

PowerBBS for Windows

Version 3.2

Users Guide

Thanks...

Hugh Glantzberg

Richard Dawson

Adam Baker

Gerral Reeves

Bill Ebina

Jim Carr Graphics and artistic layout of the manual and editing.

And of course I would like to thank all of the **PowerBBS Sysops** who have helped this program grow through many years of work.

What does the manual look like in the registered version?

The manual that you receive with the registered version of the software has been professionally laid out by a graphics consultant (Jim Carr). It is easier to read than this version due to superior formatting. The manual pages are printed on both sides so it is not too thick. The manual includes over 25 graphics to assist you in configuring PowerBBS. You will find lots of information in this manual that would be easier to read if it were in a table format with lines around it. In the bound manual, you will find such tables! The bound manual also uses a font scheme that makes it easier to read than this version.

On the outside bottom of each page you will find the current section name and the current page number. At the top outside of each page you will find the current subsection name. This quick reference makes for easy browsing. The bound manual also includes a table of contents listing the sections, subsections and sub-subsections and the corresponding page numbers. This is especially helpful as you work through the configuration screens. At the back of the manual you will find an exhaustive index for finding what you need quickly and easily. The cover for the manual is in full color. If you are already a registered owner of PowerBBS, please contact the support BBS for information on special pricing for the just the manual. If you are not a registered owner, you should be! However, when you do register, you will receive a copy of this bound manual along with your disks.

If you are a member of the ASP and are interested in having your manual professionally done, I suggest that you call Jim Carr. You can leave him a message on the support BBS or contact him at:

Jim Carr Solutions, Inc.

9724 53rd Avenue

College Park, MD 20740-1508

301-474-2674

PowerBBS for Windows, Russell Frey, 35 Fox Court, Hicksville, NY 11801

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What is PowerBBS?

The PowerBBS System

What is a BBS?

Today there are larger and larger circles of people for us to communicate with. There are also new ways to communicate. Increasing numbers of people are using personal computers to assist them with their communications tasks.

An Electronic Bulletin Board System, BBS for short, is one method of transmitting large amounts of information. You could easily use a regular mail carrier, but PowerBBS will make this a simpler task. This manual will introduce you to the BBS method, and PowerBBS system in particular. PowerBBS works within Windows™, the most popular operating environment for personal computers. It allows you to set up an automatic method for message and file transfers across the room or to the other side of the world.

Using fairly inexpensive personal computer equipment, a telephone line and a modem, you can operate a business, provide customer support information to clients, or have a leisurely chat with many new friends. If you are in a large company (or not so large), and work within a network of computers, you can have an almost instant transfer of data, and an accurate filing of memos, prospectus, and data files. You can even transmit/show photographic quality images.

Read slowly, and carefully. The better you understand the system, the easier it will be to get started now, and to make changes later.

Internal vs. External

Very simply put an internal BBS is one used on a closed network with no connections to outside sources. With it you can share files, or transfer memos at lightning speed. You can set up conferences for specific individuals and working groups or Management groups. Security sensitive information is no longer a problem, and you won't have to worry about all those filing cabinets and folder labels any more! PowerBBS for Windows will run on any standard LAN setup, but it will still require Windows, Windows NT or OS/2 to be running on whatever computer will be running the actual PowerBBS software.

An external BBS is one with connections to other computers usually via telephone lines with modems. People can call your BBS and chat, leave messages, play games, exchange files, go to school, or whatever your imagination can dream up. The PowerBBS software, because it works in Windows, can run multiple lines (nodes) on the same machine. This way more than one person can be on the system at the same time. Of course, the most powerful system is going to be a combination of the internal and external, though most people will only need or want one or the other.

A Word From the Author of PowerBBS, Russell E. Frey

The Benefits of Running a Windows BBS Program

There are well over seventy thousand BBSs in operation today. Running a BBS today is done for a variety of reasons. Many companies operate a BBS to provide support for their product because it lets their customers call them up with questions 24 hours a day, while allowing the company to answer the questions during normal business hours. Companies may also operate internal BBSs to allow employees to communicate with each other. One of the popular utilizations of BBSs is the public BBS. Many public BBSs are operated by individuals as a hobby, while others take the task more seriously and may actually make money from it.

Anyone can run their own BBS. All it takes is a computer (with a modem of course!), a BBS program, and a phone line. PowerBBS for Windows is the BBS program which you have just received. As you will find out, it is one of the most advanced and flexible BBS programs available today. Once the BBS program is installed, configured, and loaded, it will answer the phone and allow a person calling the BBS to do things such as leave mail and download files automatically from your system. Before multitaskers and Windows, this meant that a dedicated computer was needed to run the BBS. PowerBBS utilizes the capabilities of Windows and is a very easy to use BBS that will run in the background, yet still allow you full use of your computer. Many people attempt to run DOS BBS programs in a DOS window. While this is possible, the performance of running a Windows BBS program cannot even begin to be compared to its DOS counterpart under Windows. When PowerBBS is running in the background, you will not even know it is running! It hardly slices any CPU time from the computer. In fact one can easily set up to four lines on a computer all at once and still have full use of other applications on the same computer!

The configuration of PowerBBS, unlike other BBS programs, provides a true GUI Windows interface. This makes it easy to set up, and understand what is going on! Do not get overwhelmed by your choices during configuration. PowerBBS for Windows was built to be flexible, allowing for endless customization. Most of the default settings

will work fine for beginning users, however as you become more accustomed to the system you will want to change the program to suit to your needs.

One of the advantages of using Windows programs is that they are written independent of the monitor, mouse, and other hardware. Programs only need to know that a certain device driver, such as a monitor device driver, is available. If you change monitors, under Windows all that you need to do, is update the Windows monitor driver. With DOS, each program needs to know the setup of your computer. PowerBBS, like other communications programs under Windows, uses the Windows communications driver. As a Windows program, it requires you to install any Windows drivers available. Some replacement drivers include drivers for the Hayes ESP, Telcor, Digiboard, TurboCom, and others.

PowerBBS for Windows is capable of handling up to nine nodes on one computer. It is also compatible with LANs to interconnect a few BBS computers together. Your BBS can expand as rapidly as the hardware is there for it to work with.

More and more system operators (Sysops) are also setting up their fax/modems, not only to answer the phone, but also to receive faxes. Some modems such as the Intel Satisfaxion only require you to run a terminate and stay resident program to receive faxes in the background and run a BBS using the same phone line.

Features of PowerBBS

Easily install and maintain a BBS

High class visual setup program, installs PowerBBS in minutes. PowerBBS includes an easy to use complete GUI configuration program for Windows, that makes everything easily configured by just a click of the mouse. Remote File Manager allowing complete control of the files on-line
Bullet Proof Security

Connect PowerBBS to the Internet and the world!

Server connection already provided for; you do not have to search for a server host account!
Windows UUCP Protocol Dialer to connect to server; Runs in your event on your BBS line to exchange mail
Usenet News Groups; select from the 6000 news groups available to be imported to a forum on PowerBBS!
Inbound/Outbound File Attachments; FTPmail; BBS automatically UENCODE/UUDECODE files; users just use PowerBBS as they always have!
Extra long address fields
Set restrictions on number of messages users may leave; count files sent/received as messages entered
Each individual user has their own Internet address; name@system.win.net

Flexibility to design own BBS

Totally configurable menu editor; design your own dynamic menu tree structures
PowerLang basic script language for writing your own BBS commands
PowerLang integrates directly into the menu tree structures
PowerLang integrates into any screen/message; run an entire PowerLang script inside of a message!
Source code included in the professional package
Create your own commands using a high level language (PASCAL)
Includes entire source to main PowerBBS module (80K+ of code); Call-Back Verifier; 1-1 Chat; PowerLang conversion source; more!
Multi-Event System! Select the days of the week to run Event!
Choose from over 70 different macros, such as |NAME|.

PowerBBS is an international product

Multi-language support; Edit internal text of BBS.
Have as many languages supported on BBS as desired.
Support for **European date formats!**

Windows Advantage

Easily maintain a BBS in the background while using computer!
Add a local node to connect to your BBS at any time!
True Windows application runs much faster than DOS BBS in Windows
Flexibility to plug in any 3rd party communications driver, such as TurboCom, Hayes ESP, Telcor, Digiboard.
16550 support via Windows 3.1 communications driver
Operate a FAX program in background to receive faxes on same phone line as BBS
Professional version comes with replacement drivers for intelligent multi-port cards such as the intelligent Digiboard

Run up to **nine nodes on one computer**

Integrate multiple computers via LAN for an even larger BBS

Compatible with Windows NT

Advanced Teleconferencing

Split screen direct private node-to-node teleconferencing (2 node mode)

Group Channel line by line teleconferencing; 65000 Channels

Paged users are quickly asked whether they want to chat

Split screen Sysop/User chat

Action commands to liven up teleconferences.

User Friendly

Complete ASCII/ANSI/RIP interactive menus;

Users may use their arrows!

Message Support; FidoNet; QWK-Net

QWK Mail support

PowerNet enables mail exchange with any QWK Mail Network

Support for FidoNet and other networks using FrontDoor

Full screen message editor with quoting

Up to 1000 different forums

File enclosures within messages

Files Support

Seamless CD-ROM support; includes conversion from FILES.BBS, DESCRIPT.ION, WILDCAT.TXT, OO_INDEX.TXT to PowerBBS File Lists

X/Y/Zmodem built in; support for external protocols (such as HS/LINK); resume Zmodem support included

Advanced searching capabilities include AND/OR logic

Test new uploads; virus scanner support; works with many upload tester programs

Archive viewing/checking

ASCII/ANSI/RIP Support

All screens configurable from within GUI configuration program by click of mouse

ANSI and RIP auto-detect

Supports DOS doors

DOOR.SYS, DORINFO.DEF, CALLINFO.BBS create and write back for saving information to user file after door is run! Good for doors (such as CD-ROM doors) that permit users to download.

Doors loaded up in background if you are running an application other than PowerBBS. You will not be disturbed while working!

Call-Back Verifier (Professional Version)

Instantly checks that a user is giving their correct phone number.

Option to call back long distance callers.

General Structure of the System

The most common way PowerBBS will be used is on one computer with one or more telephone lines connected to it. It will accept calls from people or other computers, process mail, files or both. And generally give the Sysop (System Operator) many hours of happy frustration. So, to show you the standard directory structure, we will use this model:

Hardware Requirements

You must have at least the following hardware to run the PowerBBS system. Other equipment may be required for differing setups.

IBM compatible BIOS, v3.x or higher.

A 80286 or better CPU. A 486 or better is suggested if you intend to run multiple nodes.

Monitor. Color preferred, but not required.

Hard Disk Drive with at least 15 Mb of free space.

600k of memory for each node (500k more if running DOS doors)

Some method of getting communications to your system. PowerBBS will run on a network for E-Mail systems.

However, if you wish to have outside users you will need an RS-232 compatible serial port and a Hayes compatible modem. The modem may be internal or external. External modems will require cables to connect them to your system. The phone line used for external communication should be a dedicated line, without call waiting. This feature, available on some phone systems, will cause line noise and dropped callers. A 16550

UART (Universal Asynchronous Receiver Transmitter) is recommended for operation in background, especially for high performance communications.

We do not guarantee that PowerBBS will run on all systems. It has been successfully tested on many systems.

Software Considerations

MS or PC DOS 4.1 or higher

Windows 3.x, Windows NT, or OS/2 2.x or higher.

When PowerBBS shells to DOS for file testing and live doors, it will use the DEFAULT.PIF located in the \POWRBBS directory for the initial settings information.

DOS and Windows

At one point there were two versions of PowerBBS. A DOS version and a Windows version. Development for the DOS version of PowerBBS stopped at version 2.0, while the development of the Windows version of PowerBBS has gone on at an amazing pace! What you are seeing is the result of hundreds of hours of user and Sysop experimentation, testing, more experimentation and more testing. Though the DOS based program is a dependable program and still available on the support BBS, it can not come close to the capabilities of the PowerBBS for Windows, v3.2.

Pricing, Support and the Update Plan The 800#, BBS and Voice Telephone Numbers

The support for the PowerBBS for Windows System is large and small. It is large in that there are hundreds of PowerBBS Sysops that call into the PowerBBS Support Bulletin Board willing to help anyone with their problems. And, with lines at two speed levels, you should never have much trouble getting on. It is small in that the author, Russell Frey, still maintains a voice call in line for people with special problems. Orders for registered copies of PowerBBS for Windows may be placed on a special 1-800 line for fastest possible processing.

US Mail:	Russell Frey 35 Fox Ct. Hicksville, NY 11801	
Product Support BBS	(516) 822-7396	9600+ baud.
	(516) 822-7568	2400+ baud
Orders Only Line	(800) 242-4775	U.S.
	(713) 524-6394	Local/International Calls
	(713) 524-6398	Fax
Voice Support Line	(516) 938-8506	

CompuServe, and Internet

Russell, and many other PowerBBS SysOps have taken advantage of the Internet capabilities of the PowerBBS for Windows System. They maintain addresses on the Internet and other on-line services. Should any problems occur while you are attempting to contact Russell, you may find him at the following addresses:

CompuServe:	71155,2035
Internet:	71155.2035@compuserve.com Russell_Frey@PowerBBS.Win.Net

Pricing Schedule

PowerBBS for Windows products are currently priced as follows. Call us for the latest pricing.

Registration for single site license

\$99

Professional version(Currently includes source code, Call-Back Verifier and PowerEdit. Call us for the latest packaging information)

\$189

Continuation of upgrade privileges

\$30(per year)

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ASP Ombudsman

545 Grover Road

Muskegon, MI 49442-9427

FAX 616-788-2765

or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536

Definition of Shareware

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether its commercial or shareware. The shareware system makes finding the answer to your needs easier, because you can try before you buy. And, because the overhead is low, prices are also low. Shareware has the ultimate money-back guarantee if you dont use the product, you dont pay for it.

If you try a shareware program and continue using it, you are expected and bound, both morally and legally to

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PowerBBS for Windows is produced and copyrighted by Russell Frey, a member of The Association of Shareware Professionals. You are free to use the PowerBBS for Windows package, for as long as you need, to determine whether the product is viable for your use. If you find PowerBBS for Windows useful after a reasonable trial period, (30 days is suggested) you are expected, and legally bound, to register. Registration entitles you to a bound manual with disks, along with six months of free upgrades obtainable from the support BBS (the cost for upgrades is \$30 a year after that.)

Consulting and customization is available. Call us or send us E-Mail to discuss your needs.

Licensing

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Users of PowerBBS for Windows must accept this disclaimer of warranty: PowerBBS for Windows is supplied as is. The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose. The author assumes no liability for damages, direct or consequential, which may result from the use of PowerBBS for Windows.

If you find this program useful and find that you are using PowerBBS for Windows and continue to use PowerBBS for Windows after a reasonable trial period, you must make a registration payment of \$99 to PowerBBS. The registration fee will license one copy for use on any one computer at any one time. You must treat this software just like a book. An example is, this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while its being used at another. Just as a book cannot be read by two different persons at the same time.

Commercial users of PowerBBS for Windows must register and pay for their copies of PowerBBS for Windows within 30 days of first use or their license is withdrawn. Site-license arrangements may be made by contacting the PowerBBS Support BBS.

Anyone distributing PowerBBS for Windows for any kind of remuneration must first contact PowerBBS at the address on the registration screen of the shareware version. This authorization will be automatically granted to distributors recognized by the (ASP) as adhering to its guidelines for shareware distributors, and such distributors may begin offering PowerBBS for Windows immediately (However PowerBBS must still be advised so that the distributor can be kept up-to-date with the latest version of PowerBBS for Windows.).

You are encouraged to pass a copy of PowerBBS for Windows along to your friends for evaluation. Please encourage them to register their copy if they find that they can use it. All registered users will receive a copy of the latest version of the PowerBBS for Windows system along with a printed manual.

Russell Frey reserves the right to make enhancements, changes or other improvements to the PowerBBS package at any time, and without notice.

By using the PowerBBS software or package, you agree to this license.

PowerBBS for Windows was written in Borland Pascal to be fast, flexible and easy to use. It was the first BBS program written for Windows. Those ordering the professional version will receive a source code package where you can add on features using the code directly!

While PowerBBS was written to be fast, flexible and easy to use, with a simple installation procedure and configuration program, sometimes problems do come up. After all, a BBS is a complicated system of interlocking parts. When things do not work the way you think they should, call the support BBS. If you have had a problem, and found a workable solution, call the support BBS spread your new knowledge and help your fellow Sysops. These tips, hints and suggestions will be collected and compiled into a hint file and distributed to all registered users from time to time. Please do not wait for a problem to call the support BBS. Information on updates is posted here as soon as it is available. Your suggestions and comments for future versions are welcomed also.

Source Code Availability

Power Source Code/Developers Kit

If you purchase the Professional version of PowerBBS, you will also receive the PowerSource disk. PowerSource contains the actual coded objects to the BBS, along with the main BBS source code. It is **very easy to create your own BBS function, by adding to the main code. The main source code is over 3000 lines**

Installation

Basic Installation

Upgrading From Previous Version

Follow the normal instructions for installing as explained below. If the setup program determines that you already have PowerBBS set up, it will only replace the files that are newer than the ones already found on your system.

Registered Version

Place the first floppy disk into drive A or B. Then from within the Windows Program Manager select File, Run, SETUP.EXE (**you can use the browse button to find SETUP.EXE**).

Setup first needs to know where the files are located. If you are installing from the **A: drive, then you simply need to put A:**.

Setup also needs to know where to install PowerBBS to. If you want to install to your **C: drive, put C:**. **For the D: drive, put D:**, and so on.

PowerBBS will now be installed in its default configuration. When the Setup program is finished, you will have a fully functional, local node. Keep in mind that Setup also needs to create a users file, and will ask you for your user name and password. You must have this information to log onto your BBS later. Do not forget them and try to use some unique password that you are not using on any other system.

Shareware Version

Follow the same instructions for installing the shareware version as the registered version. The only difference is that you first have to take the .ZIP files and extract it into some temporary directory.

Create a directory **\TEMP on your drive. Use PKUNZIP to load the shareware files onto this directory. Then run SETUP.EXE** from this directory.

CONFIG.SYS

The install will finish off by creating the icons for the PowerBBS system in the Program Manager. Before starting the system, be sure to check your CONFIG.SYS file. The lines: FILES=x and BUFFERS=x (where x is some number), should be included in the file. To avoid any problems in the future, be sure x is set to some high number such as 90. You can edit this file from within Windows by using Notepad. For example, these lines could exist in your CONFIG.SYS file:

```
FILES=90  
BUFFERS=90
```

The **FILES=x** line tells DOS how many filehandles to reserve in memory. The higher it is, the more files you may have open at one time. Also, the more memory you will use. The **BUFFERS=x** command reserves chunks of memory to hold the most recently read or written data from your disk. This command will vastly speed up your disk access, but uses memory. The **BUFFERS=x** command is only beneficial if you are not already running a disk cache. If you are running such a program (such as SmartDrive), 30 is even too many. Try setting it to 5.

Though it is not required to run PowerBBS, you may want to include the line:

```
INSTALL=C:\DOS\SHARE.EXE /1:50
```

Loading **SHARE.EXE** is required for any multi-node chatting functions.

DOS 5 has a documented bug when SHARE is loaded high, where it loses the table in memory. If you are using this version of DOS, please load SHARE low to prevent potential sharing problems.

AUTOEXEC.BAT

You will have to add several lines to your AUTOEXEC.BAT file also. The **PBBSPROT.EXE** program uses an environment variable, as do many external protocol programs. The following line should be in your file:

```
SET DSZLOG=C:\POWRBBS\DSZ.LOG
```

This tells the protocol programs where to place any log information created by the download. You will have to tell PowerBBS where to find this file later. If you have it somewhere else, be sure to tell PowerBBS the correct location, or your files transfers may not work.

Another line you may want to have in this batch file is for setting up a front end mailer program, like FrontDoor, or Intermail:

```
SET FD=F:\FD
```

This is required for the internal workings of FrontDoor. Other software may require other environment variable lines. Be sure to read carefully through any documentation you receive with these programs.

PowerBBS NOTE: You must reboot your machine after editing your **CONFIG.SYS, and/or your AUTOEXEC.BAT**, for the changes to take effect.

Windows Settings

Setting up Control Panel

For reliable operation of your BBS, you will have to ensure the Windows communications information is setup to work properly with PowerBBS. The first thing you will have to do, is go into the Ports section of the Control Panel. Select the port you will be using for your modem and click OK.

Now you should see this:

Dont worry too much about the settings. PowerBBS doesnt use them. You should have the Baud Rate set for your modem, and turn off flow control though. Other programs you could be using may not work properly otherwise.

Now, click on the Advanced button. Ensure that you have the correct address and IRQ for your COM port.

If you are using COM1 or COM2, Default is all right. Because they are the only two standard ports, you will have to enter the correct setting for any other ports.

Some common port settings for IBM and Compatibles are:

COM Port	IRQ	Address	/P
COM1	4	3F8h	1016
COM2	3	2F8h	760
COM3	4	3E8h	1000
COM4	3	2E8h	744

Some comm port settings for PS/2 and EISA machines are:

COM Port	IRQ	Address	/P
COM3	3	3220h	12832
COM4	3	3228h	12840
COM5	3	4220h	16928
COM6	3	4228h	16936
COM7	3	5220h	21024
COM8	3	5228h	21032

The numbers in the /P column are for use with the /P command line option of PowerBBS. See the section on command switches for more information on this option.

