays the day of the year (1366)
SYSOP	Displays the current sysop's name
DESTSYSOP message	Displays the destination sysop's name of the current message
SYSTEM	Displays the current system's name

Each variable must be enclosed in a unique set of brackets `'(*' and '*)'` without the singlequote characters. See the [example](#) for further help.

Planned Features

- 1) Maximus' Squish format support

Special Notes

- 1) MsgMstr v3.0 will not operate under Windows v3.0!
- 2) The address information lines in the message header window may not display address information at times. This is caused by the increasingly larger size of NodeList.Dat. Compiling the complete nodelist will prevent the index from fitting into memory. A work around is to compile only needed regions/zones.
- 3) Not setting a BINKLEY environment variable may cause the system to install incorrectly. Once the installation is complete, everything will run OK but the initial installation may cause you problems. Ensure to SET BINKLEY=<path> before installation, where path points to the directory where BINKLEY.CFG is stored.

Error Messages

The following information is to aid the author in debugging MsgMstr if the need arises. The error codes shown are displayed as system runtime errors and indicate a particular problem encountered. A number in parentheses is shown with an error message, and is a location code for use by the author. Should you encounter one of these errors, the error message and code should be sent to the author to help track down the problem.

MSGE1001 Memory Object Lost

A handle to a memory location is invalid. Usually indicates an initialization problem.

MSGE1002 Memory Allocation Error

Couldn't allocate the required memory. Usually indicates all memory has been used or not enough memory in the user's system to satisfy requirements.

Message Header Flags

The following explains the meaning of each flag that can be associated with a message. Most only apply to Matrix (or NetMail) messages but all are listed for information purposes. Names are given as used by the author and as displayed in the header information section of the screen.

Private - The message may be read by the sender, receiver and sysop of any system.

Crash - The message will be sent by the originating system during a continuous mail event.
This usually allows mail to be sent at times other than during normal mail hours.

Hold - The message will stay on the sender's system until the appropriate caller picks it up. The system will not transmit this message even if the destination system is called while the message is awaiting pickup.

Local - Informs the sending system that this message was created locally on the sender's system. This normally informs the mail processor how to handle the piece of mail.

Freq - This message is a file request and the subject field contains the file specification desired for transfer.

Update - This is similar to Freq although a determination will be made if the requested file is newer than the file in the requesting system's file directory. If so, the transfer takes place, otherwise it is cancelled.

File - This message has a file attached to it and initiates a file transfer session.

RecReq - This is a request that confirmation be sent to ensure a message was received correctly.

RetReq - This is a confirmation message and is sent in reply to a RecReq.

Sent - Informs the sysop that the message has been processed by the

mail processor.

Read - Indicates the intended recipient has read the message.

Kill - Indicates the message will be deleted after the message has been processed by the mail processor.

Audit - Requests an audit trail be sent to determine a message's route.

Forward - Indicates the message is inroute and should be sent forward to it's destination.

XX2 - Is a reserved field and is not used.

Internet

Internet refers to a large collection of national and international networks that are based on the Transmission Control Protocol/Internet Protocol (TCP/IP) protocol suite and which share a common addressing scheme based on the Domain Name System (DNS). Links on Internet are currently linked over long distances with 56kbps lines or T-1 (1.54 Mbps) lines, with links on the local levels approaching up to 800Mbps in signalling speed. Network services offered on the Internet include e-mail exchange, file transfer, remote login and bulletin board news exchange (e.g., Usenet).

Internet is not a part of FidoNet but because the link is such a desirable one for many users, the author feels compelled to include addressing information that allows MsgMstr users to communicate with this well-established network. Much of the information included in this help document also applies to the uucp gateway.

What's new in MsgMstr v3.00

- MMSCAN.EXE is no longer required by MsgMstr. The necessary file is created and maintained automatically at all times.
- The files MSGMSTR.INI and MSGMSTR.IDX are now maintained in the same directory where MSGMSTR.EXE resides. Ensure you move these files from their current locations from older versions of MsgMstr.
- Reworked the program's initialization routines. MM should startup cleaner and quicker now. MM now uses the Binkley.Cfg file only for initial configuration and to access any 'Application' statements designed for MsgMstr's use.
- Created a dialog box to configure the Quote Information Line and added unlimited functionality to the option. Moved the QIL configuration option to it's own menu option item line because of added functionality. Also added new configuration variables.
- Placed Nodelist routines in a .DLL so that programmers can take advantage of easy-access routines and reduce internal memory code. The version 6 NodeList is supported. (The DLL may be expanded in the future).
- Added user-buttons and button configuration.
- Windows v3.1 Common-dialog boxes are now supported. This means COMMDLG.DLL must be present with Windows for MsgMstr to operate properly. (See special notes)
- Address and/or System Name display information in the Netmail area is now optional. Two checkboxes have been added under the Services - Default Attributes option that allow you to toggle the information displayed in the To/From fields of the Netmail header.
- Tagging has been sped up by a factor of 10, which also increases all aspects of message display and area initialization. MM is now a bit spunkier.
- A routine has been added to access statistics from the St. Louis Format Nodelist.
- A complete data structure change of MsgMstr.Idx has been introduced. This change allows quicker and more positive access to the data it contains. The time to build the index file has been shortened slightly, but you most likely will notice no improvement unless you carry ALOT of mail. The old MMSCAN will not work with this version of MsgMstr.

