

HBBS

COLLABORATORS

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WRITTEN BY		February 12, 2023
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	HBBS	1
1.1	HBBS	1
1.2	What is a BBS ?	2
1.3	WebSite	2
1.4	Uk BBS	2
1.5	Document Conventions	3
1.6	About The Author - Dominic Clifton	3
1.7	Registering HBBS	4
1.8	Greets	5
1.9	Source Code	5
1.10	Updates	6
1.11	Suggestions	6
1.12	Introduction	6
1.13	HydraBBS vs /X	7
1.14	QuickStart Guide	8

Chapter 1

HBBS

1.1 HBBS

Quick Access Buttons >> EDIT Config

Please see

Document Conventions

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| | | | _ \ | _ \ _ \
| _ | | | ) | | ) |
http://www.users.dircon.co.uk/~dominicc
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Have You
Registered
Yet ?

Web Site!
Offical HBBS Web Site!

UK - BBS
Offical HBBS UK BBS!

What's a BBS then?

Introduction
Introduction To HBBS

HBBS vs AmiExpress
Why Use HBBS ?

Starting HBBS
Starting HBBS for the first time (QuickStart)

Configuration How to configure/install HBBS

Using the GUI How to use HBBS's GUI.

Source Code!
Want The Sourcecode ? Then read this!

Updates
Read Me For Info about getting updates!

Suggestions
* READ THIS OR ELSE! *

Greets!
Greetings!

Do you want these docs in HTML format rather than AmigaGuide format ?
If so then please mail me at dominicc@dircon.co.uk

1.2 What is a BBS ?

What Is A BBS ?
=====

A BBS (Bulletin Board System) is where you have a computer which acts as a file and message server. Generally it sit's on the end of a phone line and other users call it and leave messages to one another and transfer files to and from the BBS. You can also have a BBS on the internet where people from all around the world communicate to your BBS via telnet. (HBBS Supports both, the latter only with a package called telser (not included)).

1.3 WebSite

Web Site
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HBBS now has it's offical Internet Web Site at the following address:

<http://www.users.dircon.co.uk/~dominicc>

From there you can get the latest updates and information about HBBS, you'll also be able to see what I'm currently working on, when the next alpha release is due etc..

You can also mail me at dominicc@dircon.co.uk if you have *any* questions.

1.4 Uk BBS

UK BBS
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HBBS now has a BBS distribution site, this is where you can get the latest versions of HBBS from, it is normally more up to-date than AmiNET is and will contain more files from other HBBS users than anywhere else!

The BBS number is +44(0)1202 434121, From the UK just dial 01202 434121.

It's open 25Hrs a day, 357 Days a year! :-)

1.5 Document Conventions

Document Conventions
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If you see any two stars with a letter in the middle then it means that part of the program/and or docs will be changed/modified/implemented. Here's a list of the meanings for the letters in between the *'s..

- *C* Will be changed
- *I* Needs to be implemented in the software
- *R* Might be removed
- *K* Needs checking

There are other ones that I use in the source code too.. they are normally located at the end of a line, in the docs they are also after the 81st letter from the left (so they appear offscreen and you might have to use the scroll bars to scroll the screen to the right a bit)

Please also note: these docs are no where near finished, loads of work still has to be done to them, and I mean loads.. At the moment they hardly contain any information about parameter settings, config files, how things work etc, you can be sure that the docs will be some of the best written docs that you've seen.

If you have any suggestions or comments on the docs or how I could structure them better then PLEASE contact me!

Also contact me if you find any SPELLING MISTAKES!!

(ever tried checking an AmigaGuide file for spelling errors ?? :-)

1.6 About The Author - Dominic Clifton

About The Author - Dominic Clifton
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Right, well I was born on a nice summer's day on the 19th of June in 1974.