The default PowerBBS configuration, is not set to poll any COM port, so you can click on the PowerBBS icon to log-on to your BBS. The following information should be included in the icon created by the install program, assuming it was installed onto the C: drive:

Name: PowerBBS
Command Line: POWRBBS.EXE C:\POWRBBS\POWRBBS.DAT
Startup Directory: C:\POWRBBS

It is outside the scope of this manual to explain DOS or Windows technical information. For more information on these topics see the manuals that accompany your versions of these programs.

Command Line Switches

PowerBBS has several command line switches that may be added to your icon to improve performance. These are required in some cases and are simply added to the end of the command line for the icon. They are:

Switch

Usage

/D

Brings up the information dialog box automatically on startup.

/I

Adds Internet compatibility. See the section on Internet for more information on this switch.

/L

Adds callers connection information to the Activity log.

/M

Will cause PowerBBS to start up minimized

/P

/P(base#) is for people having trouble with PowerBBS recognizing the COM port again after returning from a door. The base# is the COM port address rendered as a decimal number. Example: For COM1, address 3F8h /P1016

Testing Your Installation

First Log On

Now that you have entered all the information to bring up a default PowerBBS, you should try a local session. This will give you a feel for the BBS and the way that it works. Of course, you won't have a long list of users to manipulate, or a large message base. But that will come in time, and you really should become more familiar with the basic features of the BBS first.

Double-click on the PowerBBS icon, and you should see a screen something like this: □

L, will give a local logon.

R will redraw the screen if it gets messy during your normal windows operations.

X and Q will quit cause the BBS to exit.

Press **L**, and off we go! You will see the c12

copyright information screen come up, and a delay while PowerBBS determines if you have ANSI or RIP Graphics capability. This happens during a remote logon and local. Sometimes the delay can seem very long, but it is necessary. You are asked for your name. Enter it exactly the way you entered it during installation. Then your password, with the same emphasis.

You haven't been raised to Sysop status yet, so, you will have to do that for yourself. At the top of the window, you will see the menus. The first one is the SysOp Menu. Once you have gotten on, select the Sysop Menu and then the Upgrade User Record item. Three lines of text will ask for the new user security level, expiration date, and expiration security level. You should set these to **150, 01-01-99 and 150**.

You will have to fill in the New User Questionnaire and view the introductory screens, be asked about new files and new mail also. These are all preliminary to actually getting on to the BBS. Because you can get to that and play with it as you like, I would like to backtrack a minute and talk about the local screen.

The Local Screen

On the local PowerBBS screen you have five or six menus. Five if you haven't logged on since starting the BBS six if you have. The most current BBS menu is reflected in the local screen menus. So, across the top they are:

Sysop Menu, with Enter/Exit Chat with user, Upgrade User Record, Update User Time, with Add and Take Away item allowing you to change the time limits in 5, 10, 20, and 50 minute intervals. And also Hangup Caller, for those really obnoxious people that don't get the message.

Enter/Exit Chat with user is for those times you want to really talk with one of your callers and they haven't paged you. This gives you the option break-in.

Upgrade User Record we have already discussed. It is for raising the security level of a caller while he is on-line. This is very much different from the Sysop option of updating a user's record. For that you have to be on-line, and he has to be off.

Update User Time will quite simply let you give or take away time from a caller.

Hang up notifies the caller that the Sysop needs to use the system and then logs them off.

Toggle, with System Pager, Screen Writing and Printing Activity Log.

System Pager will allow callers to ring a bell to get your attention. If you don't want to be bothered, or aren't going to be home, leave it unchecked.

Screen Writing will turn off the local screen. This can make for much faster updates to the remote screen and saves on system resources if you are using the computer for something else at the same time.

Printing Activity Log will do just that, as the caller performs various actions on the BBS those actions that have a log entry will be printed out. Be sure the printer has plenty of paper!

File Redirection, with Input Text, Capture Output to Text, Turn Vertical Bar Off/On, Turn Horizontal Bar Off/On and Set Automatic Scrolling Off/On.

Input Text and Capture Text will be ghosted out until there is someone on-line. These are for transferring text files from you to the caller and for you to capture whatever the caller is typing to a text file.

Turn Vertical Bar Off/On and Turn Horizontal Bar Off/On will work. However, if there is no one on and you should click on these bars, the BBS will exit. If there is someone on, they will allow you to scroll back to see something that has past the borders of the local window.

Set Automatic Scrolling Off/On will turn off the PowerBBS function of auto-scrolling the display window of the local screen. Might be used to read something that a caller has written while he writes some more. That way it will not scroll up past the border while you are trying to read it.

User-Record will bring up the PowerBBS dialog screen with logon information for the current caller or general node

information if no one is on. It also gives you the option of logon, quitting, printing the activity log and more. Paste will ask you for the name of a text file to paste into the BBS.

Hot Keys

The function keys can be used for some functions while on PowerBBS. Note that all the Function keys will bring up the Dialog Screen if there is no one on-line.

Function

F1

Increase Caller time by 8 minutes.

F2

Same

F3

Toggle System Pager

F4

Toggle Screen Writing

F5

Online Upgrade

F6

Hang Up!

F7

Chat Mode

F8

Toggle Printing Activity Log

F9

Input a Text File

F10

Menus

Quick Start

This section represents a quick guided tour to introduce you to PowerBBS. Everything that is touched upon in this section, you will learn much more about in later sections of this manual.

Click the Config icon to load the program.

The figure above shows the main configuration menu. With this program you can customize your BBS any way you would like from changing your screens to altering internal menu structure. Each feature is accessible through its own sub-menu.

The most difficult part of setting up a BBS is the Modem Setup Information.

The figure above shows the settings required in the Modem Setup Information.

Node Number should contain the proper number for the current nodes configuration. For a one line operation, the number should be set to 0. This signifies to PowerBBS that only one line is in operation and so the teleconferencing capabilities (accessible through the [W]ho command) will be disabled. If more than one node is being set up, begin this number by 1 and give each node a unique node identification number.

The COM port setting tells PowerBBS which COM port to use when reading/writing data. COM0 signifies no communications and is therefore a local node. Even for a one line BBS, it is often very useful to set up a local node (COM0) to be able to log onto the BBS while the BBS is still operating in the background.

The maximum baud rate setting is simply the fastest speed the modem running the BBS is capable of handling. For 2400 baud modems, this means 2400. For 14400 baud modems this means 38400 or even 57600 for some models.

Normally the Answer by True Ring Detect option should be checked. PowerBBS will then detect a ring (by waiting for the modem to send RING), and send ATA to answer the phone. If this causes an incompatibility you can use the auto answer functioning of your modem and do not check Answer by True Ring Detect. Answer by True Ring Detect requires you to add S0=1 to your modem initialization string.

The Modem Command strings are the most difficult part of setup, because it varies from one type of modem to another. Most 2400 modems are easy to setup. The requirements to keep in mind is that the true carrier detect signal must be used at all times (usually **&C1 but may require &C2 on some models**). **Also you should disable the DTR signal because this may cause spontaneous dropping of carrier, by including &D0** in the initialization string.

Most 2400 modems will work with the following setup:

Init #1: ATZ
Init #2: ATM0X4&D0&C1S0=0H0
Off-Hook: ATH1
Drop Carrier: ATH
Answer by Ring: **Checked**

High speed modems are trickier to set up because many of the high speed modem manufacturers have added their own commands for locking in the baud rate. No one standard was followed. For best performance when using a high speed modem lock in the baud rate at 38400 (if the modem supports 57600 lock it in at that rate). Also either a 16550 UART or a more advanced card such as the Hayes ESP or the Telcor, is highly recommended.

Locking in the baud rate involves setting the modem to allow a fixed DTE rate at all times. You have to basically look in your modem manual for doing this because it is nonstandardized. Most USRobotics modems have the **&Bn** DTE Rate Select command. By adding **&B1** into your modem initialization string, the DTE is locked. The modem will always communicate with the DTE at the rate at which you have set PowerBBS. For the greatest throughput, set the DTE to open at 38400. The USRobotics manual also recommends that you have hardware flow control enabled (**&H1**), which is what PowerBBS uses.

If you have a high speed modem (9600 or faster) then it may be possible to easily set up your modem by using the default setup, only making the maximum baud rate 38400 and checking the *Lock Baud Rate option*.

Hayes calls their DTE locking Automatic Speed Buffering. ASB enables Hayes modems to send and receive data to and from the attached modem at one particular transmission speed, regardless of the speed of the modem-to-modem connection. To configure a Hayes product to use Automatic Speed Buffering, add the **S36 open (refer to the Hayes modem manual for various options on using the S36)**. Automatic speed buffering buffers data temporarily, using local flow-control. The modem should also be set with the **&K** command. More sample settings and information are provided later on in the manual.

The data file locations configuration allows the configuration of security levels, bulletins, external protocols, and more!

BBS systems consist of many different screens, such as the main menu screen and introductory screen. Because PowerBBS can handle three different terminal emulations, ASCII, ANSI and RIP, it may be necessary to create 3 different files for each screen.

PowerBBS uses the last letter of a screens filename to determine whether it is reading an ASCII, ANSI, or RIP file. By default, PowerBBS uses a file with no letter appended to the name to display files to users with ASCII selected as the monitor type or if no other file type is available. A C on the end of a filename stands for ANSI, while an R at the end stands for RIP. For example, if you give the path **C:\POWRBBS\SCREEN\MENU**, then that exact filename would be displayed if the user is in ASCII mode. If the user is in ANSI mode **C:\POWRBBS\SCREEN\MENUC** would be displayed and likewise, if in RIP mode, **C:\POWRBBS\SCREEN\MENUR** would be displayed. Remember, if no ANSI or RIP file is available, PowerBBS displays the ASCII version of that file.

TheDraw is the most popular program used to edit ASCII and ANSI files. It is shareware and available for download on many BBSs. When using TheDraw, use <Alt>B to block save (200 chars/line). If you just use the normal save then blank lines will appear on the bottom of the screen created.

RIP is a new graphical BBS standard to allow BBSs to provide a complete GUI interface. The first RIP editor was RIPaint, however it is a commercial product costing \$180. There are numerous RIP shareware editors available, including DeadPaint and Tombstone Artist. The PowerBBS support BBS carries the latest version of these RIP editors. Please remember to support shareware and register the software if you continue to use it!

The figure above shows the forum setup, one of the important areas of configuration. To create a new forum simply click the New button and enter the new forums name. Once the name is given, edit the message file path to give it a unique name. If you do not, the same message base as the general forum will be used. This allows each forum to have its own message base.

In addition to separate message areas, each forum may have its own files area. The forum setup is the heart of where the setup for files accessible to callers begins. The file listing datafile contains the paths to the actual ASCII listings of files. When a caller selects [L]ist Files, these are the screens that they will see. All that is needed in this file is the description of files, the file listing ASCII path/filename, and the directory to contain the files.

Once the file listing datafile is created, the download file listing datafile must be edited. Each directory that should be available for users to access should be included in here. Remember that a user may select **any file from these download areas, so long as you do not restrict them in the download security file.**

Configuration for PowerBBS

Introduction

Following the installation, a configuration icon should appear in the newly created PowerBBS group with the following Program Manager setup (assuming it was installed onto the C: drive):

Name: Config
Command Line: CONFIG.EXE C:\POWRBBS\POWRBBS.DAT
Startup Directory: C:\POWRBBS

If you did not have the installation program add the icons automatically, you will have to load the Windows Program Manager (or whatever substitute you are using), and enter the group area you want your PowerBBS icons located. I recommend you create a new Program Group just for PowerBBS. Start with the configuration program. From the File Menu, select New. In the boxes type:

Name: Config
Command Line: CONFIG.EXE C:\POWRBBS\POWRBBS.DAT
Startup Directory: C:\POWRBBS

Chose the OK button. You may start the configuration program now, by clicking on the icon. When the program opens select the File menu, then Open. Choose the **POWRBBS.DAT** file.

This is the main configuration menu. I suggest you go through each of the screens in the configuration program and familiarize yourself with your new BBS. If you selected a drive other than C: during the installation, most of the paths should have been changed automatically. You will have to review each screen carefully to be sure that everything is as you want it. Also, I recommend you get a clean floppy disk, and copy your POWRBBS.DAT file, and any other data files to it, as soon as you are done with them. This will save you aggravation later!

File and Options Menus

There are only two menus that may interest you here. The rest is out in plain sight for everyone to see. The first is the File Menu. It will allow you to manipulate the **POWRBBS.DAT** file.

File Menu:

Open will open a pick list and you may click on the file to open. If you are only going to run a single node board, you may want to add the path\file name to your POWRBBS.DAT file to the command line used to start the configuration program. It will save you this step. Some Sysops make more than one icon for the configuration program with each icon starting a different POWRBBS.DAT file. Consult your Windows manual for help on doing this.

Close will, of course, close the currently open POWRBBS.DAT file, and all associated files that have been edited. If there is no file open then this item will be ghosted out.

Save will save the currently open POWRBBS.DAT file, and all associated files that have been edited.

Save As will let you save the currently open POWRBBS.DAT file as anything you like. This is useful for creating a new copy of the .DAT file for use with a second node, or just as a backup. Once you have the first node configured as you would like it, use this command to save copies for additional nodes.

Exit exits the program!

Options Menu: Will give you access to all the various options of the BBS configuration.

General Options a list of all the information screens. This allows you to go quickly to any screen on the menu, without having to <Page Down> or use scroll.

Forums Setup will open the Forums configuration screen, allowing instant access to one of the most important parts of a BBS.

Files Setup will startup the PBBS Files Manager program, using the currently open POWRBBS.DAT file to supply the forum information.

Menus Setup lets you edit the various menus at the click of a button.

Language Setup will let you do the same for all your language files.

The installation program setup a local only node. This is the best way to learn about the PowerBBS package. There is detailed information on the Configuration data later in this document. For now, use local mode logon to learn and have some fun! Your callers will thank you for it later!

This section will cover the details you need to get your system set up, and to start accepting callers. I will give references to other parts of the manual for more detailed information. Its up to you to do your homework and read

the rest of the manual!

Some Friendly Advice from Experienced Sysops

First, get a pad of paper. Yes, paper! Even on a multi-tasker it is often more convenient to write things down this way. Write down any changes you make or think you might want to make to your system files and BBS configuration, as you go. This will make it easier to correct mistakes and make changes later.

Most BBS are text based, but have strong elements of visualization to them. If you have strong visualization of what you want, it will be th16

at much easier to achieve your goal. Try sketching your screens on paper before you create them. Once you have a theme for your BBS, try integrating this theme with all of your display screens. A little planning goes a long way! As your board evolves, you may change your mind about how a particular effect fits in to the overall layout. If you have your notes, you can rethink it without having to redo the whole board.

The PowerBBS configuration program, is developed and supported separately by a PowerBBS Sysop. Mr. Bill Ebina has spent much time on this and other programs for the PowerBBS system. If you have a problem with the configuration program or have questions for Bill, he can be reached by E-Mail on the PowerBBS Support BBS.

Navigating the Configuration Program

Whenever there is a check box for an option, checked indicates that the option is selected or ON. If you leave the box blank, that option is not selected or OFF.

You can generally get around in the PowerBBS configuration program, the same way you get around in Windows itself. Namely, the mouse, the <Alt> key, arrow keys, <Enter>, <Esc> and various letter keys. Also the <Tab> key will move you from one field to another within a particular screen. Though pointer driven interfaces have been around on personal computers for many years now, there are still some that aren't comfortable with this type of device. experiment a little to get the feel for each system of navigation and chose the method that is most comfortable for you. There is also very comprehensive on-line help for any topic.

System Operator

The Sysop Information Screen holds four basic pieces of information. If you are a registered PowerBBS Sysop, be very sure to use the Sysop Name and Registration Number exactly as they are printed in front of your manual. The information is:

Name of BBS	Change this to whatever you will call your BBS.
First Name	Your first name
Last Name	Your last name
Registration Number	Registration number exactly as you received it.

Modem Setup

After the Sysop Information Screen, this has to be the most important, and frustrating part of the configuration. Most of the problems that Sysops of any BBS software have are found right here. It is the part of the Config that tells the modem and the program how to talk to each other. It lets your callers interact with the BBS in the first place. You will have to setup the commands in this section according to the demands of your modem, and there are very few that use the same settings.

Be thoroughly familiar with the required settings for your modem before you start. I guarantee that unless you are very lucky, you will be very familiar with your modem after you are through! You can find more helpful information in the section of this manual dedicated to modem setups. The Modem Setup screen looks like this. □

Node Number

Chose a number for this node. You may chose any integer from 0 through 65355 If you are going to use this configuration file as a Local Only node, you may leave the number at 0. If you do start numbering your nodes at 0, you will not be able to use the [W]ho is Online function. This function is explained in the section on Menus.

Comm Port

Select the communications port you would like this node of your PowerBBS to receive information through. Local Only nodes should leave this set to 0.

Modem Command (1)

This will be the first initialization string that is sent to the modem when your PowerBBS is started. This line should have the string ATZ.

Modem Command (2)

This is the second initialization string that is sent to the modem on startup. Neither one of these strings can be blank.

For more information on initialization strings and modem setups, please see that section later in the manual.

Modem Off-hook

This string will place the phone line off the hook, much like picking up the receiver. This feature is used so that no one calls while you are in Local Mode.

Drop Carrier String

This string will force the modem to disconnect the line. This will be used to hang-up on impolite callers that can tie up the lines.

Baud Rate

PowerBBS provides serial I/O support for speeds up to 57,600 baud. However, you must not enter a speed higher than what your modem actually supports. There are a wide variety of modems and speeds they will support. Also the internal serial port circuitry will determine how fast you can go. All this is discussed in more detail in the section on Modem Setups.

Minimum Baud Rate

Select the lowest baud rate you will allow callers to use to get on your system. Do you want people with 300 baud modems using your BBS?

Lock Baud at MAX?

If you check this box, PowerBBS will **always send all data to the modem at the highest selected speed. For more information on this topic turn to Modem Setups.**

Answer by TRUE Ring Detect?

Check this box if you want PowerBBS to watch the serial port, for incoming calls. It will then send the answer string ATA to the modem, so it may answer the phone. If this box is left blank, you must set the Auto-Answer Register on your modem to answer the phone. For more information see Modem Setups.

General Options #1

Are you running a Closed BBS?

Check this box if you do not want callers automatically added to the Users Database File. Each new caller will have to answer the Closed script questionnaire, then will be logged off. You will then have to view the Answers file and add the user manually. Leave this box unchecked for normal BBS operation. New callers will be required to answer the New User Questionnaire and will automatically be added to the users database.

Path/File Name to Closed Script File

If you are running a Closed BBS, callers will have to answer this script file questionnaire before they are added to the Users Database by you!

Path/File Name to Closed Answer File

The answers to the Closed script file are stored here.

Allow One Word Names?

Check this box, if you allow handles (fake names like Babydoll, Tuire) on your BBS. Handles may be more than one word also. If you do not check this option, new callers will be required to enter two names to enter your BBS. This will not prevent callers from entering names like True XTC or The Roadrunner.

Run Chinese Compatible?

Checking this box will allow callers to enter any name they want. Any character is allowed. If it is left blank the name **must begin with a letter. With this restriction you can still run Chinese (Japanese) compatible, by checking the box for High ASCII characters.**

Track Users Birthday?

Check this box if you want to ask for a callers birthdate. You will then be able to track that persons birthdays and age.

Allow Multi-Language Support?

If you only want to run an English Language system, leave this unchecked.

Restrict All Uploads?

Check this box, if you want all uploads to be manually verified by you. If you want new uploads to be downloaded/viewed by users then leave it blank. If this box is checked, all uploads are sent to the \RESTRICTED directory, and are listed in the Restricted Files Listing.

Archiver Command Line

This is the location of your archival program of choice, plus the test files option switch for your program. The information is entered elsewhere and shown here.

Run Credit System?

Check this box if you want to have a Pay/Credit system on your BBS. Callers will have to have some way to pay for access to your board, either through uploads, messages or cash. For more information on this system see the section on Pay/Credit systems.

Delete Uploads When Carrier Dropped

Check this box if you want uploads that are not properly completed to be deleted. Files will be deleted if the carrier is dropped or if a description is not left.

Halt Uploads when drive has.

Put the number of Kilobytes you want to have on your hard drive before you stop uploads. Examples are: 200 = 204,800 bytes. 5000 = 5,120,000 bytes (5 Megabytes).

Compressed Filename Extension

Default Compression filename extension. Do not use a period here or more than three characters. Examples are: **ZIP, ARJ, LZH, ZOO, ARC**. This is what you are using and what is expected as an extension when the extension is not given. It is not the format in which uploads are required to be.

Command to Test Compressed Files

This line is the DOS style command line to be used for testing compressed files. For more information on testing files, see the section on File Utilities.

Command to View Compressed Files

This line is the DOS style command line to be used to view which files are inside of a compressed file. This line may be used to start an advanced file viewing utility. For more information on these utilities, see the section on File Utilities.

Most Idle Minutes Logoff

The number, in minutes a caller can be idle before the BBS logs off. If this is set to 0, the caller can be idle indefinitely (not recommended).

Character Displayed when Echo Off

This character will be sent when PowerBBS is not echoing such as when the caller enters his password.

Normal Default Color

Enter the ANSI color code of the color you want displayed as the caller types. This will only work if the caller has a color monitor.

General Options #2

Test New Files after Upload?

Check this box if you want each file tested after upload.

Path/File Name to Test Batch File

This is the full path and filename for the batch file used to test uploaded files. It may be used to start an advanced file testing utility. For more information on these utilities see the section on File Utilities.

Path/File Name to Temp. Error file

This is the full path and filename for the error file created by your test error batch file. PowerBBS will look for this file automatically. If it exists, PowerBBS will let you know an error occurred.