- The Change Area option on the Main Menu is now grayed while MsgMstr.Idx is being created or rebuilt.

- MsgMstr now supports online documentation (as you can see). The separate documentation file has been removed.

- Removed the Scan To/From Sysop option from the Message Menu. This option is no longer needed due to constant message monitoring and indexing techniques.

- Added gobs of error checking code

The St. Louis Format Nodelist

FidoNet operates by interconnection through the public telephone system. Each node in the net must have accessibility to any other node in the network, therefore each node needs the telephone number of every other node in the system. The St. Louis Format Nodelist, or NodeList as it is more commonly known, is the means to that end.

The nodelist contains useful and pertinent information concerning each node in the network. The file includes zone, net and node addressing, system names, sysop names, telephone numbers, passwords (when applicable), location information, and system operation flags. It is an ASCII text file with a specific format which must be compiled for use (normally). It is owned by FidoNet and is not for general release to the public.

Currently there are three versions of the NodeList in use; versions 5, 6, and 7. MsgMstr supports only version 6 as it is the most widely used. The version 7 format is being considered but the author has found it to be a hindrance to operation of FidoNet rather than a boon, hence implementation is going slowly.

Contacting the Author

The author may be contacted at 1:350/59.0@Fidonet via Netmail, on CompuServe as 70363,362, or by U.S. Mail at:

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Read Mode

Normally the user is in a mode that does not afford access to the current message other than displaying the information contained in the message. This is the read mode and prevents the user from inadvertently changing or otherwise corrupting a message. During the time the user remains in this mode, the cursor, caret, and keyboard have no effect on the current message. To leave this mode and access the edit mode, the user may double-click on the header window, select the appropriate menu item, or press one of the message entry keyboard commands.

Edit Mode

The user is placed in a mode to enter the message body. The QuickAccess buttons (which are reconfigurable) will change to allow saving the message or aborting the session. Other buttons are user defined. All editing functions are activated as available until the session ends while others are disabled.

The button marked "Sysop Name Lookup" opens a listbox of names from the file pointed to by the User List Path, mentioned above. Note that this button is not displayed unless the 'User List' pathname is pointing to a file that exists.

Select the name by normal listbox manipulation or press the key of the initial of the last name you are searching for to quickly access the area you are looking for. Example: If I wished to search for William Schlichtman, I could press 'S' or 's' and MsgMstr would place the selection bar on the first person with a last name that begins with 'S'. I could then use the scrollbar to locate and select the desired item. This method works from anywhere in the listbox. Once a name is selected, it will fill in the *To* field and attach the correct address to the address field.

The listbox will be filled with as many names as are present in the User List file or until memory is expended, whichever comes first. Currently, there seems to be room for about 4500 names as run under the author's system. Your system's capabilities may vary this statistic.

Quick-Access Buttons

Quick-Access buttons separate the header window from the message body and provide easy and efficient access to commonly used commands. These buttons are definable and divided into two categories: system-defined and user-defined.

User-defined Buttons

User-defined buttons (displayed only in edit-mode) allow the user to create text strings to be quickly and easily inserted or appended to the message being edited. The text may be multi-lined and defined in the Services/Button Config menu option.

When defining a user button, pressing one of the buttons labeled "User#" - # being an integer 1-7 - will bring up a dialog allowing redefinition and naming of the button. A text dialog permits a text string to be entered which can be selected to insert at the current cursor position or appended to the end of a message when the option is selected. Use the Carriage Return or Ctrl+Carriage Return to make a multi-line message.

If you wish to make the button into a system-defined button, select the Cancel button and proceed as you would with any other system definition.

System-defined Buttons

The Quick-Access buttons may be redefined with any currently supported menu command by the user. This affords great flexibility in personalization of MsgMstr and can greatly enhance a users productivity by allowing the most often used commands to be available at the click of a button.

Select the button you wish to change, then select the option from the list-box you wish to include on the button bar. Once all button changes have been made, set the buttons and return to the read mode. The Quick-Access button bar will reflect the changes and provide new functionality.