Ever since then I've been a bit of a computer-wiz (or so everyone keeps

telling me :-) and have written several programs in Basic, 6502, Comal, Pascal, 68000, C, C++ (in that order) on several different systems (BBC, C64, Acorn Electron, ZX81, Spectrum, Amiga 500, 286, Amiga 1200, 386, Vax/VMS, Unix (SparcStation), 486, Amiga 4000 and Amiga 3000 in that order :-) That's not saying I owned all of those systems, just most of them..)

Some of my programs you will have seen on cover disks of AUI and Amiga Shopper, and reviewed in Amiga Format and CU Amiga.

I've been in several scene groups, Perspex was the first (and still my favourite) but died cos all the members grew up :-). Then I was in LSD (and Still am, which is a cool group with loads of respect in the scene) I was also in a group called Tension for a while which was really good fun, but alas this group also died due to too many arguments (not by me of course, cos i never like to upset anyone!)

Anyway, I'm getting tired writing these documents now, I've been at it for 5 hours without a break and it's nearly 2:30am, so I'll leave you to read the rest of these documents.

1.7 Registering HBBS

Registering HBBS

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If you like HBBS and use it to run a BBS then you must register this program. I'm not out to make much money from this software, it'll just encourage me to continue developing it.

It only costs £20 UK Pounds, to register (unlike /X which costs about £75-£100) so please dig out your cheque book!

If no-one sends me any money before the middle of 1997 then you can consider this <BRILLIANT> BBS system discontinued. As if you can't be arsed to register then I can't be arsed to give you cool software which I know everyone will be using!

Anyway, that said, send any money to:

Deluxe Software Ltd.
9 Shires Copse
Southbourne
Bournemouth
Dorset
BH6 4AL
England.

If you are sending a cheque then make it payable to D.P.Clifton

Or just send CASH!

Those people who do get round to registering this program will receive regular updates when they are done as well as the FULL source code!!! (As long as they remember to include a return name, address

and telephone number)

Telephone Support is available to users who have registered. When you register you will receive your serial number and the telephone number.

1.8 Greetings

Greetings
=====

Big thanks to the following people who've been a great help during the development of HBBS, providing me with loads of ideas, hints and cool doors!

Joel Juillerat	Coder (keep sending me doors man...)
Crayor/SCX	Coder (Whay, thanks for da bug testing m8!)
Cruise/LSD/OTT	sysop of Fantazia!
Raider/LSD	Coder (thanks for the cool screens!)
Radiosity	Coder (thanks for the great ideas and testing!)
Sasha	Coder and sysop Of Datalus

Many thanks to the following people for some great ideas and suggestions

Daffy Duck/TSN	Ex-Sysop of Arcadia!
Oedipus/LSD/TSN	Ex-Sysop of Helter Skelter
Patriot	Ex-Sysop of beyond reality
Stab	sysop of (ex-)Entity
Dan	sysop of Oasis
Equalizer	sysop of Gridpoint
Kirk	sysop of The Enterprise
TROJAN/HellRaiser	sysop of The Trojan Horse
Dr.Lektor	Trader
Blue Aardvark/Ex-TSN	Trader
Avenger	Trader
Sonic/TSN	Trader
AquaFresh/S'P PC/MB	Musician! (thanks for da cool ideas!)

And anyone else I've forgotton. (tell me if you're one of them!)

1.9 Source Code

Source Code
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If you wanna get your hands on the FULL source code then just register this software, see

How To Register

Note: during the alpha release stage, source will be provided ←
with each

release as a seperate archive on aminet, when this product is finished you'll have to register to get it..

1.10 Updates

Updates

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Updates will be released once every month when possible or when i do some major update, patches will be released to fix bugs if you find any.

If you want to get updates and want to be able to beta test new versions **before** they are released then send me £20 UKP and you'll get all the latest stuff as and when it's available. (That's on-top of the £20 UKP requested donation..)

See Also:

BBS
and
WebSite

1.11 Suggestions

Suggestions

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If you have ANY Bug Reports, Suggestions, Comments, criticisms (!) or Ideas then write me a letter detailing them and you'll be rewarded with the next version with your comments/ideas implemented in it and your name in the credits!