Are you running FrontDoor...?

Check this box if you are running FrontDoor or another front end mail software, that will answer the phone before PowerBBS. If checked, PowerBBS will run the **EVENT.BAT** instead of waiting for callers. For more information on FrontDoor and other mailers, see the section on FrontDoor.

Path/File Name to Mailer Batch File

This is the **full path and file name to the batch file used to start FrontDoor.**

Temp File to read Baud from

This file will be generated by FrontDoor, or other software. You have to tell PowerBBS where to look for it. For more information on this topic see the FrontDoor section.

General Options #3

Are you running POWERMail?

Check this box, if you want your callers to be able to download E-Mail, with the internal .QWK support. This will also allow them to upload their .REPlies.

Directory to use for POWERMail

This will be the work directory for the compression and decompression of the .QWK/.REP packets. It must be different for each node!

POWERMail Code

This is an 8 character code that will be used for any .QWK/.REP packets that are transferred. It must be all letters, not include an extension and it has to be the same on all nodes.

ZModem send command

This is the default command line to send files to a caller when no protocol has been chosen. Keep in mind, when a caller downloads, you are uploading to him.

MAX Lines per message

Enter a number between 50 and 250. A setting of 200 lines is used in many places. This restricts the number of lines that can be entered in a message.

Date Format

Chose from **DD-MM-YY** or **MM-DD-YY** format for dates on your system. This allows changing from American to European style dates.

Permit Color in Messages?

Some mail networks allow ANSI color codes to be sent in messages. For the systems that aren't setup for it, this can cause problems. If you are going to allow this type of message, check this box.

Permit High ASCII Characters in Messages

If you are planning on having echoed mail conferences on your system, you should find out if the extended ASCII graphical characters are allowed in messages. If they are not, you should leave this blank. If you can have one with the characters present then you should check

Max Messages for Mail File

The highest number of messages you will allow callers to [D]ownload at a time. **Note: The higher this number is, the longer it will all take!**

Name given to compressed Mail

This is the name given to any mail that is simply compressed. This is not a .QWK. It is for those that don't use .QWK packets. The name must follow the same rules as the POWERMail Code.

Command to compress the mail

Command line used to compress mail.

Tag-Line for PowerNet

If you are going to be using the .QWK network capabilities, this line will be automatically added to any messages that are exported to callers with QWK-Net status. For more information on the this subject see the section on PowerNet.

Data Files Setup

Almost all of the Data Files are straight ASCII text files that give the BBS certain details about a feature. In most cases the default path\file name will work fine. Where needed there is additional information. To edit the data file itself, click on the Edit button with the mouse. When the Edit window opens you will see several buttons. These are:

Insert	Insert a line just above the cursor
Delete	Delete the line the cursor is on
File List	Bring up a drag-n-drop selection list, and allows you to move files around.
Edit	Brings up a menu to select the editor to use.

Bulletin Data File

Bulletins may be ASCII, ANSI or RIPScript text files. They can provide explanatory information, rules listings, announcements or just about anything you like. Examples of bulletins are: User names listing, Current High Scores for you on-line games, Instructions for using a particular feature, Information for upcoming events.

Examples of bulletin names are: **BLT1, ASCII file for bulletin #1; BLT1C, ANSI file for bulletin #1; BLT1R,** RIPScript file for bulletin #1

Download Security File

This file will allow you to tailor your system. It details the directories, file types and individual files your callers have access to. You can restrict or allow access by security level, password or both. Make sure you put the entries in order of importance. If *.ZIP is the first entry, you would not need **C:\POWRBBS*.ZIP** as the second. Why? PowerBBS would automatically allow the user to download any *.ZIP file. That second entry would be redundant. Examples of possible entries: **[PBBSW30*.*, 20, YouOnly]** would allow any caller with a security level of 20 download any files that began with PBBSW30 and ended with any extension, so long as he entered the password YouOnly. **[*.GIF, 20]** would allow any caller with a security level of 20 download any file with the extension GIF located anywhere on your computer. **[G:\DL\MAIN*.*,10]** would allow any caller with a security level of 10 download any file located in the G:\DLMAIN directory. Be careful with these entries!

Path\Filename to Event Data File

Just as you have a listing of all the files directories in the dldir data file, this file is a listing of all the events that you have set up on your system. An event is a regularly scheduled occurrence. Some typical events can be packing your message bases once a day, packing the user base once a week or updating the bulletins from your top scores files once a week. It can be anything that you can conceive of, and put into a batch file! If this line is blank, click on the blank line. Enter the path for your **EVENT.DAT**.

Put this line there; **C:\POWRBBS\CONFIG\EVENT.DAT**. Go to the Edit button, and click to edit Event Data. It will ask you for a time, the time for the event to be run. Check the appropriate box for the day your event will be run. One or more of the weekdays, or the All box. Enter a short description of the event. Now, enter the full path\file name of the event batch file to be run.

Finally, suppose a caller is on at the same time an event is scheduled to run. Do you want the BBS to wait for a caller to finish his time on the system, before activating this event? If the box is blank, callers will have their time adjusted prior to an event. (i.e. it will be shortened to activate the event on time.) For more information on events, see the section on PowerBBS and FrontDoor Events.

Forum Data File

Contains the information on **all of your forums**. For an in-depth discussion on forums see that section later in this manual.

Junk Us20

Users File

Stores information on all the user names you do not want to allow on your BBS. There is a large list already and you can add to them as you want. Examples are: +++, PC, ABUSER, cc, Darth Vader. If you intend to allow handles on your BBS, you should edit this file to remove names that you find **acceptable**. Remember, this is **Junk Users File!**

Language Data File

This file contains all the multi-lingual support files. For more information see the language support section later in this manual.

Live Program Data File

Any external programs that you want callers to access should be here. Some BBS programs call these programs doors. They range from database programs to on-line art galleries and games.

No Charge Data File

This listing is all the directories, file types and specific files that you arent charging for downloading.

Protocol Data File

Holds all the command lines for your various transfer protocols.

Questionnaire Data File

The menu of the available questionnaires for your callers. Also a list of the answer file paths and names. For more information on questionnaires, see that section later in this manual.

Security Data File

Contains the various security levels, access times, credits and other details of the security system. There is a lot of information on this screen and it will determine what your callers will be able to do. If you choose, you can have a different Security Data File for each node of your BBS. Perhaps you have a 2400 and a 9600 line: You might want callers on the 2400 line to be allowed more time on-line. The following is an explanation of the different headings in this file.

Level: Security levels for this line. Be sure to give your callers security levels that match this file. PowerBBS looks in this file to determine what kind of access a caller has. For example, level 10 users have access as determined by the line that has 10 in the Level column.

Time: Amount of time in minutes allowed per day.

K-Limit: Number of kilobytes allowed to download per day.

Month Limit: Number of megabytes allowed to download per calendar month.

Msg Ratio: This is not really a ratio, so it doesnt mean what it looks like. Think of it as a percentage. 100 means the caller must leave a message 100% of the time. Thats one message per call. 50 means the caller must leave one message for every two calls. 10 means the caller must leave one message every ten calls.

Files Ratio: The number of files a caller may download without uploading one in return. This does not supersede the K-limit, or Month Limit.

Bytes Ratio: Number of bytes a caller may download without uploading a byte in return. This does not supersede the K-limit, or Month Limit.

Upload Security File

Holds the information on what directories, file types and individual files you want your callers to access during uploads. This way you can restrict uploads in certain areas, just like with the downloads.

Users Data File

Holds information about the callers to your system.

File Locations #1

Directory containing .MNU/.POW files

Will contain all of your menu files and PowerLang files. This directory path should have a \ at the end. The default will work fine here, but you may have separate directories for each node.

Directory containing Index Files

This is the path of the directory which will contain your index files. The index files are used by PowerBBS to quickly find a user when she logs on. The path should exist on disk and end with a \. Example: C:\POWRBBS\INDEX\ (not C:\POWRBBS\INDEX)

Ram Disk Directory with Index Files

This is the path to your RAM disk 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 copy of the indexes from your hard drive to your RAM disk.

Path to Dir Containing Security Screens

Security Messages are message 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 directory contains security messages. This Path must end with \. Example: C:\POWRBBS\SEC\

Path to Script for New Users

Enter the path\filename to the file (ASCII file), which will contain

Path/file Containing Answers

The path\file you enter here, will hold the output to the above questionnaire for new users.

Path to Listing Containing Uploads

This is the path\filename of the file which will list private Restricted Files (those uploads contained in the restricted directory).

Path to Restricted Files Directory

This is the path where uploads the caller wants only 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.

Path to Transfer Directory

This is used by PowerBBS and PBBSPROT as a temporary directory for file transfers. It will hold uploaded files until they are moved around, and the download files list will be held here for the transfer protocol to use. This directory should be different on all nodes. If it does not exist, the configuration program will create it at logoff.

Path to Uploaders Data File

This file is created by PowerBBS as a pure ASCII file. After an upload the filename and user name plus modem statistics will be written to it. This file will be used by some bulletin creation programs for best/worst uploaders bulletins.

Path/File for Activity Log

The name of the activity log will have the node number added to it by PowerBBS. Therefore, the name should be no more than 6 characters, and the same on all nodes. It will be created if it does not exist. It contains all the information generated by the BBS and associated programs, for each particular caller.

Path/File for Display Output

The Output/Display file is used by PowerBBS whenever a user selects several files for download or when testing/viewing a zip file, after a shell out, the LIVE.BAT, etc. If this file is found it will be displayed.

Path/File for DSZ listing

The DSZ listing file is used by external protocols and by PBBSPROT when a user is downloading. It contains all of the necessary paths and file names for the transfer. It should be different for each node.

Path/File for PowerInfo 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. **Note: Be sure to include the full path in this entry! This file should be placed on a hard disk, not a RAM disk, since it is important information.**

Path\File for batch created for LPT

This is a batch file which is created for live programs (LP), and transfers (T). This file should be different for each node. Examples: LIVE.BAT LIVE1.BAT PROG1.BAT

File Locations #2

Path\File to Current Callers Info File

This is used by PowerBBS and associated programs to provide information to all sorts of things. Conversion programs will use this as a source file for current caller information supplied to live (door) programs. It should be different on all nodes.

Path\File to Whose Talking Temp File

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

Path\File to Whose Chatting File

This holds the node numbers of those in chat.

Path\File to ASCII/ANSI Editor

Enter the path to your ANSI editor, such as TheDraw. If left blank you will not be able to edit your ANSI screens from within the configuration program.

Path\File to RIP Editor

Enter the path to your editor, such as RIPaint or RIPDraw. If left blank you will not be able to edit your RIP screens from within the configuration program.

Path\File to Error File

The error file is generated automatically by PowerBBS and when testing .ZIP (or other archive) files.

Path\File to Node Status Data File

This file holds the information shown on the [W]ho is On-Line information screen.

Path\File to Start Batc22

h File

The START.BAT file is not used by PowerBBS for Windows. DOS users should include the full path and filename to this file.

Access Level given to new users

The default access level of your new users. You may leave everyone at the same access level, or install processes to automatically upgrade callers to higher access levels. Examples of these are: Call-Back Verifier, Questionnaire Scripts, Credit Card Verification Doors

Access Level to Delete a Message

Minimum security for a user to delete a message from/to him. This should be self-explanatory, but if callers dont delete messages that were sent to them or, messages they sent, the messages will stay on the board until they are removed by your message packing routine.

Access Level to change forum area

Minimum security for callers to change the message area they are in.

Access Level to Reply to a message

Minimum security for a user to reply to a message to him/her.

Min Sec Needed to Abort Intro

Security levels at or above this will be able to abort the old introduction news screens.

Level Needed to View Activity Log

Sysop Function: When a caller logs onto the system, there is a file that PowerBBS uses to keep a record of the things that the caller does. You, as the Sysop, may not want your callers seeing what other callers are allowed to do. The number you put here will be lowest security level allowed to look at this log.

Level Needed to do DOS Function

Sysop Function: If you have access to this particular area you will be allowed to perform one command at a time. Of course, if the command you chose is a batch file, you will have other options from there. Be careful with this and the next item. If you set them too low you may regret it expensively.

Level Needed to Drop to DOS

Sysop Function: If you have access to this function you can cause a lot of havoc in a short time. It allows you access to an underlying DOS shell that gives direct access to the operating system. If you set this too low you will quickly find your hard disk thrashed by well meaning helpers. Or by some not so well meaning caller that wants to have a little fun. For more information on accessing DOS remotely see the section on Remote DOS sessions.

Level Needed to List Users

Sysop Function: This function will list the callers that have completed the initial log-in process. This feature is now available to regular callers as function #47.

Level Needed to Pack Messages

Sysop Function: Periodically you will need to pack the messages bases. This is important to your callers that choose to download their mail because old mail slows the packing process. This is important to you (unless you have unlimited disk space) because old mail just takes up extra disk space. Regardless, you do not want regular callers packing the message base, so set this level high enough to prevent accidents.

Level Needed to Read, Kill any MSG

Sysop Function: This particular function will allow you to wipe out any messages from people that have become persona non-grata on your system, check on what your callers are doing (for your own protection), or just to kill a message thread that has become obnoxious to other callers.

Level Needed to Update Users

Sysop Function: The real power for a Sysop is to upgrade callers that have done something special. For some that might mean simply asking for higher access. For others it may be a payment of cash, goods or services. Regardless, this function should be limited to yourself and your immediate Co-Sysop.

Minimum DownLoad/Upload bytes Ratio

This is the minimum number of bytes users must upload per byte they download. This is the total number of bytes transferred. What matters isn't the number of files, but the total number of bytes. This number is more like a percentage than a ratio. For example, if you want a user to upload byte for byte what he downloads, enter 100 (100%). If you want him to upload 50% of what he downloads 2:1, enter 50. Zero means no upload/download ratio applies

Minimum DownLoad/Upload files Ratio

This is the minimum number of uploads your callers need to make in order to download files. This is the total number of files uploaded and downloaded. It does not matter how large or small the files are. See Minimum DownLoad/Upload bytes Ratio to see how these numbers work.

Minimum MSG/Call Ratio

This is the ratio of messages left, to calls made that users need to download files. This number works the same as Minimum DownLoad/Upload bytes Ratio.

Screen Locations #1

These are files that you may have to create, though many of them already come with PowerBBS. These files are ASCII, ANSI or RIP Graphic screens that are displayed to callers. You should always have the ASCII screens, they will work for 99% of callers. The ANSI, and now RIP script graphics screens are optional. Though they are optional, they often create the special atmosphere that most Sysops strive for on their boards. With them you can create the illusion of traveling down a dark tunnel, to get to the doors. Looking through a window to view a picture or text file. To edit these files you will need an ANSI/ASCII editor, such as The Draw, or Laughing Dog for ANSI. And a RIP Graphic editor like DeadPaint, FlatLine or Tombstone Artist. You will need to enter the full path\file name to the editor in the File Locations #2 screen. Once you have done this you will be able to use the Edit ANSI and Edit ASCII Buttons. Just Place your cursor on the desired screen and click on the Edit button you want to look at or change.

File names must **not have extensions. The three types of files are denoted by the last character of the filename.**

For example you might have three welcome screens named as follows: WELCOME. for ASCII, WELCOMEC. for ANSI and WELCOMER. for RIP. PowerBBS notes what type of monitor the caller has selected and automatically chooses the proper file for display. If no ANSI or RIP file is available, PowerBBS displays the ASCII file. If a file is missing completely, PowerBBS displays nothing at all.

Path/file to Anon-Name

Not Used

Path/File to Bad Ratios Screen

Displayed to callers when they try a download, but are not permitted to do so because they have either not uploaded or not left enough public messages.

Path/File to Begin DownLoad Screen

File shown when [D]ownload is chosen at the File Menu.

Path/File to Begin Upload Screen

File shown when [U]pload is chosen at the File Menu.

Path/File to Birthday Screen

The Birthday screen is displayed on a callers birthday if the tracking of birthdays is enabled.

Path/File to Bulletin Sub Menu

Displays bulletins available for viewing.

Path/File to Chat Help File

This file is displayed when entering chat mode.

Path/File to Clock Screen

This is a text file which you can customize, but it should contain the current date and time macros.

Path/File to Create Script Screen

Displayed to callers that enter Script mode. For more information on Script Mode, see the section on Scripts.

Path/File to (Used-up) Credits Screen

The default location will work just fine, and it can be the same on each node.

Path/File to End/Save Script Screen

Displayed to callers that enter Script mode.

Path/File to Enter Chat Screen

Displayed as the caller and Sysop enter chat mode.

Path/File to Exit Chat Screen

Displayed as the caller and Sysop exit chat mode.

Path/File to Expired Screen

Displayed when a callers expiration date has been reached.

Path/File to File Ratios Screen

This file is shown to the user after 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

Screen Locations #2

Path/File to Forum Screen

This screen will show the caller the forums that are available for her to join when she selects Area24 Change from the menu. Refer to the Menus Setup section on how to split a large number of forums into manageable groups.

Path/File to Hello Screen

The HELLO screens are displayed right after the caller gives her name and password. You may have up to nine HELLO screens with file names HELLO1 to HELLO9. The sequence must be consecutive. If a filename is not found, the hello stops. In other words, you cannot have just HELLO1 and HELLO3. PowerBBS will stop after the first one. You would need to either rename HELLO3 to HELLO2 or create a HELLO2 screen. Remember that you can have three types of screens: ASCII, ANSI and RIP. HELLO. would be for ASCII callers, HELLOC. would be for ANSI callers and HELLOR. would be for RIP callers.

Path/File to Live Programs Sub Menu

This sub-menu should display to the user the live programs available on your BBS.

Path/File to Logoff Screen

Displayed on logoff, after [G]oodbye, [Y]es is chosen.

Path/File to Low Baud Rate

Displayed to callers that are using a baud rate too low for your system to download a certain file. You set the minimum baud rate in the communications setup. If the user does not use at least this minimum baud rate, this screen will be displayed and they will be logged off automatically.

Path/File to Monitor Help File

This file is displayed when a caller is selecting her monitor type.

Path/File to New User Screen

This screen is displayed to a new user at logon, right before asking the caller if she would like to register. This is a good place for a description of your board!

Path/File to No Chat Screen

Displayed when the Sysops pager is off, or the pager is on and the Sysop does not respond to the page.

Path/File to Opening Screen

This screen is shown at logon, before the caller is asked to enter a name. This is different from the **HELLO** screens that are displayed after the caller enters her name and password.

Path/File to Questionnaire Menu

Displayed when Main Menu Command [Q]uestionnaire is chosen. For more information on Questionnaires, see the section on Questionnaires.

Path/File to Read Help File

This file is displayed to the caller when he selects [H]elp from the Read Messages menu.

Path/File to Read Menu

Displayed to callers that select [R]ead Messages.

Path/File to Statistics Screen

The screen should display to the user his current statistics and standings. You may have to tinker with the spacing in this file since it uses a lot of macros.

Path/File to Sysop Menu

The Sysops Menu Screen describes the options available to the Sysop. Only shown when expert mode is turned off. Sysop Menu Screen options are described more fully in the section on Menus

Path/File to Update User Info

Displayed when the user wants to update his basic user info. This screen should have macros included to allow the caller access to **all the personal information items that you want him to be able to change**

Path/File to 30 day expiration

Displayed to users that are within 30 days of expired registration. You will determine the length of time a caller has access in the Update User, Sysop Option.

Forum Configuration and Setup

The PowerBBS installation program automatically creates the General Forum. This forum is given as a guideline and will help you as you set up other forums of your own. Take a look at the structure of the Forums Screen. Most of the lines have been filled in with defaults. Check them over, be sure they are all valid path/filenames. As you can see, you do not **have to have a different message/file area. By editing the entries, you set up the forum in any fashion you wish.**

Forum Name

This is the name of the forum as it will be displayed to callers. Many people that have several networks on their BBS, have taken up the convention of giving the first two letters of the forum name to the network that it belongs to. For example, a forum that comes from FIDONet might start with the letters **FN-. Something coming from RIME might begin RM**, and so on. It is all up to you.

Forum Sub-Sysop

If you choose to have a sub-Sysop for the forum, place the name here. Be aware that the sub-Sysop can read/delete all messages, including private messages, in this forum. If you do not want your Sub-Sysop to read private messages, do not permit private messages in this forum.

Public Access Forum

If you want all users to have access to this forum automatically as long as they have high enough access, select this option.

If you do not select this option, the forum is known as a private forum. No one will have access, not even you!. So, when you are first setting this up you need to:

Check this box. Finish with the forums.

Exit from the configuration program

Log on to the BBS and go to the [U]pdate Settings item in the Messages Menu.

Select this forum and any other special forums for access.

Now you can go back to the configuration program and remove the check from the box. It is a private forum, and you can give or withhold access as you choose.

Minimum Security to Join

This is the minimum security level needed for a user to access the forum. There are no exceptions to this security level. Many Sysops grant new users access to the General Forum by giving it a lower security level to join. The other forums usually have a higher access level. Access to these forums is given when the Sysop grants the user a higher security level. It is up to you how you handle this option.

Message File Path

Path to the actual file storing the messages. This file name will **not have an extension on it. By the way, the**

message bases for PowerBBS are compatible with another popular bulletin board system software. There are many utilities written for PCBoard 14.5 that will work with PowerBBS message areas (with a little tweaking, that is).

News File Path

Path to a news, or general forum information screen. This is a straight ASCII text file is displayed to the user whenever he changes to this particular forum. You may have the same news file for all forums, or a different one for each. Many Sysops use this file to describe what each forum is about.