Complete File List for MsgMstr Version 3.00

MsgMstr.Exe	The program
MsgMstr.Hlp	Online documentation
MM.Dll	Routines to manipulate v6 nodelist
MMNew.Wri	New features with this release
BetaNote only)	Notes to BetaTesters of MsgMstr (included in Betaversions
Beta_App only)	Application to join MsgMstr Beta-Test Team (Beta-versions

The following files must also be present and are available from the author separately for Windows v3.0 users (note these files are included with Windows v3.1):

CommDlg.Dll	Windows v3.1 Common Dialog Interface Module
WinHelp.Exe	Windows v3.1 Help Engine
WinHelp.Hlp	Windows v3.1 Help Engine help file

ASCII Text

ASCII text is a standard 7-bit character set defining codes 0 through 31 (1FH) and 127 (7FH) as control characters, and codes 32 (20H) through 126 (7EH) as displayable characters. These codes make up a subset of IBM standard codes (0 through 255 (FFH)) known as the 'extended character set', the character set found on nearly all PCs today. This extended set is also referred to as the OEM character set.

OEM Character Set

The character set that is native to the machine currently running. This set of characters is normally used in Windows(TM) to display the 'extended character set' in a DOS window where OEM characters depict a different object than the ANSI character set.

ANSI Character Set

The extended character set Windows(Tm) and its applications use for most purposes. Nearly all fonts shipped with Windows(Tm) exhibit this character set, the only exceptions being those specifically designated as OEM fonts. The codes 32 (20H) through 126 (7EH) display the standard ASCII characters while the others are implementation defined.

Quote Information Line Example

Example: On (*DAY*) (*MTH*) (*YR*) you wrote to (*DESTSYSOP*):

would display as (according to the authors current setup)

On 9 Jun 91 you wrote to Jim Barth:

This option allows for a lot flexibility in what can be placed on the line without too much complexity. A default string will be placed in the Quote Information Line edit box as an example and is the standard by which most message editors go.

Message Header Tags

When messages are tagged, they may contain a number of settings. A few of these (not user defined) are special purpose and reserved as special meaning flags. When a message is displayed or when the List Msgs option is used, the following flags may appear.

- K Message tagged with QuickTag
- L Message date matches search date
- M Search pattern found in message body
- N Search pattern found in Subject
- O Message TO Sysop
- P Message FROM Sysop

Message Display Flags

NetAreaDefaults - Contains an integer that represents the current default of the Matrix Message Area.

EchoAreaDefaults - Contains an integer that represents the current default of the EchoMail Message Areas.

LocalAreaDefaults - Contains an integer that represents the current default of the Local BBS Message Areas.

The integers assigned to each are bit-mapped and take on the following meanings:

- 0x8000 Add a Tear line to the message
- 0x4000 Add an Origin line to a message
- 0x0800 Add a Quote information line to a message
- 0x0400 Add the Sysop's initials when quoting
- 0x2000 Display EID lines
- 0x1000 Display PATH lines
- 0x0200 Display SEENBY lines
- 0x0100 Display other control lines

Message Attribute Flags

NetMsgDefaults - Contains an integer that defines the current flags used to mark messages in the Matrix Message Area.

EchoMsgDefaults - Contains an integer that represents the current default message flags for the EchoMail Message Areas.

LocalMsgDefaults - Contains an integer that represents the current default message flags for the Local BBS Message Areas.

Each variable in this category is of the following structure:

0x0001	Private	0x0100 - Local
0x0002	Crash	0x0200 - Hold
0x0004	Read	0x0400 - XX2 (reserved)
0x0008	Sent	0x0800 - File Request
0x0010	File Attach	0x1000 - Receipt Request
0x0020	Forward	0x2000 - Reply to Receipt Request
0x0040	Orphan	0x4000 - Audit Trail Request
0x0080	Kill When Sent	0x8000 - Update Request

File Paths and Pathnames

NetMailPath - Path to the Netmail (MATRIX) directory, the directory that holds all netmail.

NodeListPath - Path to the Nodelist directory which must contain a version 6 nodelist.

AreasBBSPath - Path to Areas.Bbs, the echomail configuration file.

BinkleyPath - Path to Binkley.Cfg, the BinkleyTerm configuration file.

NetFilesPath - Path to the Network Files directory, where incoming files are stored until processed by the system mail processor.

FileStoragePath - Path to the Storage Area directory, where messages that are 'STORED' are placed. This area is normally not (and not recommended to be) processed by mailers.

EchoOutPath - Pathname to the Echomail Outbound file. The full path and filespec is contained here.

ScannerPath - Contains a full pathname to a file the SYSOP chooses to run a mail scanner. Parameters to be passed to the scanner may follow the pathname.

UserListPath - Full pathname to an ASCII text file in the format of FIDouser.LST which is created by most NodeList managers.

System Configuration Parameters

SystemOperator - Sysop's name

SystemName - Name of the System

SystemAddress - Full address of the system including zone, net, node and point number.