I **REALLY** want lots of user feedback on this software so that I can keep updating it to make it stay the best Scene BBS Program around.

1.12 Introduction

Introduction

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HydraBBS is (C) 1994/6 Deluxe Software Ltd.

HydraBBS - A Revolutionary new BBS System to replace the ageing AmiExpress bulletin board software.

The time has come for a new BBS system, /X Has been around for ages now and it's showing it's age. So HBBS Will take it's place!

You'll be AMAZED at it's power, overwhelmed by it's configurability and stunned by it's userfriendliness!

HBBS has been in development since December 1994.

Development is taking place in a few stages, first I got totally fed up with AmiExpress, as it's a big bag of s**t, so I just thought about writing a BBS System. After all I thought, if someone can write /X and get away making loads of money, why can't I ? Then I thought "Hrm, what if I was to offer it as a FREE/CHEAP program that people could use and love using ?" So I then decided to ask loads of sysops what they hated most about /X and what they liked about it, and finally what else they wanted as well! After compiling a big list of ideas I got round to writing some example config files and docs just so that I could get an idea of what people liked. After a few suggestions from people I finally started writing some code and after a time things started taking shape!

1.13 HydraBBS vs /X

HydraBBS vs AmiExpress

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HydraBBS was written to surpass the ageing Amiexpress sytem, here's a few reason's why you as a sysop should use it instead of LamiExpress!

- * FULLY MODULAR If you don't like something, then you can change it!
- * COOL SYSTEM UTILS and DOORS, Comes complete with all the bbs tools and doors you'll ever need! (Nuker, FR, Wall, BulletinMaker etc. etc..)
- * Easy To Code Doors! As the system is modular it's dead easy to access data
- * Comes With a Converter to convert all your /X Icons to Text files and moves all your screens to the right places! to ease the changeover!
- * Can be run at the same time as /X (uses HBBS: assign rather than BBS:) so you can install it and test it before ditching /X totally! :-)
- * Supports ALL XPR Transfer Protocols (as well as HydraCom)
- * HBBS can be made to run without ANY sysop interactivity. From autovalidation of new users to backing up and deleting old files!
- * Ever Had Modem Problems with /X ? Bet ya have! That's why HBBS's device config has the most complete set of configuration commands ever seen!
- * Small CODE (due to the Modular design) = Low Memory Overheads!
- * Written in C for maximum portability and ease of modification.
- * Source Code Availiable On Request! Yup, you heard right. Now you can be 100% SURE that there's NO backdoors!
- * Similar Approach to /X's config style, only instead of millions of .info files everywhere you have a few text based config files. No More editing

bloody tooltypes!

- * Access Per Conference, at last you can give users EALL messages in set confs!, All Access commands can be overridden differently in each conf!
- * Messages can have expiry dates! No more trudging through thousands of mail messages trying to reclaim HD space..
- * Support for sending all kinds of mail and to multiple users at the same time!
- * Full Support for FILE_ID!
- * Loads of smart features in the doors that you'd never find in /X!
- * Support for removable media, i.e you can set the system up so that when you insert a cd rom it enables certain filelists and download paths. And when you take the cd-rom out it disables them again..

And Now Some Reasons for you users to persuade your sysop to change over to HBBS!

- * Totally Configurable from the users point of view!
- * SuperQuick Logins! (via terminal program scripts for term/ncomm (supplied!))
- * User Key Files, No More Hassle Getting Validation on other BBS's thanks to this cool idea!
- * Quick Resume of accidental lost carrier. So you don't have to sit through 20 ansi screens and all your mail again!
- * Remembers flagged files after carrier loss
- * You can select files in one conference, select Download in another and it remembers which files you want to d/l and from which conf. Works with Conference Accounting too!
- * After uploading a load of files you can select which conf they should go in!

1.14 QuckStart Guide

For the time being please see the file HBBS:Readme.1st