The next 5 entries are explained in the Files Setup Section:

Files Listing Sub-Menu

Listing Datafile

Download Dirs Datafile

Path to upload directory

Uploads Listing Directory

Make All Messages Public

If you check this, no one may post a private messages in this forum. If a user tries to send a private message, it will be physically moved into forum #0. (Forum #0 cannot be a public only forum!)

Do You Want Anonymous Names

If you want users to be able to use their anonymous name in this forum, select this option. An Anonymous Name is like a handle. It allows callers to leave messages to each other without the possibility of the receiver knowing who the writer is.

Conferences and Registration

Going back to our Minimum Security to Join. There may come a time when you have several different security levels for your callers. Those having higher access levels than others may be called Registered Users. If you have the access to join set correctly, you can have a special set of conferences just for these Registered Users. An example would be:

New Users are given Security Level	10
Verified Users are given Security Level	20
Registered Users I are given Security Level	40
Registered Users II are given Security Level	60

Using a combination of the Minimum Security to Join and Private forum flags you can have a separate group of conferences for each level of access and several groups within each level.

Sysop Menu Commands

There are two different areas to the Sysop commands section. There are the commands that are strictly for manipulation of the Sysops activities, like the user maintenance and the activity logs. And then there is the File maintenance and DOS utilities areas.

Sysop Menu Area

If you have high enough security access, you can enter the Sysop Menu by pressing 1 at the main menu. The following Commands are available:

Activity Log

Select this option to view the contents of one of the activity logs for your system. Activity logs are created automatically by PowerBBS whenever there is a caller on the line, or when you are logged in locally. To receive the most complete activity log possible, add the /L command line option to the PowerBBS command line. For more information on this and other command line switches, see the Installation section.

List Users

List all the Users of your BBS. This scrolling list will have some basic information on the people that have called your system. This option has also been made available to the normal menus by means of Menu Command #45.

Update user Database

This is the most important Sysop Menu function. With it you will be able to Add, Change, Delete and generally have your way with the users of your system. Be careful though. Callers can get very irate if their information gets changed for no reason.

When you select this option, you will be presented with a screen having 31 pieces of modifiable information and three unchangeable pieces of information. By selecting the option #, you can change the information in the User Record. You cannot change the information on a caller that is currently online. For that you must use the Online

Upgrade option, from the PowerBBS Window menu. This is a much limited version of upgrade/downgrade.

Deleteing a User

Select Option # 2. The Dead and Locked Out field will be turned on. The next time you PowrPack your **USERS** file, the user will be removed from disk.

Updating a Users Forum Access

To add/change the forums a user has access to (use this to give a user access to a private forum), select option #24. Place an asterisk under the slot for the forums you want to give access to. Delete the asterisk from the slots you want to remove access from.

Example:

You have decided to give Ted access to forum #10. This is a private buyers club that you have set up on your board.

Enter an * for forum #10 to give access, or [Enter] for no change.

```
0.....1.....2.....3.....4.....
Access= *          *
```

The above shows access to forums #0 and forum #10.

Be aware that even if you take access away from a user, if it is a public forum and they have high enough access they will be given access to the forum automatically. You may perform this upgrade from the online user upgrade option.

Adding a User

To add a new user, simply select [A] from the menu line. You will then be prompted for the users full name, and information regarding the user, including the users password. Be sure you have all the information you need on the user before continuing. I used this option to create a generic user that allows shareware authors to upload their newest creations without having a separate account on my board. They simply log in with the name **GUEST AUTHOR, and use the password SHAREWARE**. This gives them limited access to the pay areas and just what they need to perform the file upload.

Find a User

Again, all the selections are in the menu line at the bottom of the on screen page. Press the letter **F** and then enter the name of the record you want to find. It will be brought up for you. You do not need to enter the full name. A partial string will also be matched.

Jump to User #

You may enter the number of a particular user (if you happen to know what it is, by printing out your users list.) and PowerBBS will jump to that record. This is much more specific than the Find option.

View Forum Access

Shows the forum access for the currently displayed user.

There are 31 pieces of information that are all available through **MACROS**. Look at the section of the manual on **MACROS** to get a better understanding of how they are used.

DOS Sysop Menu Area

Drop to DOS

Permits you to drop to DOS. Note that this function, runs the **REMOTE.BAT**. For **full Drop to DOS capability you must properly configure and run DOORWAY**. Doorway is a shareware program that is available for download on the support BBS.

Perfrom DOS Function

Allows you to perform a single DOS command function, and return to the BBS. There is no direct interaction. You must know the full path and command liine of the function you want to perform. Be aware that you can crash your system if you attempt to perform a function remotely that requires DOS interaction. For example the **XCOPY *.*** command asks you if you are sure you want to continue. If you are performing a DOS function, you will not have the opportunity to respond. Your system will then be in limbo until someone at the actual computer corrects the problem.

Type a File

Will ask you for the full path and file name of a file to be typed on the screen. This may be any file that may be displayed.

File Maintenance Sysop Menu Area

There are six new Sysop menu commands with this version of PowerBBS. They will allow you to remotely modify the files system on your bbs.

Area

Will display the listing of file areas from which you will select a new file area on which to work.

Delete (File Name)

Will ask for the path and file name of the file to be deleted from the current area.

Edit (File Description)

Will ask you for the name of a file for which you will edit the description. If the file does not exist you will be returned to the menu screen.

List (Areas)

Will again display the areas list and allow you to request one.

Move (File Name)

Will let you move a file from one file area to another.

Place (File Name)

Lets you place an off-line file in on-line status. You must provide the full path and file name.

File Listings Manager

Introduction

After the Message Bases, the files section of a BBS is usually one of the most popular areas for users. The ability to transfer files over the modem, and to download shareware programs (or other types of files that are available on your system), is a major incentive for people to call your BBS. PowerBBS provides facilities for you to organize your files and provide your users access to them.

PowerBBS file structure begins in the forum areas. Each forum may have its very own file areas (you can have a Windows forum with only Windows files). You can, however, have the same file areas for all forums or only certain forums. You do not have to have a separate files section for each forum.

Support Files

To begin, enter the forum section of the configuration program. (See previous section on Forum Setup). Be sure you have valid path and file names on the lines:

Files Listing Sub-Menu

Files Listing Datafile

Download Dirs Datafile

Uploads Directory

Uploads Listings Dir

Files Listing Su-Menu is just a display screen showing a directory of different file areas that are accessible from the current forum. It is only an ASCII file (**C:\POWRBBS\FILES\LIST**), an ANSI file (**C:\POWRBBS\FILES\LISTC**) or a RIP file. You create the screen just as you would any other screen. This screen is displayed to the user as soon as they select the List command from the Files Menu.

Listing Datafile contains important information about your files listings. This information is used by PowerBBS and the PBBS File Manager for tracking your files. To edit this information, click on the Files Data button. This brings you to:

Each screen can hold six entries. Use <Page Down> to get another set of six. You may have up to 250 file listing entries for each forum. Each forum may have completely different file area listings.

Entry #1 (Description)

Describes the files in this area.

Entry #2 (File Listing Path\File)

Place the full path\filename to the file containing the actual files list for this area. (The text editor you use in File Manager might limit the size of this file)

Entry #3 (Dir Containing Files)

Place the path to the location of the actual files.

Once you have completed that, PowerBBS will list all the files correctly. However, you need to edit the Download Dirs Datafile. This file holds information on the directories in which PowerBBS will look to find the files to send to the caller. When you select [D]ownload from the PowerBBS file menu, **only these directories are checked. Click on the Dldir button to see the Download Dir screen.**

There are eight lines per screen, and you may enter up to 250 directories per forum. They are the locations of the files you will allow your callers to access. Lines in the list should end in the name of a directory, and a trailing b29 ackslash. To look at more directories use the <Page Up> and <Page Down> keys or the scroll bar at the right side of the list. If you forget exactly where you left a file, you can find it with the File List button in the bottom right hand corner. It opens up a selector that you can use to look through your directories and drive(s) for whatever files you like. When a caller asks to download a file, these directories are checked in sequence for the particular file. If you forget to include a directory, the caller will get a **FILE NOT FOUND** error.

By the way, unless you put it in here, the Upload Directory will not be checked for files. If you selected Restrict All Uploads earlier in the configuration program, you should leave it out of the Download Dir listing.

I highly recommend putting all of your compressed files on a separate partition of your hard drive. This is especially true if you are using some of the disk compression schemes available now. Disk compression ratios go way down when you store already compressed files on a compressed disk.

Uploads Directory is where you would like uploaded files to be placed. If you are going to use a file testing utility, it should be told what directory this is. Depending on what utility you use, it may even require the upload be put in its own directory. If you checked the Restrict All Uploads box earlier in the configuration program, the restricted

directory should be put here. Remember to include the trailing backslash on the line.

Uploads Listings Dir is the full path\filename to the ASCII file where you want the uploaded file listings to be placed.

Using File Manager

PBBS File List Manager

Current Release: v1.22

Release Date: 19 December 1993

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PowerBBS File Manager was written in Visual Basic v3.0. It requires **VBRUN300.DLL** and **COMMDLG.DLL** (included). PowerBBS File Manager may also be upgraded at times, even when PowerBBS isnt releasing a new version. Of course youll be able to find the latest version on the support BBS. PowerBBS File Manager can be run from the configuration program, by selecting Files Setup.

PBBS File Manager was written by Gerral Reeves, and has been provided by him to PowerBBS Sysops, free of charge. Gerral can be contacted by leaving E-Mail on the PowerBBS Support BBS. The purpose of this program is to help you manage your PBBS File Lists. It is a true Windows File List Manager, incorporating these features:

- Multiple Document Interface (MDI)

- Windows Drag & Drop

- Supports PBBS .DAT files

- Search capability for Filename & Text

- Tabulate File list Statistics

- External Editor of your choice

- Automated Backup of file lists

Getting Started

When you First run PBBSFMGR you are shown an About box in front of the parent window. On the menu bar, you will find three selections:

File: This selection opens to include three selections:

Open: This selection opens a child window displaying a forum/area file list.

Change *.DAT: This selection unloads the current .DAT and loads in a new .DAT file. Useful if you are running different files on different nodes.

Exit: This selection exits PBBS File Manager. You will be given a chance to save any unsaved data.

Configure: This Selection Opens The Configure window. Please read the section on PBBS File Manager Configuration for more details on this subject.

Help: This selection opens to include two selections.

Contents: This selection will open the PBBSFMGR.HLP file and display the contents.

About: This selection will display the about window.

Configuration

Configuration is very simple. Set the Path\File Name of the External Editor (it will default to **C:\WINDOWS\NOTEPAD.EXE**). You may turn the Drag-Drop confirmation on or off. You may select Move or Copy during Drag-Drop operations. If you select Copy, you may either choose to copy only the file, the description, or both. Thats it.

Opening a File List

The first thing you should do is open a file list. This is a simple task of selecting the File menu and then selecting Open. You will be presented with a list of all the **POWRBBSx.DAT** files in the POWRBBS directory. Select the one for the node on which you wish to work. After opening a file list you will see the window below:

If you are only running one node (besides a local one) and you dont want to load a data file manually each time, go to the Properties section of the Windows File Menu. On the command line that you use to start PBBS File Manager add the complete path and filename of the POWRBBS.DAT file. Now, when you start PBBS File Manager, it will automatically bring up the file list window.

As you can see, all the important information about your file list is displayed in this window. If you click on the Forums: gadget, you will see a list of all your forums to select as you choose. Click on the File Areas: gadget and you will see a list of all the file areas for the current forum from which you can select. On the left side of the window is the actual list of files that are in the directory. Highlight one of them and press the Enter key. You will see

the entry for that file come up in the File List Display Area below it.

In the middle of the window are three areas showing the File Name, Size and Date of the file. Below that are three buttons. Display File List, Edit File Description and Edit File List. When you select one of these the editor will be called up and you will get a chance to edit that particular part of the list, or the whole list.

At the very bottom of the window are the File List Display Area, the Path to the directory you are in, and the File List you are currently working on.

You may open up to eight of these windows at any one time. This is the Power of PBBS File Manager. If you Open two or more of these windows you can Drag Files from the File List of one window to the Display Area of another window. Or you can place the cursor on a file name in the Display Area and press the <Enter> key and PBBS File Manager will locate the information and display it. Play around with the Menu selections; search through your list for files not in list, or find out how many files are in the list, (Select the Info menu selection.).

File Manager Notes

There are several things about PBBS File Manager that may not be immediately apparent.

It fully supports POWRBBS .DAT Files. You can work on the file areas of one node without affecting any other node in the system.

You may Search a List for a File Name Or Text String. If the file is found, PBBS File Manager will display the record. If a text string is found, PBBS File Manager will display the record and the selected text.

When you search for files that are not in the file list or not in directory, you can add them into the list. If they arent in the directory, you can delete them from the list.

You may Get List Info from the menu and PBBS File Manager will calculate the total size of all files and the number of files in selected list. Many BBS Sysops like to display this information in their file list headers.

PBBS File Manager will automatically make a backup of your File List. Before any Save operations, a backup file is made. All backups will have the file extension of .BAK

The clip board routines only copy, cut, and paste to/from the file list. They will not affect the files on your disk. Only the Drag-Drop and delete routines will affect your files on disk.

Always make back-ups before experimenting with your files or file list!

Menu Configuration and Setup

How to Configure Menus

All the menus on your BBS are configurable. With a combination of editable branching data files and display files, you can give your callers access to everything and anything on your board. You can make your system look like another BBS program, or customize it to suit yourself and your callers.

To enter the Menus Setup, select it from the Options Menu, in the configuration program. You are shown a list of your menus and asked which one to edit. You can double click on one, enter the number of an existing file or create a new one from scratch. Just remember that all menus have numbers, and the first number will be the first one your

32

callers see when they log on.

Enter Menu # to edit:

You can see all the menus are numbered, starting at 1. This is the Main Menu. The other sample menus that come with the PowerBBS package are: **2, Messages Menu and 3, Files Menu. These are ready for you to use or to modify any time. By typing 1, you will edit menu number 1. Menu files are stored in the POWRBBS\SOURCE directory, with a filename extension of .MNU.**

You should now see the complete menu editing system. By pressing <Page Down>, you can add more commands to the menu. Working left to right, the following are the headings and explanations.

EXT

This is the one character callers will enter to activate the command. Example: **A** must be typed to activate the Area Change Command.

CGM

What you enter here will tell PowerBBS exactly what type of command this line represents. Valid entries are **C, G, or M.**

C: Items with this letter entered here are built-in commands. These choices are hard coded into PowerBBS. Check Appendix B: Internal Codes and Commands, for a complete list of the commands available.

G: This letter refers to a PowerLang file. PowerLang is a simple language similar to BASIC that permits you to create your own command scripts. See the Advanced Features - PowerLang section and the Appendix C: PowerLang Command Syntax for more information on this command language.

M: This letter refers to another Menu. This way, you may allow changing from one menu to another without a lot of fuss.

SEC

Enter the minimum security level required by a user to activate the menu option. This is another way of restricting access to different levels of users.

Code

Enter the code # for this command. The number entered will mean different things, depending on whether this command is a **C, G, or M** type command.

C: Use Appendix B: Internal Codes and Commands chart, for the number. Example: 1 is the built-in command number for Area Change. By entering 1, this menu command calls the Area Change Command.

G: Starts a PowerLang File where # is a number you assign when you save your PowerLang Source File. The default path\file name is **C:\POWRBBS\SOURCE\#.POW. If you put 1 in place of the #, then the PowerLang file C:\POWRBBS\SOURCE\1.POW will be executed.** For more information on PowerLang and the PowerLang commands, see Advanced Features - PowerLang and Appendix C: PowerLang Command Syntax.

M: Shows the Menu number specified. The default path for menu files is **C:\POWRBBS\SOURCE\#.MNU. Where the # is replaced by the number of the menu. If you enter 2, then 2.MNU is executed.**

Time

The number placed here tells PowerBBS how to charge time used for this command. Use the following chart:

1

minute is charged for every minute used. (You can increment this number accordingly)

0

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

-1

The user is given 1 minute for each minute being used. (You can decrement this number accordingly)

The next three entries are for interactive menus. Interactive menus let people calling with ANSI compatible terminal software use their arrow keys to activate the menus. If you do not intend for your users to use interactive menus, leave these entries blank. At the end of this list are a few other entries for interactive menus. All such entries are denoted here with an *.

INTR*

The number placed here is the order of the Interactive Menus (ANSI mode only). When a caller activates an interactive menu the first menu item highlighted is #1. If the user presses the down arrow, INTR #2 is highlighted. To activate the menu item, highlight it, and press <Enter>.

X, Y*

These are the coordinates for the descriptions shown on interactive menu screens. If you get these wrong, the wrong part of the screen will be highlighted. **X comes first. It is the number of standard DOS character spaces from the left edge of the screen. Likewise, Y** is the number of standard DOS rows down from the top edge of the screen. The highlighted area will extend along the row, until there is a color change on the ANSI screen.

Description*

Enter a short description of the command for callers not using an ANSI terminal.

Name

Enter a short description of the menu type created.

Menu File

This is the screen (ASCII/ANSI/RIP) that will be displayed to the caller. Enter the full Path/File Name to the Menu Screen.

Help File

This screen will be displayed when the user presses either H or ? at the menu command. There are some help files already made up for the sample menus. **If you change a menu, remember to change the appropriate help file. Any new menus you create will require additional help files. The default location for them is the directory C:\POWRBBS\HELP\.** This is a straight ASCII text file and the name has no extension.

Move Forum

If you want the caller automatically moved to a particular forum when this menu is activated, check this box. This way you may have specific menus and forums linked together.

Forum To

If you checked the **MOVE FORUM** box, **enter the forum number to which to move the user.**

Norm Back

Normal Background, is the normal background color of the description:

Color

Code

Black

40

Red

41

Green

42

Yellow

43

Blue

44

Magenta

45

Cyan

46

White

47

NORM COLOR

Normal Foreground is the normal foreground color of the description:

**Color
Code
Black
30
Red
31
Green
32
Yellow
33
Magenta
35
Cyan
36
White
37**

INTR Back*

The Interactive Background is the color used to highlight the menu item. Use the same list of numbers as indicated for normal background above.

INTR Color*

This is the Interactive Foreground color used for contrast with the highlighted menu item. Use the same list of numbers as indicated for normal color above.

Allow Interaction?*

All the work you have done up until now will be for nothing unless you check this box. If you want to have interactive menus (ANSI only) check this box.

Language Editor

Introduction

PowerBBS has the capability to recognize and use separate language files for as many languages as you desire. A language file can be for other languages or for fun. Some BBSs have made humorous language files: **Star Trek (Deck Change instead of Area Change. etc.)**. **Your BBS may have separate language prompts for different nodes. Even the menus and other display files may be made multilingual by adding a two letter extension to the display file name. If you checked multi-language support in the General Options #1 screen (24) of the configuration program, make a copy of the 1.LAN file in your C:\POWRBBS\SOURCE\ directory.** Language #1 is the default language file. Name the new file 2.LAN. Edit language #2. At the prompt to enter the language #, type 1, or double click on the file.

When editing the lines in the language file you may use |MACROS| in the lines. You may also use the following color macros:

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

|MACROS| are used inline, like ANSI Codes. An example line using macros:

@9@|NAME|@7@, Press [RETURN] NOW!

This line will display the callers name in white, then the words, **Press [RETURN] NOW!** in yellow.

If a |MACRO| is going to be used with a RIP screen, you may have to use the ~ sign instead of the |. It is a matter of the symbol causing problems with the RIP screen. By the way, there are several lines in the language file that are meant to be used solely with RIP screens. Make yourself familiar with them, if you intend to edit any of the screens.

Remember that |MACROS| must be in |CAPS|.

Network Setup

Some of you will undoubtedly want to have PowerBBS on a network or LAN. There is no problem with that, and many are doing so already. There is one thing you have to remember though. Well, two actually. The first is that you will have to have the line installing **SHARE.EXE, in your CONFIG.SYS** file. The other is that you have to place all files on the network server hard drive. For each connection that will be used for E-Mail and files transfer you will have to startup a node of PowerBBS. When a client is ready to log-on, 35 the actual program may be run from the local terminal and logged on that way. All the main information will still be on the server.

Forums Mail

Mail and Messages

What Is It? What Does It Do?

When a caller logs on to a BBS for the first time, there are generally two places they will check out first. One of these is the Files areas, the other is the message base and conference section. Despite that, many Sysops do not understand the full power of the built-in mail management of their BBS software. PowerBBS has a full range of built-in mail management features that will allow you and your callers to share knowledge, messages and files with people all over the world. Electronic Mail, or E-Mail, is any message, memo, note or other written communication that can be saved on a system. The message is then either held for later reading by the addressee, or it is bundled into a packet for transmission to another system.

There are various methods for transferring mail packets. Some of these are FIDONet, RIME Net, .QWK networks, message bundling and some others that are so esoteric and private that they haven't been made public! Most of these will require the addition of support software to handle the management of the mail packets, but PowerBBS will work fine with all of them.

Messages can take many forms and often do. Some (the largest number) take the form of simple text that is created at the BBS message editor. Others use an Off-line Mail Reader program to read a packet of mail. The caller downloads this mail packet from the BBS, reads messages and enters replies, and later uploads the replies back to the BBS. The advantage of off-line mail is immediately obvious for a long distance caller. They spend only enough time on the board to download the .QWK mail packet and to upload the .REPLies. All the other message editing tasks are done at her leisure. PowerBBS has the ability to create the .QWK packets for download and accept the .REP packets for insertion into the message bases.