QuoteLine - Contains the Quote Information Line (QIL) format string.

BossAddress - Full address of the boss node including zone, net, node and point number. This is only present when the system is identified as a point.

SystemDefaults - Contains an integer that represents the current system defaults for the application.

DefaultArea - Contains an integer that represents the message area that the last session ended in. MsgMstr will start up in this area if the appropriate flag is set in SystemDefaults above.

MsgMstrX - Contains the main window's upper left xaxis coordinate.

MsgMstrY - Contains the main window's upper left yaxis coordinate.

MsgMstrH - Contains the main window's width.

MsgMstrW - Contains the main window's height.

ColorRead - Default color for header information on messages that have been read.

ColorUnread - Default color for header information on message that have not been read.

FidoNet

FidoNet is an amateur electronic mail system started by a few friends back in 1984. Its main purpose is to share information through the use of computer systems and is commonly known as a Computer-Based Conversation System (CBCS). Currently (Jan 1992) there are over 12,000 systems on six continents linked through common telephone lines by modem and transferring millions of messages daily.

Group Operation Example

Suppose you wish to copy a group of messages from your C_ECHO area to your C_PLUSPLUS area. Let's further suppose no tags are set at this time. Now suppose you wish to copy messages 35 thru 47. To perform this operation, you can either highlight the appropriate messages, specify a range in the RANGE groupbox, or tag the messages with a desired tag, then select the COPY button. You could also highlight messages 3540, tag messages 4143 with tag 'C', then specify 4447 in the range boxes. Once you select the COPY option, all of the messages would be copied to C_PLUSPLUS.

One thing about tagging should be mentioned. Just because a message is tagged does not mean an operation will be performed on that message. The tag must be accompanied by the correlating tagswitch to be acted upon. If you have a message tagged with the 'B' tag and only the 'G' and 'H' tag switches are selected, nothing will happen to that message until the 'B' tag switch is selected. Tags are used mainly for complex operations during search operations and afford maximum flexibility. Press 'Q' to activate this option from the keyboard.

Origin Lines

An Origin Line may be added to your messages. MsgMstr defaults to an Origin Line that displays your system name and address. A special file named ORIGIN may be placed in any or all message directories to override this default. This file may contain any ASCII text on a single line. If this file is found in the current message area when the message is saved, and if the Origin Info checkbox is selected, then the line contained in the file will be used as the Origin Line vice the default.

Full FidoNet Address

The FidoNet address is formatted as such:

zone:net/node.point

Zone

A zone is a collection of two or more regions. Geography of a zone is defined by the International Coordinator and may contain one or more countries and/or continents. A zone is administered by a Zone Coordinator.

Net

A net (or network) is a collection of individual FidoNet nodes. Geography of a net is usually defined by an area of local telephone calling. A network is administered by a Network Coordinator (NC).

Node

A node is any individual computer linked into the FidoNet network and also listed in the Nodelist. To be a node in FidoNet, the only requirement is that you be able to send/receive netmail during Zone Mail Hour (ZMH), which is defined by the individual zone. Node addresses are assigned by the Network Coordinator (NC).

Point

A point is a special-case computer-link into FidoNet. This system is similar to a node with the exception that they are not assigned a node number and are not listed in the nodelist. A point system uses a regular node's address to identify itself so must have a host system to operate under. Through message kludges, messages from point systems appear to have come from a node listed in the Nodelist.

Region

A region is a collection of networks and geographically isolated nodes. Geography of a region is defined by the appropriate Zone Coordinator and should be designed to facilitate the formation of local-calling-area networks and to minimize the costs of inter-network mail transfers. A region is administered by a Regional Coordinator.

Domain Name System (DNS)

The DNS is a distributed, hierarchical structure of names used by most Internet applications including e-mail, telnet and file transfer protocol (ftp). This naming structure reflects administrative levels of organization and/or geography on the Internet. The format is:

localpart@domain

where *localpart* is the 'mailbox' where a user reads his/her mail and *domain* outlines where the 'mailbox' is located. For instance, the author's Internet address at Oregon State University is schliwi@prism.cs.orst.edu.

Internet/UUCP Message Traffic

This is an example of sending mail to the Internet/UUCP from a FidoNet node. Note that only Matrix or Netmail messages can route through these gateways - no echomail.

Known information:

My Fidonet address:	1:350/59.0
Gateway address:	1:1/30.0
Destination:	schliwi@prism.cs.orst.edu

Procedure:

- 1) Ensure the default From information is correct in the message header
- 2) Address the message to UUCP, 1:1/30
- 3) <first line of message body>To: schliwi@prism.cs.orst.edu
<second line>blank or one space
<third line>start your message

Note that for uucp addresses, use the proper uucp addressing scheme along with the procedure above.