Another feature that is found in E-Mail is ANSI art and sometimes just the color codes needed to create nice effects for a signature. High ASCII graphical characters are grouped into this type of message. These are usually limited to certain forums or conferences. There are problems with some displays when high ASCII and ANSI codes are put into messages. Therefore, the inclusion of them in general message areas is discouraged. PowerBBS has its own set of color codes that do not effect the monitors of those particular computers, so they can be included in messages at any time. PowerBBS accepts the ANSI and High ASCII codes too.

Something new to the message bases is the addition of RIP Script Art. Like the ANSI art this is limited to certain forums and adding it to messages in general areas is discouraged.

The Internet has captured the imagination of many lately. It seems that everyone wants to have an Internet connection for their BBS. PowerBBS also has the capability to attach to the Internet. Using third party software that can be downloaded from the Support BBS, you can get USENET News Groups, FTPMail and more.

Later in the manual will be instructions for adding FIDO Net mailer software to your BBS. This is by no means an exhaustive tutorial, however, you should be able to get up and running with the software in no time. Another section has instructions on adding the Internet capability also. There are many PowerBBS Sysops that have this feature running at full speed. If you have a problem you are invited to E-Mail other Sysops and the author of PowerBBS on the Support BBS.

Color and Other Codes in Messages

If you want to create special effects in your messages, send a global message to everyone in the conference or just use the most current time and date in a message, using **[MACROS]** and PowerBBS Color Codes will help you out.

When we talked about editing the language file you found out about **[MACROS]** in the lines. **You can also used the color macros:**

Color

[MACRO]

Blue

@1@

Green

@2@

Cyan

@3@

Red

@4@

Magenta

@5@
Gray
@6@
Yellow
@7@
Brown
@8@
White
@9@

[MACROS] are used in line like ANSI Codes. An example using macros:

TO: @1@|NAME|@7@

This will send a message to everyone that reads the conference, with the name in blue. You could have used the color codes to highlight certain parts of the message. The possibilities are only limited by your imagination!

Another feature of PowerBBS is the ability to use the PowerLang scripts in your messages. By including the Macro |PL:nnn| you can run a PowerLang script file. Example: |PL:003| would run **3.POW in your \POWRBBS\SOURCE** directory.

There is one thing you have to remember when using a PowerLang script file in a message: the |PL:nnn| macro must be at the beginning of a new line.

Between the [MACROS], color codes and PowerLang file in messages, it should be a long time before you run out of options to play with!

Message Editing Options

This is the Full Screen editor for PowerBBS.

Across the top of the screen you see the Editor Help. Under that are some of the more immediate commands.

Insert/Overtyping will change according to the status of your <Insert> Key.

The ^ character represents the <Ctrl> key on your keyboard. For example, ^Z means hold down the <Ctrl> key and press Z.

^Z will exit the editor and show you the Messages Saving Options. The <Esc> key can be used here also.

^U will change the Help display to a Message Header Information display.

^L will display the nine color codes for use in messages.

^O will bring the help screen back.

None of the following commands are toggles. They will not go back and forth.

^Q will allow the caller to quote the text from a message to which he is replying. PowerBBS will display the entire contents of the entire message along with the header. PowerBBS will then ask the from what line to start copying. It will not copy the header information into the message. It then asks to which line to copy. If the caller wanted lines 6-8 copied, he would enter 6 and 8 in response to the prompts. If the caller is replying to a long message, he will have to watch the line numbers carefully. Any lines that are not wanted may be deleted with ^Y.

After you have finished editing the message, press ^Z or <Esc>, you will have the following options:

[F]ile Enclosure will allow the caller to send a file with the message. This is very useful for sending files privately to certain people. When using this option the caller will be asked what transfer protocol to use. He then is asked for the name of the file. If you (Sysop) are logged on in local mode, you will be asked for the complete path and file name since you cannot do an upload from a local node. When the transfer is complete, the caller will be brought back to the editor. The message has not been saved yet, only the file included with it.

[A]bort will ask the caller if he really wants to quit the message editor.

[C]ontinue will let the caller add more text to the message.

d[U]plicate save will let you save carbon copies of the message for other people. It is handy for sending a message to several people at the same time without sending a global message and without writing it in several times. This is also known as message forwarding.

[S]ave will save the message in the current forum.

File Enclosures

Often a caller will want to leave a file to only a certain individual, using your BBS as a temporary stopping point.

This is okay as long as the caller can be sure that the file will go to the intended person. In these days of BBS

Operators being arrested for everything from having certain types of files to not paying taxes on user fees. You do

not need to have questionable files in your general file areas.

The answer to this problem is the File Enclosure. They work with local only forums, nationally echoed conferences and Internet mail. It is a simple matter to let callers leave a private message for someone, and leave a file with the message. The one thing that has to be done is to purge the message and the file after it has been read. This can be done during your night38

ly maintenance event. To learn more about Events and Forum Maintenance, see the sections on those two topics.

Carbon Copies

When a caller saves a message, he has the option to create a duplicate of the message for someone else. This option within the editor will allow him to send copies of the current message to users in the same forum. From outside the editor you can send copies to other forums.

At the Message Read prompt enter the number of the message you want to copy. then press the letter C. You will be asked what forum number to copy the message to. Enter the number of the target forum. You will be asked repeatedly until you press <Enter> by itself.

Moving and Deleting Messages

PowerBBS has the capability to move a message from one forum to another. This is a Sysop function, not available to everyone. It also lets you delete a message after it has been read. The difference between the two is that when you move a message, it will still exist in another forum. The only ones that can move messages are the Sysop, Forum Co-Sysop and the person that wrote it. Move is similar to another command also. When you copy a message, you are creating another entire message in the message base, sometimes in another message forum. Moving a message will delete it from the original message base.

Deleting a message will remove it from the list of readable messages. It is still there and can be recalled. It is sort of like making the message private, with no addressee. To removed the message from the message forum, pack the message forum. That will be covered under Forum Maintenance. The people that can delete a message are the Sysop, Forum Co-Sysop, the author and the addressee.

Local Only Forums

When you get into the business of Forums and Conferences, there are many echomail networks from which to chose. You will get a lot more information on that later. For now, lets look at Local Only Forums, the ones that will be used by the people just up the street from you.

Many Sysops have had a hard time finding things to keep their callers occupied. Some have used on-line games, covered later; others have developed a strong network of people just leaving messages to each other on local events, gossip and what have you. Sometimes a BBS may be dedicated to the use of a particular group, and the message areas will reflect that. Some local only forums that have been used often are:

For Sale!, Users Group, Bowling, Support Group, Fishing, Cars, Ecology, Racing, Trading Cards, Games, Leisure, Hot Line, Cooking, EMS, Computer Help, Legal, and Adult.

There are many more besides just these. The only difference between a local only forum and one that is echoed nationally, is the fact that it isnt echoed! The local forums can have just as much traffic and sometimes have more!

QWK Mail Networks and PowerMail

There are many different ways to get the mail from here to there. One of these is the .QWK Network. .QWK is a type of message packet that can be automatically created by PowerBBS on demand. It is called .QWK because of the extension that is placed on the end of the mail packets. It will contain information about the board, a new files list (if you have one), any new bulletins, and of course, the mail. To get going with .QWK requires a little set up. In the configuration program under General Options #3, you will find the question **Are you running PowerMail?, at the top of the screen. If you want to take advantage of a .QWK network you need to check that box. The next line will ask you what directory to use for the PowerMail set up. This is default to C:\POWRBBS\MAIL1.** If you are running multiple nodes, it must be different for each node. The next line is the first half of the name that will be given to .QWK packets from your system. This name can be no more than eight characters long. If you are running multiple nodes, leave room for the node number to be added to the name. Down at the bottom of the screen, the second to last line, you will find a place for the PowerNet Tagline. This line is added to the end of all messages exported from your BBS through PowerNet. Usually this is a very short ad for your board. But, it can be anything that fits on one line. When you exit the configuration program, PowerMail will be setup for you. The batch files PowerBBS needs should already be in your **MAIL1** directory, placed there during installation.

Be sure you have the functions for .QWK transfers available on your menu. The built in command #37 is for download of .QWK packets. Built in command #38 is for upload of .REP packets. These functions are normally

located on your Messages Menu. (D to download mail and T to upload mail).

About PowerNet

PowerNet is a QWK mail tosser for PowerBBS that extracts messages from your message bases and creates a .REP packet that is sent to another BBS. At the same time a .QWK packet can be downloaded from the other BBS and converted for use by your BBS. Message pointers are saved on both the import and export functions so the chance of duplicate messages being passed is minimized.

Although this system of mail exchange works with PowerBBS, you can join a QWK Mail Network with **any BBS software that has QWK Mail capability.**

PowerNet requires the first line in PowerMails **ZIPMAIL.BAT** and **UNZIP.BAT** (found in the \MAIL1 directory) contain the drive letter on which you have installed PowerBBS. Additionally, a DOS based communications package such as Telemate or Telix is needed to do the actual transfer of .QWK and .REP packets. Since this is to be run automatically from a batch file, it is important that you are familiar with the scripting language of your communications software. PowerNet mail transfers have to be run from your PowerBBS Event or as a FrontDoor external event. For more information on events, see the section on Events later in this manual.

PowerNet is included with all versions of PowerBBS (including the shareware version). You need the files **UPQWK.EXE** and **GETREP.EXE**. You should find them in your \POWRBBS directory.

PowerMail is what we call the ability of PowerBBS to create .QWK packages for your users to download. Your users may then use a QWK-mail reader and read mail off-line; create replies and upload the replies in a .REP file to the system. PowerBBS creates a \MAIL1 directory automatically, during installation. This is PowerBBS work directory for mail exchange. The file **UNZIP.BAT** uncompresses .REP files, while **ZIPMAIL.BAT** creates a .QWK packet. Be sure that in your **UNZIP.BAT** and **ZIPMAIL.BAT** files that the correct directory is used.

Sample UNZIP.BAT:

```
C:
DEL \MAIL1\POWERBBS.MSG
CD\MAIL1
CD\%1
PKUNZIP -o %2
DEL %2
```

Sample ZIPMAIL.BAT:

```
C:
CD \MAIL1
PKZIP %1%2 *.NDX *.DAT *.MSG
DEL %1*.NDX
DEL %1*.DAT
CD\POWRBBS
```

Create a junk user name from the Sysop Menu Update User option. Well use the name Al Doe as an example.

Update the users record to make sure that adequate security is allowed to access the selected forums. The name Al Doe will be used to set the Last Read Message pointers for the .QWK and .REP packets. Do not give the junk user high enough access (usually 150) to read **any mail**. If you do, all of your private messages may be exchanged.

Modify the files EXPORT.BBS, IMPORT.BBS and the sample batch file SAMPLE.BAT.

For **EXPORT.BBS**, the set up is the following:

```
;This is the Tagline for your BBS!
69,10
70,1
71,2
```

The numbers correspond to the forum numbers that are exchanging mail. The first number is the forum number on your board, and the second is the other BBSs forum number with which you are exchanging mail.

Forum 0 is not currently supported by the EXPORT.BBS and IMPORT BBS configuration files. The first line should contain a semicolon followed by the tagline you want for your BBS.

For **IMPORT.BBS**, the set up is the following:

```
10,69
1,70
2,71
```

This time the forum numbers are reversed. The first number is the number of the forum the mail is coming from, and the second number is the forum it is going to in your message base. In either case if forums are scanned for

messages and their corresponding forum numbers are not found in the .BBS files, the messages will be dumped in Forum 0. This also applies to private messages if the receiving forums are set for public access. Now, you should have the configuration set up, the **ZIPMAIL.BAT** and **UNZIP.BAT** in the **\MAIL1** directory. **You have created/modified the EXPORT.BBS and the IMPORT.BBS files. All that is left to do, is prepare the command lines for the actual transfer. To do this we will use the commands GETREP and UPQWK.** Take a look at the command syntax on the following lines.

To extract a QWK packet and convert it to a REP packet for export to another BBS, the syntax is (in all caps):

```
GETREP [PATH\FILE POWRBBS.DAT] [JUNK USER NAME] [THEIR PACKET NAME] [EXPORT.BBS]
```

Example:

```
GETREP C:\POWRBBS\POWRBBS.DAT AL DOE POWERBBS C:\POWRBBS\EXPORT.BBS
```

To get another BBS .QWK packet and convert it to a REP packet for import to your BBS, the syntax is (in caps):

```
UPQWK [PATH/FILE POWRBBS.DAT] [JUNK USER NAME] [LOCATION OF THEIR.QWK] [IMPORT.BBS]
```

Example:

```
UPQWK C:\POWRBBS\POWRBBS.DAT AL DOE C:\DOWN\POWERBBS.QWK C:\POWRBBS\IMPORT.BBS
```

Review the **ECHO** statements included in the **SAMPLE.BAT** and tailor it to suit your system. Scripting languages are outside the scope of this manual and will not be explained.

SAMPLE.BAT

```
REM SAMPLE.BAT
ECHO Exporting QWK from your BBS and converting to REP
C:
CD\POWRBBS
GETREP C:\POWRBBS\POWRBBS.DAT AL DOE POWERBBS C:\POWRBBS\EXPORT.BBS
PKZIP POWERBBS.REP \MAIL1\POWERBBS.MSG
ECHO Copying REP packets to your Communication package Upload directory
COPY C:\MAIL1\POWERBBS.REP C:\UP
ECHO Killing REP work files
DEL C:\MAIL1\POWERBBS.*
ECHO Run TELIX script to download new QWK packets and upload REP Packets
CD\TEPIX
TEPIX QWKMAIL.SIC
ECHO Importing QWK packets that are converted to REP for your BBS
CD\POWRBBS
UPQWK C:\POWRBBS\POWRBBS.DAT AL DOE C:\DOWN\POWERBBS.QWK C:\POWRBBS\IMPORT.BBS
ECHO Deleting old REPs and QWK files (you may wish to save or move them)
DEL C:\UP\POWERBBS.REP
DEL C:\DOWN\POWERBBS.QWK
CD\POWRBBS
ECHO ALL DONE!
```

The line `PKZIP POWERBBS.REP \MAIL1\POWERBBS.MSG` is the line which actually creates the .REP. It not only creates the .REP, but it avoids packing in other files the normal `ZIPMAIL.BAT` would create.

PowerNet Connection to Host End

Under normal QWK mail exchange conditions, the names are usually changed, on the host side, (a host is the system you are calling) to your name. We must permit the use of any name when calling the host. Also the host **must update your pointers to avoid duplicate message downloads. To provide a host connection, tell the host Sysop to enter the Sysop Update User Menu, and set you up for QWK-NET mail exchange status. The host Sysop should have also edited their Tagline in PowerBBS configuration program. If the system you are exchanging mail with is not a PowerBBS Sysop, you may have to do other things also.**

After you have been set up for .QWK exchange, when you call the BBS to exchange messages, use the following logon routine:

Enter your Full Name: **#Q#My Name**

By entering **#Q#** before your name, this puts PowerBBS into QWK-MAIL Networking mode.

You will download the new mail from the BBS.

You will upload mail to the BBS.

Your pointers are automatically updated.

You are logged off automatically.

Other QWKmail Networks

PowerNet will function with other QWKmail Networks once everything is configured correctly. Permission from the Network Host is required prior to placing the Nets messages on your system.

Limitations of QWKmail

The DOS utilities, **GETREP.EXE** and **UPQWK.EXE** are limited to the first 200 forums on your BBS. If there is a need to get around this, you can perform the following trick:

Copy your **POWRBBS.DAT** to a new file. Run the configuration program on this new file, and create a new **POWRCONF.BBS** (rename it). By entering information, you can trick PowerBBS. Note that you are still limited to 200 forums per junk user.

FIDO Style Echo Mail

PowerBBS allows you to add FIDOnet compatible software, and enter a network (or networks) that spans the globe. Networking with this system is not easy. However, it is well worth the effort. Networking is achieved with third party software. PowerBBS has an open interface to many programs; you can customize, tweak and rearrange the mail interface to suit yourself.

PowerBBS is a complete Bulletin Board System; networking just makes it available to computer callers as well as humans calling. Normally PowerBBS responds to people calling, and prompts them for name and password. The network interface you add to PowerBBS basically does the same thing, but it lets a computer be a caller too!

The network interface has three parts

A program to answer calls, appropriately route people or computers and accept uploads/downloads.

A program to process incoming echomail.

A program to translate incoming mail into the BBS message base format, and insert it where it belongs, and also extract outgoing mail from the message base and start it on its way.

First, there is the front end mailer. One of the most popular is FrontDoor, another is Intermail, which I recommend highly, though you can use any of the other similar software. Second, there is a mail tosser. There are many of these as well. One of the simplest is ConfMail. Once you have gotten your feet wet with it, you can switch to something with a little more power to it. I recommend GEcho, but you can chose anything similar. Finally, there is the BBS interface program. Again, at first, I recommend simplicity. PowerEcho is such a program. It was written expressly for PowerBBS, by a PowerBBS Sysop. Later when you have gotten your feet wet with the software and you are ready to add features, you might try InterPCB, specifically version 1.31, available on the support BBS. The newer versions **will not work. Any of the conversion programs that will access a PCBoard v14.5 compatible message base should work. These three types of programs work as a team to automate your computer mail calls. The glue that holds these programs together and makes them work as a team is a batch file called FDRUN.BAT, or whatever you want to call it.**

We will talk about what each of these programs does, in sequence. The correct set up of each type of program and some sample set ups and batch files are found in the section Advanced Features under More on Echomail. However, each program comes with its own manual. You **absolutely must read them to learn how each works so your system can grow as you would like it to.**

PowerBBS and The Front End

When your BBS calls a DOS BBS linked to a network, the Front End asks the remote system (your BBS) if you are a live person calling, or if you are an automated mail call. If you are a live caller the Front End starts the BBS. In the case of PowerBBS, the process is a little different. When you set up PowerBBS, you had the option to run FrontDoor or other compatible mailer. What will happen, once you have everything setup, is that you will start PowerBBS first. PowerBBS will start the **FDRUN.BAT** which will start FrontDoor. PowerBBS will then pass control of the COM port to FrontDoor. FrontDoor then sits quietly, with PowerBBS in the background, waiting for a call. When a call comes in, FrontDoor checks the caller to determine the type of call.

If the caller is another computer, or fax machine, it will determine the proper response by what you have set up in your batch file and FDSetup. If the caller is a human, it will write some information to another batch file (that you have to write, by the way.) Part of what it writes is the connect baud rate of the caller. PowerBBS is alerted to the presence of a human caller by the program **EXEBBS.EXE** and resumes control of the COM port. From there on, the BBS will react as if there had never been a front end. If there is a computer calling with mail, the front end asks for a password and checks your list to see if it is mail you want to receive. Once the mail packet is received, like receiving an upload, FrontDoor will check the internal events list. If you want to process mail immediately, FrontDoor will exit with an **ERRORLEVEL** code. This **ERRORLEVEL** code will activate a portion of your batch file set up to

proce42

ss the mail. If mail is not to be processed right away, it will sit in a directory until it is time to be processed.

The Tosser

Once FrontDoor has processed the mail, usually a matter of determining what directory it goes to, a mail tosser program should be started by the FDRUN.BAT. Again, FrontDoor tells the batch file when to do this with a combination of internal events and errorlevel codes. The mail tosser will decompress the mail packet and portion it out to individual directories that you have set up for your message bases. The messages will now be in text format with names like 1.msg, 2.msg, etc. Some tossers will add a high-water mark for duplicate message control. Other programs will use other methods. All the tosser has to do is decompress the mail and portion it out. Some of the more advanced programs will provide you with other services and capabilities.

The Conversion Program

Now that the mail is in a text format, you have to get it in to the message forums. This requires a program to convert it from *.MSG format to PowerBBS message forum format. This program is also started from the FDRUN.BAT batch file. The conversion program should do nothing more than that.

To get the mail **out of the message forums, the process is reversed. The conversion program pulls all the new messages (those later than the last export, not the new imports) and converts them to *.MSG** format in the directories that you have set up for this. The tosser will collect the new messages from these directories and compress them into packets that will be addressed to the correct net addresses, and passes them to FrontDoor . FrontDoor will then start calling the addressee of each packet and attempt to pass on the new mail.

The process is straightforward and simple to understand, once you have seen it in action. PowerBBS does nothing more than sit quietly in the background while this is going on. The actual setups for some of these programs will be explained in a later section of the manual. For now, we will talk about the Internet support

Internet Support

Internet Terms

ARCHIE: A system for locating file that are publicly available by anonymous FTP.

ARPAnet: An experimental network established in the 70s on which the theories and software behind Internet were tested.

FAQ: Frequently Asked Question.

FTP: A protocol that defines how to transfer files from one computer to another.

FYI: For your Information.

Gateway: A computer system that transfers data between normally incompatible applications or networks.

IP: Internet Protocol

NSFNET: The National Science Foundation Network. The NSFNET is not the Internet. It is just one of the networks that makes up the Internet.

Protocol: A definition of how computers will communicate with each other.

Server: Softwar that allows a computer to offer a service to another computer. Other computers contact by means of matching client software.

TCP: The Transmission Control Protocol.

USENET: An informal group of systems that exchange news.

Just as PowerBBS provides support for programs to exchange echomail in FIDONet and .QWK mail networks, it also provides a method to connect your board to the Internet, using the WinNet System, an excellent service that allows anyone to have their own personal Internet address and connection. All a person needs to do is leave the computer on all night, and have WinNets event set to automatically dial the server to exchange mail. What could be better suited to this than a BBS?

Everything you need, including a server connection, mail import/export software, sample configuration files and more are included. By connecting to the Internet your users will have their own Internet access code (name@bbsname.win.net). Users may enter messages directly to other Internet addresses. In addition PowerBBS provides support for USENET News Groups, giving you access to over 6,000 conference topics, that you can set up as forums on your PowerBBS! PowerBBS handles file enclosures across the Internet, just as it does with PowerBBS message bases. Enclose a file via [F]ile Enclosure and PowerBBS takes care of the rest. Similarly PowerBBS will import files and place them as a [F]ile Enclosure in your messages.

Just as FIDO and .QWK mail networks require some additional set up, so does Internet mail. If you are setting up the non-registered shareware version of PowerBBS, you do not have the WinNet Mail Server package. There is a

copy of this package on the PowerBBS Support BBS. Please use this version, it was written with PowerBBS in mind. The required file is:

WNNET.ZIP The WinNet Mail Server package.

All the other required files are in the shareware PowerBBS package. Please read the documentation that comes with WinNet, to ensure you have the system set up correctly.

Here is an overview of the basic steps for making WinNet work with PowerBBS.

Setting Up PowerBBS for Internet Access

Create a temporary directory off of your PowerBBS main directory. Call it what ever you like. Decompress the **WNMAIL.ZIP** into it.

Run **SETUP.EXE** from that directory. Although WinNet was originally intended as an application for an individual to connect to the Internet, PowerBBS uses WinNet to connect your entire BBS and all its users to the Internet. Use the More Information button to get more information on each screen.

After running Setup, you will need to open an account. Use **ACCOUNT.EXE** WinNet will ask for your name, address, credit card #, etc. The only item that is specific for PowerBBS is the E-Mail Name used with WinNet. Be sure this is set to RFREY, the System Name should be the name of your particular BBS.

Check to ensure you have the files: **IN_IN.EXE**, **IN_OUT.EXE**, **UUCODE.EXE**, **UUECODE.EXE**, and **UUCICO.EXE** in your **\POWRBBS** directory. If they arent there, you will have to download them from the Support BBS.

Create a forum, and call it **INTERNET**. **Do not call it The Internet or INTNN Internet!**

Do not use forum #0 for any Internet forum. This is the main PowerBBS forum and it may cause problems if you do.

Internet forums must be numbered between 1 and 199. For the USENET News Groups, a part of Internet, forums may have numbers from 1 to 999. News Group forum names must start with the prefix INTNN. For example: you want to receive the news group ALT.BBS. You might name your forum INTNN BBS. Edit the properties of the ICON for starting up PowerBBS. Add the /I command line switch, ie: **C:\POWRBBS\POWRBBS C:\POWRBBS\POWRBBS.DAT /I**. It enables the various Internet hooks and activities within PowerBBS.

Internet Mail Export/Import Routines

The Export/Import routines work very much like PowerNet. First you will create a dummy user. Give that dummy user a security level of 150.

Use your favorite text editor to create an **EXPORT.BBS** file that **IN_OUT** (the Internet export program) can use to export mail from PowerBBS. PowerBBS exports mail from the PowerBBS message base files to be compatible with the **Internet UUCICO**. Be careful here. This is the same name that is used for the .QWK mail support in PowerMail. You will want to rename the PowerMail Support file to something else, then go into the configuration program and change the name there also.

EXPORT.BBS file:

```
|10
;powerbbs
1,1,0
2,alt.bbs,0
|# is a message counter. Set it to |10 to start with.
```

;powerbbs is the system name set up in the WinNet account. With ;SYSTEM, Internet addresses will be name@SYSTEM.win.net.

```
1,1,0
2,alt.bbs,0
```

The first number is the PowerBBS forum from which to export.

The second number is either a **1** or the Network News Group name.

The third entry on this line is last read message pointer (**0** = Start reading at msg #0) This is updated after every run of **IN_OUT**, automatically.

In the **EXPORT.BBS** you will have one line indicating where to send the private E-Mail. All the other lines will be for each separate network news group. For the private E-Mail set positions #1 and #2 equal. If you want the private Internet mail to go to forum #1, put 1,1,0. If your Internet forum is forum #5, put Internet. All the other lines are for network news groups. As the example shows 2,alt.bbs,0 all messages in forum #2 will be exported to the alt.bbs network news group.

The following is another example of an **EXPORT.BBS** file from Adam Bakers BBS. As you can see, he has many

messages imported into his BBS.

```
|1168  
;azbbbs  
5,5,720  
2,rec.humor,4662  
4,alt.fan.letterman,746  
6,comp.os.ms-windows.misc,3506  
7,alt.dragons-inn,16  
8,alt.fan.mst3k,40  
9,clari.news.almanac,37
```

IMPORT.BBS file

```
;powerbbs  
0,1
```

alt.bbs,2

; SYSTEMNAME is the system name used for your WinNet account name.

0,1: The second line should be 0, INTERNET FORUM. 0,1 signifies to put all Internet direct mail into forum #1. 0, 2 means forum #2, etc.

alt.bbs,2: The rest of the file should contain network news groups information. The line alt.bbs,2 means place network news group ALT.BBS messages into forum #2. There will be one line for each forum set up to receive Internet mail

The following is another example of an IMPORT.BBS file from Adam Bakers BBS. Note that Adams import and export files do not agree. He has elected to have several network news forums imported into the same forum. This can be done without any problems. You can also have a network news group as read only forum by just not adding its information to the export file.

```
;AZBBS  
0,5  
comp.os.ms-windows.misc,6  
alt.dragons-inn,7  
alt.fan.mst3k,8  
clari.news.almanac,9  
rec.humor,2  
rec.humor.funny,2  
clari.news.interest.quirks,2  
comp.protocols.misc,2  
comp.society.sc-digest,2  
alt.butt-keg.marmalade,2  
alt.fan.letterman,4
```

Create an event in your configuration Events Setup. It will use the batch file that exports and imports your Internet forums. The event should contain the following line:

```
IN_OUT C:\POWRBBS\POWRBBS.DAT GLEN FREY POWERBBS C:\POWRBBS\EXPORT.BBS
```

IN_OUT specifies the **IN_OUT.EXE** program to be run as this part of the event.

C:\POWRBBS\POWRBBS.DAT should be the full path to your **POWRBBS.DAT** file.

MAIL MANN should be a dummy user that you created and gave a security level of 150.

PowerBBS should be the System Name that you set up in the account setup of WnMail.

C:\POWRBBS\EXPORT.BBS should be the full path to the **EXPORT.BBS** file that you create. **Important: The Full Path to EXPORT.BBS file must be given.**

You must run IN_IN.EXE and IN_OUT.EXE on the same drive as your \WNMAIL directory.

The C:\POWRBBS\IMPORT.BAT file:

The second half of the Internet Mail Event is the import of the new messages into the PowerBBS message forums.

You will have to have the following lines in an event batch file also.

```
WAIT 120
```

```
IN_IN C:\POWRBBS\POWRBBS.DAT MAIL MANN POWERBBS C:\POWRBBS\IMPORT.BBS
```

The format for the **IN_IN** command line is similar, except, you are running **IN_IN** to import Internet mail, and you will give the path to the **IMPORT.BBS** file.

The WinNet system has to take care of the exported messages before the import procedure is started. PowerBBS automatically pauses for 3 minutes before running

another event, or returning to the BBS. However, this may not be long enough. Use the WAIT.EXE program in the \POWRBBS directory to wait longer. The format for that command is: WAIT 120. This will cause the BBS to wait for two minutes.

The userid you will end up with is your name. i.e. Tom_Smith and your address will have @systemname.win.net added to it. So, PowerBBS simply takes mail addressed to Tom_Smith@systemname.win.net and places it into the Internet directory, converting the address to Tom Smith. It is the same as if someone left Tom Smith mail on the BBS.

Internet with Qwk Mail

The current QWK mail standard limits names to 25 characters. To get around this, PowerBBS permits the following trick that will allow your users to enter Internet messages with their Qwk mail readers. As the first line of the main body text, use TO: NAME where NAME is the Internet address. For example; a user with a QWK mail reader program would prepare the header of the message and then use: TO: Russell_Frey@PowerBBS.Win.Net as the first line of text. PowerBBS will use that TO: portion in Internet forums, which permit up to 64 characters. This gets around the problem of not being able to create reply packages off-line!

PowerBBS Systems Running FrontDoor and Internet

If you are running FrontDoor, be aware of these differences. Set up an event under FrontDoor. When this event is run, have the ERRORLEVEL set to exit to a batch file with the line: EXEBBS INTER in it. This will return control to PowerBBS. When PowerBBS reads INTER in the baud rate, it will run the EXPORT.BAT in your \POWRBBS directory (run IN_OUT in this batch). It will then run UUCICO.EXE. Lastly, it will run IMPORT.BAT in your \POWRBBS directory (run IN_IN in this batch).

PowerBBS accomplishes mail exchange in the following fashion:

Your EVENT.BAT is run at the event time you set up. At some point in your event, the IN_OUT will export the InterNet Mail.

As soon as the EVENT.BAT window closes, PowerBBS will automatically run the UUCICO.EXE program to actually talk with an Internet server to exchange mail.

As soon as UUCICO.EXE is done, the C:\POWRBBS\IMPORT.BAT file is run to import the received Internet mail via the IN_IN program.

Notes for using Internet on PowerBBS

When writing a message in a network news group, you must use the [E]nter a message option. If you select a direct Internet message to send a message, it will be sent as private Internet mail.

If you want to **post a message in a Network News Group, send a message to ALL.**

Sending FILES

Users may send files, just by using the [F]ile Enclosure option. PowerBBS automatically will UUencode the file, and send it over the Internet.

Although PowerBBS will not split up the message, the Internet messages left counter will be incremented by File Size/10,000 bytes. So it is still easy to set a max Internet message count and permit people to send messages. Users do not need the FTPmail option on to send files via mail. The FTPmail option is needed to send mail to ftpmail@...

Receiving Files and FTPmail

If PowerBBS receive a UUencoded message, it will automatically decode the message and place it as a [F]ile Enclosure. So it is **very easy for users to receive files without ever having to understand UNIX.**

PowerBBS charges messages (size/10,000 bytes) for [F]ile Enclosures that are to the person directly and not in a network news forum. This means that if someone FTPmails a file, or someone else sends them a file via Internet directly, they will be charged as if they sent ten messages if the file is 100,000 bytes.

Restricting Internet Access On Your BBS

Internet access costs you money, so you will probably not want all of your users to have access to it. PowerBBS provides two new user items: Allow FTPmail and MAX Internet Messages/Month

The first item, when turned on, allows your users to send mail to the FTPmail site to receive files.

MAX Internet Messages/Month gives you the ability to set a restriction on the number of Internet messages a user will be able to write each month. Note that you will probably want to make your Internet forums restrictive to a minimum security level (say security level 60). As soon as you grant someone level 60 they will be able to leave mail so you will probably want to also set the maximum option at the same time.

Users by default are set to 0/0 (meaning they cannot leave any Internet mail before you upgrade them!)

Summary of Setup for Internet

PowerBBS will take care of the importing, exporting. Once your account is set up, do **not run the WinNet mail reader. \WNMAIL contains UUCICO.EXE program. Make sure that \WNMAIL is in Path. IN_OUT.EXE, IN_IN.EXE, UUDCODE.EXE, UUECODE.EXE, IMPORT.BAT are in \POWRBBS.**

To get the latest copy of FAQ straight from the net itself, send the following:

TO: MAIL-SERVER@RTFM.MIT.EDU

SUBJECT: FAQ

Send usenet/news.answers/internet-services/faq

Forum Maintenance

You have set up your forums. You may have set up some echomail conferences. Now you have to be able to keep them relatively cleaned up, and sized down to a manageable number of messages for speedy searching, and because those messages take up valuable hard drive real estate.

The PowerBBS System has the ability to remove messages from the message forums when they have been read, 46 are marked for delete, too old, or excess. You can also reset the first message number, and reset a users last read message pointer for a particular forum.

To do this you will have to run a DOS program called **POWRPACK.EXE**. PowerPack, by itself will remove messages from the message forums that have been read or marked private. You can add command options to expand the scope of the removal. You will normally run Powrpack from the internal PowerBBS event, or from a FrontDoor external event. For more information on events, see the section on Events.

POWRPACK requires the presence of the program RTM.EXE in the \POWRBBS directory, or whatever directory you are running Powrpack from. RTM is a Borland Support Program. It will allow Powrpack to run unhindered in the windows environment.

Power Packing a Message Forum

The command line syntax for packing a message base is:

```
POWRPACK [Path\MAILFILE] {DELETE} {R:PATH} {DAYS:nnn} {TOTAL=xxx} {START=nnn}
```

Items in the brackets [] are required for Powrpack to do anything. Items in the braces { } are options that may be used, combined or left out entirely. All of the options must be in capital letters. If there is anything that Powrpack doesnt recognize it will simply not run.

Parameter

Description

Path\MAILFILE

Required: The path/filename to the message base you are packing. This is normally something like C:\POWRBBS\FORUM\POWERBBS. The file name will be no more than eight characters long and will not have an extension. Powrpack used with no other options on the command line (besides this one) will remove messages marked read or private.

DELETE

Optional: Used to remove messages that have been marked kill or delete. This command option will build on the scope of the Powrpack command. This means it will do this in addition to removing messages marked read or private.

R:PATH

Optional: R:C:\POWRBBS\RESTRICT, used to tell PowrPack where the restricted directory is so that [F]ile Enclosures may be deleted along with the messages they are associated with.

DAYS:nnn

Optional: Will remove all messages that are more than a specified number of days old.

TOTAL=nnn

Optional: Used to remove oldest messages in excess of a certain number.

START=nnn

Optional: Used to start numbering the messages at a specified number.

Examples:

```
POWRPACK C:\POWRBBS\FORUM\POWERBBS DELETE R:C:\POWRBBS\RESTRICT DAYS:180
```

This will delete all messages that have been marked read, private, kill, delete or are older than 180 days, including their associated [F]ile Enclosures.

```
POWRPACK C:\POWRBBS\FORUM\POWERBBS TOTAL=1000 DAYS:30
```

This will remove all messages in excess of 1000 messages and any that are older than 30 days.

Packing User Files

Powrpack is also used to maintain your users database. It will freshen the base, reset lastread pointers, clear old user numbers and extract the address information from the base. Powrpack will do nothing to a user base by itself. It requires at least one command option. The required parts of the command are inside the brackets [] and the optional parts are inside the braces { }. Again, all options must be in capital letters.

```
PowrPack [/U] [USERFILE] [INDEXPATH] [{DAYS:nnn}] [{FORUM:nnn}] [{START:nn}]  
[ {ADDRESS} ] [ {CLEAR} ]
```

Parameter

Description

/U

Required: Used to tell Powrpack that you are working on a Users file. Put /U right after PowrPack.

USERFILE

Required: The Full Path\Users File Name. This should be the PowerBBS default: C:\POWRBBS\DATA\USERS. User files will not have extensions!

INDEXPATH

Required: The Full Path\Directory Name where the index Files are kept. This should be the PowerBBS default: C:\POWRBBS\INDEX\.

DAYS:nnn

Optional: Used to remove callers that have not remained active in the board after a specified period of time. All Users who have not logged on for nnn days will be removed from the User Base. An Example: DAYS:20, will delete all users who have not logged on for 20 days. DAYS:200 would be 200 days, etc.

FORUM:nnn and START:nnn

Optional: These commands must be used together. They are used to designate a forum to work with, and the specify the Last Read Pointer position for that forum. Example: FORUM:1 START:100 will set everyones last read pointer to 100 in forum #1.

ADDRESS

Optional: Used to generate an ADDRESS.DAT file from the Users file. This is a straight text file that can be used to generate mailing lists and Bulletins.

CLEAR

Optional: Used to clear all of the empty user slots from the User Base. As you remove callers that have not maintained a presence on your board, you will develop holes in you User Base. CLEAR will move the users around until all slots are filled.

Forums Files and Protocols

File Transfers

After the mail, the file transfer areas are the most popular parts of many bulletin boards. BBS have been used to distribute the latest version of shareware files, information packets, newsletters, almost anything you can put in a file. Adding this to a BBS requires some preparation and planning. You already have two directories called **\FILES1** and **\FILES2** in your **\POWRBBS** directory. They were created when you installed PowerBBS. They hold some samples of files that will be required for your files areas. For explanations on how to create these support files, see Files Setup in the Configuration for PowerBBS section.

Briefly, again, you have **LIST, LISTC, maybe LISTR, LIST1, LIST2, DLDIR.DAT, and LISTING.DAT.**

LIST, LISTC and LISTR

Sample ASCII, ANSI and RIPScript versions of your Files Areas Menu.

LIST1 and LIST2

Sample ASCII Text listings of the files you might have on your system.

DLDIR.DAT

A sample data file listing the directories that PowerBBS may search through when a caller requests to download a file. If the directory is not listed here, it is not searched. This file is a straight ASCII Text file.

LISTING.DAT

A sample data file listing information about the files areas themselves. You will find the name of the files area, the full path/listing file name, and the directory where the downloadable files are kept. This is a straight ASCII Text file

There is no rule that says you have to have a separate directory for each type of file, or even a copy of the above files for each particular area. There are many ways to set this up, and some of them will be discussed later in this section of the manual, under Files Areas vs. Forums.

Those of you that have looked at the directory structure of the **\POWRBBS** directory, will have noticed two other directories that will have files information in them. They are the **\RESTRICT** and **\UP** directories. The first is used for receiving files that are uploaded privately to the Sysop. It will receive **all files uploaded if you have the Restrict All Uploads** box checked, in your configuration. The second is the normal upload directory. If you decide to use a program to check file uploads (described later in this manual) this is a good place to put it!

There are several methods of creating your files listings. One is to upload each manually through the BBS software, in local mode. Doing this allows PowerBBS to create the list for you. Another is to use the PBBS File Manager to generate the listings. Neither of these is entirely satisfactory. The manual method requires you to spend large amounts of time uploading each file. Though, when done this way, the complete list will be done for you. You can even get PowerBBS to use the **FILE_ID.DIZ** file as the file description in your lists. **Using the PBBS File Manager semi-automates the process; however it does not pull the FILE_ID.DIZ out of the archived files.** You will have to enter a description for each file in the list.

There are two other methods that would give much better results. One is to use the Upload File Check programs discussed later in this section, or to generate a preliminary file and then use one of the many file list utilities that are available for the purpose. There are **so many of these, and the ways that they work are all so different, I am not going to attempt to cover them here. I suggest you acquire several different programs, and look through them to see what would work best for you.**

FILE_ID.DIZ Support

In many shareware files there are description files with names like **FILE_ID.DIZ, and DESCRIP.SDN.** These files are generally written by the software authors for the benefit of Sysops distributing their products. They are usually straight ASCII text and about 45 columns across. That will fit nicely into the file description column of the standard Files Listing. PowerBBS will extract this file and use it for the upload description, in place of anything written by the uploader. The following three lines from the **TESTZIP.BAT** are what actually does this:

```
CD %7
```

```
Change to the upload directory %7.
```

```
DEL FILE_ID.DIZ
```

```
Delete the FILE_ID.DIZ from the last upload.
```

```
PKUNZIP -o %1 FILE_ID.DIZ
```

```
Extract the text FILE_ID.DIZ from the archive %1.
```

PowerBBS will then copy ten lines of the file to the File Description area of the New Uploads listing. Periodically you should look at the new uploads area of your BBS, and using the PBBS File Manager, move files around to the correct areas, delete those that do not belong, or remove those that are not wanted any longer.

Testing new uploads

In the last paragraph, you heard about one section of the **TESTZIP.BAT**. Once a user uploads a file to your system, the file is in your hands. You need to provide some method of protecting yourself and your users. PowerBBS uses **TESTZIP.BAT** to test each and every upload in a repetitive batch procedure. To enable this feature you should have checked the box Test New Uploads? in the General Options #2 screen of the configuration program (see page 26), and filled in the paths and file name to the **TESTZIP.BAT**. **You will also need to tell PowerBBS where to put the error file, if there is one. Both of these are by default set up in the \POWRBBS directory.**

TESTZIP.BAT simply drops to DOS to run a batch file on every upload that comes to your system. There are various tools, described below, that will test your uploads for viruses, latest compression, and more.

If you are going to modify, or rewrite the **TESTZIP.BAT**, keep in mind that PowerBBS uses the following variables when dropping to run the batch file:

Variable

Meaning

%1

The compressed file to be tested.

%2

A temporary file created by PowerBBS, size 0. If you want PowerBBS to display any information after testing, send it to this file.

%3

A file that does not exist on disk. If you create this file, PowerBBS will locate it when reloading, and assume an error happened. This is how PowerBBS identifies an error. To identify this in your batch file, use: **COPY %2 %3**

%4

The COM port number (1, 2, 3, or 4)

%5

N/A

%6

N/A

%7

The path to your transfer directory (Default is C:\POWRBBS\TRANS)

A very simple batch test is the following batch file that runs pkunzip to test the uploaded file. This tests the compressed file itself, but does not check for a virus. This particular file is the one included with the PowerBBS package.

The batch file makes use of the ability of DOS to use errorlevels. When you are testing errorlevels in a batch file, DOS tests the errorlevel not for just equality but for greater than or equal to.

TESTZIP.BAT

@ECHO OFF

REM TESTZIP.BAT file. For testing new uploads with pkunzip

PKUNZIP -t %1 >%2

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
CD %7
DEL FILE_ID.DIZ
PKUNZIP -o %1 FILE_ID.DIZ
GOTO :EXIT
:EXIT CD\POWRBBS

```

Transfer Programs

With PowerBBS you can easily set up whatever protocols you like. You may add external protocols, or use the ones provided by PowerBBS. PowerBBS installs the certain protocols for you automatically. Xmodem, Xmodem-1k, Xmodem-1kg, Ymodem-Batch, Zmodem are installed. Without having to touch this area of the BBS, your file transfers are already set and ready to run. PowerBBS comes with the PBBSPROT.EXE program and defaults to using that for file transfers. If you want to use another Protocol program you will have to acquire and configure it later.

General Description of Protocols:

Xmodem

The original IBM protocol. Written by Ward Christensen in the late 1970s.
 Universal. Most, if not all, software programs support it.
 Relatively slow, especially with error-correcting modems.

Xmodem-1K

Increased byte packet of Xmodem to 1K.
 Faster than Xmodem.
 Can transfer only one file at a time like Xmodem.

Xmodem-1KG

Same as Xmodem-1K but for use with error-correcting modems.
 Faster than Xmodem-1K.
 Can only be used with error correcting modems. Not as reliable.

Ymodem/

YmodemG

An improved Xmodem. It permits more than one file to be transferred at a time: a batch transfer protocol.
 Permits batch file transfers and a bit faster. than Xmodem protocols.
 Not as widely supported.

Zmodem

The new standard protocol.
 Very reliable and fast batch transfers.
 Only sends or receives; it cannot do both at once.

HS/Link

Provides the ability to upload and download simultaneously.
 Provides double the performance if you need to upload and download at the same time.
 Very proprietary. Not available on many platforms. Does not work with USR HST models.

PBBSPROT

Using the default setup, **PBBSPROT.EXE** is run whenever a file needs to be transferred. It is usually the best setup because it is a true windows application. Although you can set up DOS protocols (such as DSZ and HSLink) keep in mind that DOS protocols will slow down your system.

Usage:

PBBSPROT [**PBBSDAT**] <Command>

Explained:

PBBSPROT: The program providing the protocol support.

[**PBBSDAT**]: A Macro providing the full path to the current **POWRBBS.DAT** file.

<COMMAND>: The specified command string that tells **PBBSPROT** what you want to do. An example of all the available protocol command strings is found in the Data File Set Up of Config, under Protocol Data, and in Appendix D: Transfer Protocols. The available command strings are:

Transfer Direction Commands

s Send.
r Receive

Please bear in mind that you are sending, the caller is downloading.

Protocol Commands

x Xmodem/ XmodemCRC
xk Xmodem-1k
xg Xmodem-1kG For Error Correcting Modems **only!**
y Ymodem Batch Protocol
yg YmodemG Batch For Error Correcting Modems **only!**
z Zmodem

The YmodemG protocol is not provided in the default setup. A command consists of the Transfer Direction command, (send = download, receive = upload) plus the Protocol Specification command. They are put together in lower case letters.

Example: ryg = Receive YmodemG Protocol

DSZ

DSZ is a DOS transfer protocol program. DOS programs tend to slow Windows down. However, this is also a good example of how to set up a DOS program in PowerBBS.

Using DSZ and most other DOS transfer programs requires an environment variable be set. For more information on setting up environment variable, see your DOS manual. For this though, add the line: **SET DSZLOG=C:\DSZ.LOG** to your AUTOEXEC.BAT, or the batch file that starts your protocol. The variable is a location for DSZ to record the speed of the transfer, the results, did it succeed, etc. If, when the transfer is ended, this file does not exist, PowerBBS will attempt to estimate the results of the transfer based on the amount of time used.

Examples of the DSZ command line can be found in Appendix D: Transfer Protocols. Read the documentation that came with your copy of DSZ for full information about it.

HSLink

HSLink is a proprietary protocol that uses a part of the modem largely unused. This option **will not work with US Robotics HST modems. They are made differently and cannot take advantage of the two way nature of the protocol.**

The protocol allows callers to download and upload at the same time. Furthermore, a caller can enter chat mode while downloading a file. Remember, the DOS protocol will slow Windows down, and seems to be particularly touchy about running inside Windows. There is a Windows version available, primarily for use with Procomm Plus for Windows. It will work fine with PowerBBS. You may get this program from the PowerBBS Support BBS. Be sure to read the Help File that is also available from the support board. Just like with DSZ, you must set the DSZLOG environment variable. Add the line: **SET DSZLOG=C:\DSZ.LOG to the AUTOEXEC.BAT file** on your system, or to the batch file that calls HSLink. Once you have HSLink configured, users may select it for their protocol the same way they select the other protocols. To use it they should have file or files selected and then chose [D]ownload. Once the download has started they may choose to upload from their end or enter chat. When the transfer is complete PowerBBS will determine whether any files where uploaded and act accordingly. Using HSLink, a caller may download a file at 230 CPS and upload a file at 230 CPS (or chat with the Sysop), all on a single 2400 baud line at the same time!

The Windows version of HSLink will work with any BBS and doesnt require a lot of the extra setup. The DOS version doesnt always work from within Windows.

You may need to replace the Windows COMM.DRV. One Windows Communications driver that works is WFXCOMM.DRV from Delrina. Its freeware. To change Windows comm drivers you will have to read the instructions that come with the replacement driver. Once this driver is in place make sure these lines are in your Windows SYSTEM.INI file under the 386 Enhanced section:

```
[386Enh]
Com2FIFO=0
Com2TXSize=16
Com2RXSize=14
Com2buffer=8192
```

The comm buffer should be at least 256k for it to work properly. The larger your ComBuffer setting, the faster and smoother your transfers will be, to a point. However, setting it large will use up memory, and that may cause other programs to fail. Your system may require a different setting.

Examples of the HSLink command line can be found in Appendix D: Transfer Protocols.

File Areas vs. Forums

The Power Bulletin Board System has a very flexible method of giving access to File Areas. They are anchored to a specific forum. Each forum may have its own file areas, up to 250 per forum. It does not have to be that way though. You can give access to all the file areas to as many forums as you like, as long as each file area has a forum associated with it. Consider the **diagram**:

Forum #0 and Forum #1 have access to File areas 1, 2 and 3.

Forums #2 and #3 have access to Files areas 4 and 5.

Forum #4 has access to File area 6 only.

So, you may have a private forum where only the people that you let in have access to the files to be found in that area. You may also have a forum where registered users may have access to what ever is on your board, or anything in between. The multiple connections possible allow you to set your file areas up in **any way you desire**.

There is one more thing I would like to say about the file and forum areas before we move on. There is an option in the message save options that only becomes usable once you have your protocols setup properly. That is the [F]ile Enclosure option. When you are editing a message, you may have the option of including a file with the message. It is a good way to privately mail files to specific individuals. The files that are uploaded go into the **\RESTRICT** directory. If you have removed that directory, you will have trouble with the file enclosure option. If you havent told PowerBBS where to find it, you will have problems. Periodically you will have to remove the files that have been left there. The easiest way to do this is to use the PowrPack program, with the **R:** option. For more information on this program and the options that go with it, see the previous section on Forum Maintenance.

Ratios, Credits and Pay Systems

Limiting someones use of your system can be a problem. Many different methods have been used, and some have turned the hobby of being a Sysop into a business. It is also a very painful thing to have to do. Many Sysops would rather take the board down, than to have to limit access for users that have become friends. However, once you have made the decision, you will need to know what the options are. The three primary methods of limiting access to your BBS are:

- Setting up file or message ratios for downloads

- Determining system use credits and establishing a method of granting credits to users.

- Asking for donations or turning completely commercial and requiring payment for access. Lets face it, this is not an inexpensive hobby!

Ratios

Are set in the configuration program. and you will have to go to several locations. The first step is to set the default ratios. Go to the Security Level Information Screen. At the bottom are the default ratio boxes.

- Download/Upload Bytes Ratio

- Download/Upload Files Ratio

- Messages/Calls Ratio

- Security Level to By-pass the Ratios

All of these are explained in the Configuration for PowerBBS section of the manual. Look there for more information on these and other settings.

The next place you will have to set up is in the Data File Set Up, Security Level Data. For every security level you have set up on your system, you have the option to have a specific setting for each of the three ratios. In this way you may institute special security levels for special contributors. The last place you will have to set up is the No Charge Data File. It is also in the Data File Set Up section. This screen is a list of all the files and their paths on your system that you **do not want to consider as part of the ratios charge**.

Credits

By selecting the Use a Credit System box in the General Options #1 screen of the configuration program, you will receive the following system:

Initial Credits: Each user must be granted a certain amount of credits by the Sysop, manually via the Update Users selection of the Sysops Menu, or through the use of a .POW file in your User Registration Questionnaire.

Credit Use: The amount of time given each day will be the maximum amount of credits used per day. Example: if a level 50 user is given 50 minutes, then he will only be able to use 50 credits for the day.

Target Scaling: Using this credit system, you can adjust each menu item to use a certain amount of credits. By changing the time attribute in the Edit Menu section, you change how fast or slow a person uses their credits.

Contests and Other Methods

Use the Credits screen to display when credits are close to being used up. With this screen and a little ingenuity you can have contests for your users to gain more credits, faster!

More on Testing Files Utility Programs

Setting up ZIPLab v1.1 Generic™

The first program we will look at is ZIPLab. It performs integrity checks of most archive types. There is a virus scan function that handles the scanning for you.

Create a directory called C:\TEMPZIP and place INITCOM.EXE in the \POWRBBS directory. ZIPLab files are placed in the C:\ZIPLAB directory and the PTEST.CFG file modified to reflect the settings of your system. A different CFG file and TESTZIP.BAT is required for each node that is run.

The following batch file runs a single node setup. Please refer to the ZipLab documentation for more information on this program and the ones that come with it.

```
@ECHO OFF
C:
CD\ZIPLAB
PTEST %1 C:\ZIPLAB\PTEST1.CFG
CD\POWRBBS
CD %7
DEL FILE_ID.DIZ
PKUNZIP -o %1 FILE_ID.DIZ
```

Setting up TranScan™

Another advanced upload testing program that you can run with PowerBBS is TranScan. TranScan is also a shareware program. And, it may be downloaded from the support BBS. TranScan works by extracting files of all types (this means ZIPs, LHAs, etc.) for virus scanning, and can convert the files to a default compression type. It includes testing for integrity, viruses, age or date, GIF integrity & resolution and more. Its a powerful program, and easy to implement.

The following batch file is an example of how easy it is to run TranScan (You should have already unzipped TranScan into your \POWRBBS directory. If not, jus54

t change the directory path on the first line of the batch file to whatever your TranScan directory is.). Note that the only problem with running TranScan is that you will need to edit the /P entry. Therefore, you have to have a different batch file for each node you are running. For information on the /P entry, please refer to the TranScan documentation.

```
\POWRBBS\TS %1 /P%4,$03F8,4,T /CNONE
REM errorlevel 0-ok; 1-21 problems
IF ERRORLEVEL 21 GOTO ERROR
IF ERRORLEVEL 1 GOTO ERROR
IF ERRORLEVEL 0 GOTO GOOD
GOTO GOOD
:ERROR
ECHO Error In Zip
COPY %2 %3
GOTO EXIT
:GOOD
ECHO Zip is good
CD %7
DEL FILE_ID.DIZ
PKUNZIP -o %1 FILE_ID.DIZ
GOTO EXIT
:EXIT
CD\POWRBBS
```

Upload Processor

ULP is an event-mode processor that will fully process every new archive found in the upload directory, including archive format conversion, and optionally move the file and description to a destination directory. Because ULP is so much more powerful and complicated than most programs of this type, completely setting it up is beyond the scope of this document. For complete set up instructions see the ULP documentation, and examples. I will highlight

some of the various features of the ULP System.

Identifies and processes ARC, ARJ, HYP, LZH, PAK, SQZ, ZIP, ZOO and GIF files, regardless of their file extensions (ideal for software distribution network files, e.g. SDN). Selected uncompressed files uploaded can be processed and compressed using your default format. Allows the use of a GIF file checking program, completely configurable. Supports the use of private and public upload directories. Moves files and upload descriptions from the private directory to the public directory. Supports the use of **DESC.SDI** and **FILE-ID.DIZ** description files in an archive, user configurable.

Menu-driven windowed system manager for maximum ease of configuration. ULP and ULPTESTs memory requirements are relatively small, about 110K or so with data buffers allocated. The ULP system is not free; nor is ULP crippled to force registration.

ULPTTEST.EXE also has three modes of operation: slow, normal and fast. Slow mode completely tests the upload as in the event, except for archive conversion.

You should already have the DOS **SHARE.EXE** installed. **You must have SHARE** loaded to take advantage of the file sharing and locking methods used by the ULP programs to prevent data loss.

Using **ULPSM**, configure the ULP system to suit your needs. Proper configuration will require you to refer to the documentation. It has an in-depth explanation of each configuration option and its function. Once you have completely set ULP up, and have tested it, you can run the following batch file as your TESTZIP.BAT.

```
@ECHO OFF
CLS
C:\ULP\ULPTTEST -Cc:\ulp\ulp.cfg -F%1 -M%2 -D%3
```

File Brain Upload Checker

This door requires the use of the Brainex Door Manager system. If you have not installed the door manager, please do so before you attempt to use this door.

File Brain will do the following after an upload:

- Check for Duplicate CDROM files (If you use Rombrain!)

- Virus scan imbedded EXE and COM files, using SCAN.EXE from McAfee.

- Extract FILE_ID.DIZ if present, format to 45 or 70 (GAP) cols., 10 lines, and add newest file date if FILE_ID.DIZ is under 10 lines in length.

- Extract DESC.SDI if present.

- And much more!

Create a batch file, such as **TESTZIP.BAT**, and put the following information in it. Let PowerBBS know where this batch file is located via the configuration program.

```
C:
CD POWRBBS
CONVDOOR C:\POWRBBS\USERINFO.BBS C:\POWRBBS\DATA\USERS C:\POWRBBS\DORINFO1.DEF 2
FBRAIN file=%1 node=1
```

Now you're ready to run the setup program that comes with File Brain. The following is a sample setup, but you can add or drop options to suit yourself.

```
[File Brain]
File Brain serial number=0000
Bad Files=MOVE
Fbrain work drive=C:
Test GIF=NO
Add GIF resolution=NO
Use upload date=NO
Test TD0=YES
Convert archive to=NONE
Extract FILE_ID.DIZ=YES
Check date=YES
Old file date=01/92
Skip test level=500
Junk directory=C:\POWRBBS\REJECTS
Virus tester=C:\SCAN\SCAN.EXE /NOMEM/NOPAUSE
Add Fbrain ZIP comments=NO
Dupe check batch file=NONE
Dupe errorlevel=0
check cdroms=0
```

CDROM Support

PowerBBS now includes the ability to look at a file index datafile, instead of actually looking at the drive itself. The advantage here is if you have a slow drive, such as a CD-ROM, PowerBBS will not have to look at the actual CD-ROM to locate a file. You can even put the index datafile onto a RAM disk for instantaneous access.

PowerBBS can also copy files from your CD-ROM, and put them into your transfer directory (such as C:\POWRBBS\TRANS) and let the file transfer take place from there. **CDROM.EXE** is a DOS program that will create the index file for you.

First create a text file with directories. Were going to use The SoundWare Collection CD-ROM disk as an example: Use Windows Notepad, or your favorite ASCII text editor, and create a file called **SND_COL**.

You can call this whatever you want, i.e. PIER1, PIER2, CARS9. It does not make a difference!

For this example, Im going to be using some of the directories from **SND_COL**. Start the line with the | (pipe symbol) and then the CD-ROM drive letter. Next, type in all the directories to which you want your users to have access.

```
|E:\CMF_0_9
|E:\CMF_A_E
|E:\CMF_F_I
|E:\CMF_k_O
|E:\CMF_P_T
|E:\CMF_U_Z
```

Save the file. Now from the DOS prompt, type:

```
CDROM SND_COL C:\POWRBBS\SNDFILES
```

The program **CDROM.EXE** is taking the text file **SND_COL** and creating an index file to be used by **PowerBBS**. **SNDFILES** is the name of the index I wanted **CDROM.EXE** to create. This too, can be called whatever you desire. You should see your CD-ROM drive running during the process. It will only take a few minutes. Once completed, you should now have a file called **SNDFILES**.

You may now edit your C:\POWRBBS\FILES\DLDIR.DAT file. Add: @C:\POWRBBS\SNDFILES. **Be sure to put the @ before the file name! This is the file that PowerBBS will read for its own use. Now, you have to add a file listing (LIST1) to whichever forum you will be listing the CD-ROM files from. Most BBS ready CDs will have text files that will show file names, size, date, and description. Look on the CD for files with the .BBS or .TXT extensions.**

CD2HD

CD2HD.EXE lets you convert most other BBS description files to a description listing usable by PowerBBS for Windows and the PowerBBS File List Manager. **Please read this text before running CD2HD.EXE.** It can create lots of unnecessary work for you if used wrong.

To use CD2HD:

Run **CD2HD** by using the Program Manager (or any of the other myriad ways you can run a program in Windows.) Use the Drive box and Directory box on the left side of the window to select a source drive and directory. This is where one of the following description files should be located. The program complains if there isnt one of them in there when you click the start button:

```
FILES.BBS, DESCRIPT.ION, WILDCAT.TXT, 00_INDEX.TXT
```

Use the Drive box and Directory box on the right side of the window to select a destination drive/directory for the output file.

This program uses the filename of PBBSLIST.BBS for the output file. If this file exists already in the destination directory, the descriptions will be appended to it.

If you want to move the listed files from the source directory to the destination directory, check the Copy Files box. This program will replace any duplicate files in the destination directory.

I have never run out of hard disk space while using this program so I cannot predict the resulting error of such a situation. Please call the support BBS and give us any details you can if this happens!

You can cancel any operation at any time by Clicking the Cancel button or the Exit Button.

Click the Start button

Now, edit the file listing in the Forum Setup of the configuration program. For the File Listing Path/File Name, use the path and **PBBSLIST.BBS**. For the Dir Containing Files, make it t the path for the destination (if you copied the files), or the source directory (if you didnt copy the files.)

Voilà! Instant upload of all CD-ROM f57

iles to the BBS, without major typing!

PLST2DAT

PLST2DAT is to be used with the utility CD2HD. I have intended CD2HD to convert other BBS file listings to PowerBBS for Windows format. Optionally, it can move files (found in the listing) from the source directory to the destination directory. For example, it can move files from the CD-ROM to the hard drive. The output listing is called **PBBSLIST.BBS**.

Next, PLST2DAT will scan the destination drive\directory, recursively, searching subdirectories, and find the PBBSLIST.BBS files created with CD2HD. PLST2DAT asks you what the file directory will be named. It stores the path\file name for PBBSLIST.BBS, the name you gave the file directory, and the path of that file directory in the LISTING.DAT. It does this for each PBBSLIST.BBS file it finds in the search paths.

The end product is a **LISTING.DAT** that has all the information PowerBBS for Windows needs to set up the file areas in the forum configuration screen.

CDROM.EXE, CD2HD.EXE and PLST2DAT.EXE are ©1993 by James D. Plotts. All Rights Reserved. These programs may be freely distributed by any means as long as no modifications are made to them.

Viewing Compressed Files and Text Files

What will you need

There are many times when a user would like to take a look inside a compressed file before the download. There are basically two ways to do this. One is to use the -v (view) option that many file compression programs provide.

While this works, you have to either have a separate batch file for each type of compressed file you have, or you have to convert all your files to a particular format. The other is to use a Compressed File Viewer program, like AViewCom.

The default setting to view files is **PKUNZIP -V**.

AviewCom

AviewCom is an advanced file viewing program, and works with PowerBBS. It is very easy to install. AviewCom will permit your users to read text files that are contained within an archive file. For example, lets look at Aview64G:

Performing ArcView on [Aview64g]

#	FileName	Stowage	UnZIP Sz	ZIP Size	Pct	Date	Time	CRC
1	av-pif.dvp	Implode	416	126	70%	03/29/92	12:15	A3D5C9F9
2	aviewcom.hlp	Implode	11777	3801	68%	07/09/92	09:02	277FA9AF
3	aviewcom.doc	Implode	41104	13819	67%	02/24/93	18:55	14DE017C
4	aviewcom.by	Stored	50	50	0%	03/29/92	12:15	FFCA0810
5	aviewcom.pro	Shrunk	195	134	32%	03/29/92	12:15	ED85789B
6	aviewcom.hst	Implode	18870	5357	72%	02/24/93	18:25	0C5A9BB6
7	aviewcom.cnf	Implode	1817	1062	42%	08/04/92	21:42	99AB8C34
8	order.frm	Implode	2683	1037	62%	08/01/92	22:25	3C6261DC
9	viewcomp.bat	Implode	2145	1162	46%	02/24/93	19:19	3211EEF6
10	aviewcom.exe	Implode	55686	33961	40%	02/24/93	18:39	22212841
11	whatsup.doc	Implode	9614	4311	56%	02/24/93	19:08	A6B8AC4B
12	offer.txt	Implode	8081	3280	60%	02/24/93	00:32	F4CFE5FE

12 File(s) Pkunzip Total 152438 68100 56%

Enter [filename] or [#] to read, [V]iew, [L]ist, or [H]elp [45] Mins Left

[# [filename] D M V L H [Return] to Quit]?

To Set up AviewCom:

Unzip the file into your \POWRBBS directory

Change the command to view compressed files from **PKUNZIP -V** to **C:\POWRBBS\AVIEWCOM**, in the configuration program. That is all you have to do. PowerBBS has an internal mechanism for dealing with AviewCom. All you need to do is listed above!

AviewCom is ©1993 by Cygnus Data Systems. It is a shareware program. If you use it, please support it!

Lets Not Forget Those Text Files

There are many different ways to store and display a file text files especially. You can have them in any number of compressed or uncompressed formats. .ZIP, .ARJ, .LZH, ASCII, ANSI and now RIPSript. The possibilities are staggering. Fortunately, PowerBBS will let you show them in any way you chose. With only a little set up you can have them coming out of the woodwork!

You can use the file viewing program AViewCom to pull a text file out of an archive and display it on the remote screen, or it can display any file for that matter! You can create menus, [MACROS] and PowerLang files that will all allow the customization of text viewing. A little imagination goes along way. Simplest of all is to leave all the text files you want to have available for reading in uncompressed format in a directory that can be accessed just like the other files areas. For example; you may have a large group of information files. They have information on various topics ranging from 1-800 telephone numbers to BBSs run by government agencies. Leave them in straight uncompressed ASCII format, and have them all in a directory together. You will have to create a list of the files and store that in the directory with them, or with your other file area lists. It is up to you whether or not you want these available for download. I have mine set so that they can look through the list for the uncompressed file, read it if they like, and then, when they go to download it, they get the compressed version.

Graphics ASCII, ANSI and RIP Script Graphics

What are they?

Since the first personal computer, there have been many changes in the environment of computing. One of the most dramatic has been the display of the PC. We started off with ASCII American Standard Code for Information Interchange. This is largely a standardized (more or less) code for exchanging text information between programs and computers. As much trouble as humans have trying to communicate, think about how it would be if none of the computers spoke the same language!

Later we acquired ANSI Graphics. ANSI stands for nothing more than the American National Standards Institute. I guess everyone needs to get their name on something! This is a system of numbers, letters and symbols used to tell the terminal that we want colors changed, shapes drawn and cursor positions changed in certain ways. For the DOS world, that means using the system driver ANSI.SYS, or any of the half a hundred replacement programs that are available.

For those of us using Windows (this is PowerBBS for Windows, right?), we dont need to do anything to our computer to see and use these graphics codes. The translation is built into Windows. This goes for OS/2 users also. However, for us to be able to edit the pictures that make our BBS so interesting to look at, we need to have it installed. I havent come across a Windows ANSI Editor yet. Both of the most popular ANSI Editing programs are DOS based programs. That only stands to reason: who needs ANSI graphics in Windows?

There is another way to edit these graphics codes. Load the picture into a straight ASCII Text editor. You will see the numbers and characters on the screen that make the ANSI codes work. You can now edit each symbol and code directly. Sounds like fun, right?

Now, there is a bit of a war on in cyberspace. There are several heavyweight contenders for the next graphics protocol. It is not clear who will win the crown when it is all over. We may not know for years yet. Until then, a company called Telegrafics Communications has developed a scripting language that is much like ANSI in its simplicity. However, it gives the power of high resolution graphics to the on-line community. It is called RIP Remote Imaging Protocol Graphics. Using codes and objects you can have many different high resolution graphics images on the screen and still have mouse support too. By the way, this is can all be done at 2400 baud. RIP is like ANSI, it can be directly edited. However, I dont advise it. RIP uses a base 32 number system to achieve the effects it does. Unless you like high order conversion math, it is better to use one of the RIP editors that are available. We will get to those in a bit. First the ANSI Editors.

TheDraw and Laughing Dog ANSI Graphics Editors

There have been many editors for ANSI graphics. Two of the most popular are the Laughing Dog editor and TheDraw. They will both do all the things you will need for your screens. You can even do animation that will play across the screen. The Laughing Dog editor c59

an also save the files in a proprietary format that is much smaller and compact than the standard ANSI screen file.

Unfortunately, PowerBBS does not display these files properly and so it is only usable for downloadable files.

TheDraw also has the ability to add nonstandard font sets to those that come with the program. It is very easy to use and has mouse support. This program is available on the support BBS.

TheDraw ANSI Editor

Current Release: version 4.63

Release Date: 19 October 1993

©1986-1993 by TheSoft Programming Services and Ian E. Davis

The Laughing Dog ANSI Editor

Current Release: version 1.14

Release Date: September 1992

©1992 Yardbird Software

When saving your ANSI screens, you want to name the file with the last letter of being C (MENUMC.). This is how PowerBBS designates a color (ANSI) screen file. I suggest you save your screens at some number less than the 255 characters per line maximum that may be used. If you have MACROS in your screens, and most of the best ones do, you have to be careful that the MACRO is not split by the end of a line. They will not display when this happens. I have had success with line lengths of everything from 70 up to 150. Another point I would like to make. If you use the MACRO **[PL:nnn]**, you have to be sure that it starts a line. If it is in the middle somewhere it will not work correctly.

Saving Screens

When saving with TheDraw, the best method is to use <Alt>B, S to block save. This way, when you are displaying the screens, you will not have all the extra lines that a standard screen save would give you. When naming the file in TheDraw, type the filename and the period at the end. If you dont, TheDraw will use its default extension for ANSI files. PowerBBS uses the last letter of a screen file name to determine whether it is reading an ASCII, ANSI, or RIP file. A C on the end of a file name stands for ANSI while an R stands for RIP.

For example: C:\POWRBBS\SCREEN\MENU would be considered an ASCII File PowerBBS. C:\POWRBBS\SCREEN\MENUC would be considered an ANSI file by PowerBBS. C:\POWRBBS\SCREEN\MENUR would be considered a RIP screen by PowerBBS.

You will notice that none of these files have extensions. Display files never have extensions.

RIPPaint, Tombstone Artist, DeadPaint and Flatline

PowerBBS has the capability to automatically display screens that have been created with the RIPScript Standard. It will automatically detect if a caller is using a terminal program that can handle this type of display (there are currently one shareware and one commercial terminal program that do this.) PowerBBS will send not only the appropriate screens, but will start by sending any necessary icon files automatically!

RIP Screens are produced from the transmission of codes, like the ones used in producing ANSI displays. They are a little different eye-poppingly different. They will produce a high resolution display that you can use a mouse with, just like the Windows screen. You can have as much or as little detail as you like, and you may even do animation! Some of you may have had experience with a graphical BBS before. The graphics may have been very slow to finish displaying. This is not so with RIPScript. In many cases the displays will finish as fast or faster than a comparable ANSI screen, even at 2400 baud!

There are several pre-configured RIP Screens and a full compliment of RIP menus bundled with your PowerBBS package. These will allow you to get up and running while you create others that may better suit your needs. All RIP screen file names end with the letter R. You should follow the same naming convention when creating your own screens.

For full information on the RIP Script Graphical Standard, you should contact the people that developed it, TeleGrafix Communications, Inc. They did an excellent job!

There are several shareware, and one commercial RIPScript Drawing Programs. You may download these from the support BBS. They are:

RIPPaint

Current Release: version 1.54

Release Date: July 1993

©1993 ResNova Software, Inc.

This is a crippleware version of the commercial software. You can use it to view and edit any of the screens you may have. But, you will not be able to save any of your work. For current pricing and availability of this product please contact ResNova Software Inc.

Flatline

Current Release: version 1.01

Release Date: 25 September 1993

©1993, the Thabes Co

This is a very comprehensive RIP drawing program. One of the best to come out yet, in terms of capabilities and flexibility.

Tombstone Artist

Current Release: version 2.0

Release Date: ???

Copyright ???

DeadPaint

Current Release: version 3.0

Release Date: November 1993

©1993 Danny Leong and Barry Fong

Currently (in my humble opinion) the best of the available shareware RIP Drawing programs. Not crippled in any way.

Because these all use a slightly different interface I am going to leave you to pick the one that you want to try. You will have to read the documentation that comes with each one anyway. They all operate differently too. I am not

about to pass any type of judgment on the suitability of any of these products. Choosing an editor be it for words or for graphics is a very personal thing. Everyone has their own ideas about what is important! Try them out, make up your own mind.

RIP Notes

One (relatively) easy way to customize the look of your PowerBBS system is to implement your own custom RIP graphics header/footer screens, as well as customizing the look and placement of your continue and continue/stop button screens. In order to customize your system in this way, you will need to create the following four RIP graphic screens and place them in your POWRBBS directory:

DEFAULTR

This screen is displayed whenever ANSI text/graphics are sent to screen during a RIP protocol session. If this file is not found in your POWRBBS directory, PowerBBS will display its own internal default RIP header/footer screen.

PAUSE1

This screen is displayed whenever a get_enter key code is encountered during a pause, and will display the CONTINUE button. If this file is not found in your POWRBBS directory, PowerBBS will display its own internal default RIP pause screen with the following lines of RIP code:

```
println_modem('^A|Y00000100|1B0000020QOG030F000F080700020F07000000');  
println_modem('!|=00000001|1U6E7C9G7S0020<>Continue<>^M|##|#').
```

PAUSE2

This screen is displayed whenever a continue/stop pause is encountered, and will display the CONTINUE and STOP buttons. If this file is not found in your \POWRBBS directory, PowerBBS will display its own internal default RIP pause screen (continue/stop) with the following lines of RIP code:

```
println_modem('^A|Y00000100');  
println_modem('!|1B0000020QOG030F000F080700020F07000000|=00000001');  
println_modem('!|1U507C827S0000<>Continue<>^M|1U967CC87S0000<>Stop<>S').
```

PAUSE3

This screen is used to erase the results from the PAUSE2 screen above. If this file is not found in your POWRBBS directory, PowerBBS will display its own internal default RIP screen to clear these results with the following lines of RIP code:

```
println_modem('^A|S010F|S0100|B4P76CI7X|##|#').
```

In order to create these screens, the following information will be most helpful:

General Hints

All four of these screens require the presence of text windows. A text window is the area of a RIP graphics screen in which the ANSI graphics are displayed. It is important to make these text windows all the same size and in the same locations for all four screens. Failure to do so will lead to very erratic results. The best method that I am aware of to do this (and by far the easiest!), is to first create a RIP screen that contains only the text window to be used by all four screens. Save this file as TEXT.RIP or a similar name, and use it as a template from which to create the other screens with. When designing the header/footer screen for example, open up TEXT.RIP, then use the Save As command to save the file as DEFAULTR without overwriting the original TEXT.RIP file.

The size and placement of these text windows is crucial! Too small, and not enough information will be displayed on the screen, and too large, and you will find yourself writing on top of other RIP or ANSI screens that preceded it. This will create instant confusion! As a test bed, I have my designed my text windows to be the correct size to fit appropriately within the Read Mail screen. This screen has a RIP header that displays the addressing information about the E-Mail being read, and a footer that has a set of buttons for deleting, moving, etc. Make sure that your text windows fit within the header and footer of this screen, otherwise you will find your mail will be very difficult to read!

When creating and defining the mouse buttons for the PAUSE1 and PAUSE2 screens, place them so they will fit above the READ MAIL screens footer, and just below the text windows you create (the buttons should lie outside the text window otherwise the ANSI graphics will write right over your buttons!). The mouse fields should send the appropriate commands for each button (see below), but should not clear the screen and reset the windows. This is very important for smooth text scrolling, as well as the appearance of any additional RIP screen elements that may be present (such as the Read Mail header and footer).

DEFAULTR Hints

If you plan on using both a header and a footer in your DEFAULTR screen, use some careful planning before you draw them. The top of the header should be as close to the top of the screen as possible, and the bottom of the footer should not be so low as to interfere with the default RIPTerm status bar that appears at the bottom of the RIPTerm

display screen (RIPTerm is currently the only RIP graphics-compliant communications program used to access RIP screens from RIP-compliant BBSs such as PowerBBS. RIPTerm is available for download from the PowerBBS support BBS).

When creating DEFAULTR, the very first object that should be added to the file (after the text window described above) is a solid filled black box used to clear (cover) the screen that was displayed immediately previous to any screen in which DEFAULTR will be used. Since RIP graphic scripts are written to the screen sequentially, the black box will be displayed before the header and footer are drawn, and will therefore act to clear the previous screen.

This box should begin at the very top left corner of the screen, and extend all the way down to the bottom far right of the screen, ending just above the default RIPTerm status bar mentioned above. If this box extends to the very bottom of the screen, it will also clear the RIPTerm status bar whenever DEFAULTR is displayed. After creating this black box, the remainder of the screen can be drawn as described above. If you are using RIPDraw as your RIP drawing program, you may draw the box at the end, making sure it covers the entire DEFAULTR screen, then move the box's object definition to the beginning of the RIP script file using the list feature.

PAUSE1 Hints

This screen is relatively easy to design compared to the DEFAULTR screen described above. It will contain three basic objects: The text window, the physical continue button, and finally the mouse field used to send the appropriate command when the button is clicked. Position the continue button as described above, and create a mouse field on top of it that sends the <Enter> command (^M), but should **not clear the screen or reset the windows when depressed.**

PAUSE2 Hints

This screen contains five basic objects: The text window, the physical continue button, the physical stop button, and two mouse fields that send the appropriate commands when the buttons are clicked. Position both buttons as described above. The mouse field on the continue button should send the <Enter> command in the same way as it does in the PAUSE1 screen. The mouse field on the Stop button should send the command S (without the following <Enter>). Once again, neither of these buttons should clear the screen or reset the windows.

PAUSE3 Hints

This screen contains only two elements: The text window and a black box used to clear the continue and stop buttons from the PAUSE2 screen. To create the black box, draw a small solid filled black box of the appropriate size to cover the area occupied by the continue and stop buttons from the PAUSE2 screen, and should not overlap the text window in any way.

When inserting MACROS into RIP Screens, use ~ (tilde) instead of | (pipe). They will look like: ~MACROS~. This will avoid a problem that has come up between the pipe and RIP display.

When RIP protocol is detected, the screen file DEFAULTR, in your POWRBBS directory will be displayed before anything else. If it is not found, PowerBBS will send its own internal default RIP screen: Pause RIP Screen

Automatically Send RIP Icons

When you have had some time to edit the screens, and create the ICONS used in your screens, you will want to get them to your callers. PowerBBS will automatically determine if your RIP callers need any of the icons you have created.

Run ICONLIST.EXE (supplied by RIPaint) to create an entire list of all your icons. Call the file **ICONS** and place it into your \POWRBBS directory.

Next copy all your icons (.ICN files) into your \POWRBBS directory. If a user does not have an icon, it will be automatically copied from your \POWRBBS directory to the users ICON directory. This will speed up the display on the remote terminal end and save some of that phone bill.

As I mentioned above, creating these screens requires a bit of trial and error, and a lot of patience and planning, but is definitely worth the effort in order to put the finishing touches on your ultimate PowerBBS system! Draw the screens on paper first to get the sizes and positioning of all the objects just right. These four screens work together as a unit, and should be designed together as such, to ensure proper functionality.

Security Screens and Menus

If you have taken a little time to become familiar with the PowerBBS system, you will have noticed that there are several display files in the SEC directory. These are Security level screens. You can display a certain set of screens to your callers by their security levels. Take a look at the type of information that is one the sample screens. You are not limited to only this type of information. You can have the same MACROS and PowerLang scripts in these screens as any other. What makes them different is that they will only be shown to callers having the designated security level. They are named differently based on the security level: **WEL20C, WEL50C, MENU20C,**

WEL30C, WEL60C, MAIL60C

The C is still on the end of the file name, as would be the **R** if there were RIP screens there. But it is preceded by the security level that is targeted. Following this naming convention you can have a full set of menus for special security level callers. You can even have a separate set for each level on your system!

Languages and Language Screens

You have seen that PowerBBS is capable of incorporating more than one language for callers to use. That sounds real nice, but how do you get PowerBBS to show the correct language specific display file when the time comes? You add a two letter extension to the end of the file name. For example: Any language specific screens you might have for French might end in .FR. Or German specific screens might have the extension .GR.

Some of these screens have been created and are available for download from the support BBS. However, it is just as easy to create your own and save them with the correct extension. MENU.C.FR, HELLO1C.GR, OPENINGC.NY (for people from New York!)

When ever you change the menus you have to be sure to change all of them. This option is available to all the different display formats, and it is the only time you will use an extension with a display file on PowerBBS.

Advanced Features MACROs

MacroS are the part of your display file that will change, according to what version of the software you are using, the name of the current caller, the time the caller has been on. In short, they are a type of variable that gives you access to various information PowerBBS holds in database form.

Adding them to 64

your display files will personalize the display, allow you to create screens where a user can change the information PowerBBS keeps on him, or view and interact with the PowerLang program running as part of the display. You can use MACROs with just about any part of PowerBBS and there are a good many of them from which to chose. You will find a complete list of the current MACROs you can use in Appendix A: MACROs.

A MACRO must have a | (pipe) symbol before and after it. If you want to use MACROs in a RIP screen, you will need to use the ~ (tilde) symbol instead. There is an incompatibility between the pipe symbol and the RIP scripts. An example of a screen that uses the MACROs is the **STATS** screen.

All of the information that is displayed on this screen comes from the MACROs. You can add or take some away as you see fit. You can write a PowerLang routine that will allow a user greater control over what is here. That is what PowerBBS does when it allows a caller to update stats anyway. For that matter, that is what a Sysop does when he upgrades a caller. There is no end to what you can do with MACROs. I suggest you start looking at the ways that some of your favorite BBSs have their screens and information displays set up. See if you can find a way to do things your way!

Take a look at the way the double vertical bars do not come all the way out to the edge, on the frame around the top of the stats screen. That will allow room for the information to be inserted by the MACRO processor.

There is one MACRO that must be in the first position on a new line, to operate correctly. If you are planning on using the |PL:nnn| MACRO, be sure you have it as the leftmost position on a new line.

Questionnaires

The questionnaire system gives the Sysop the ability to ask the callers questions, and record their answers. PowerBBS uses a simple line-oriented language and text files to do this. There are two sample questionnaires in the PowerBBS package. You can view them and edit them as you see fit. They are found in the `\POWRBBS\WORK\` directory. Names have the form of **QUEST1, QUEST2, etc.** Answer files will have the form of **ANSWER1, ANSWER2, etc.** You will also find display files **QUEST, QUESTC and QUESTR**, that will tell your callers what the questionnaires are about. Finally there is the **QUEST.DAT** file, maintained by the configuration program. You enter the information on your questionnaires in there and that is really all there is to it!

In the configuration program, you filled in the following pieces of information:

Questionnaire Data file (Data Files Setup). This file tells PowerBBS where the questionnaire and answer files are located.

Questionnaire Menu file (Screen Locations #2, line 10). This file is presented to the user telling her what questionnaires are available.

Be sure that these two files match up! Suppose you had a questionnaire that you no longer used. You would need to remove it from the menu file and the data file. Furthermore, you might want to remove the actual questionnaire and answer files from your hard disk as well.

When the caller, selects the Q function (on the Main Menu), she is shown the questionnaire menu file. The caller can then select the questionnaire she wants to answer by pressing the correct number.

If you do edit/create questionnaires files, you will need to tell PowerBBS what you have done. You do this in the Questionnaire Data File. Go to Data File Setup. Click on Edit and then on the Questionnaire Data. You will see a screen like this:

Each line gives PowerBBS the information it needs for each questionnaire file and the corresponding answer file. Many Sysops create an icon in their PowerBBS program group that starts Windows Notepad with the appropriate answer file. There are many other programs available that will read a simple text answer file like this and post the results as a bulletin for your callers. You can conduct surveys, vote on local issues, or whatever you might want to do. You can have up to 80 different questionnaires and their associated answers.

Once you have edited the data file, just click on the OK and you will be back at the Data File Screen. You will have to go from there to the Screen Locations 2 menu to edit the Questionnaire menu screen. Highlight the line with the

questionnaire menu screen (line 10) and then click on Edit. You will be asked if you want to edit an ASCII, ANSI or RIP file. Chose the appropriate format, and click on the button. If you have told PowerBBS where your editors are, PowerBBS should then start the appropriate editor for you. When you are finished editing, be sure you save the file to the correct location!

Because the default file name under DOS has an extension, some graphical editors will not save your new files without one. You may have to manually rename the files after you have saved them. You might also try saving the file with a period at the end of the file name. This is frequently used to indicate a null extension. The correct format for the display screen names is without an extension. For more information on editing graphical screens and editors, see the section on Graphics.

To edit/create a questionnaire file, you have to use an ASCII file editor. You can use Notepad. Using the questionnaire command structure, you are able to ask many different types of questions. You are provided with sample questionnaire files, and you may edit them as you like. Looking at 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 designated areas. You can not use: |
Welcome, New User, to our BBS. You would have to use: |Welcome New User to
our BBS.**

Structure: | <Text>

Example: |Welcome to our BBS!

Begin the line with a | to display a string to the right. This is for display only, not for asking questions. The above example would display **Welcome to our BBS!**

Structure: 1,<Max Answer Length>,<Question>

Example: 1,3,How old are you?

To ask a question that should get a string answer, begin the line with the number 1 and a comma. The next number is the maximum length of the answer, followed by a comma. The example will permit only 3 characters in the answer. After the second comma comes the question you want asked. The above example will except a string input, with a maximum of 3 characters, and the question **How old are you? will appear on the screen. For string responses you can accept up to 75 characters for <Max Length>.**

Structure: 2,<Question>

Example: 2,Are you a sysop?

To ask a question where you expect a Yes/No answer, begin the line with a 2 and a comma. The only other information required is the question. The example 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.**

Structure: 3,<Input Form>,<Question>

Example 3,(###) ###-####,What is your business telephone #?:

This is the most complicated command of the bunch. It requires a number input for each of the # symbols in the format string, and will not let the caller go to the next question until all the spaces are filled. Begin the line with a 3 and a comma. You can form any number input you want by entering the format using #s and text, followed by a comma. Numbers will have to be entered where there is a # sign. All other text between the commas is displayed, and added to the output file. The above example would display **What is your business telephone#? and require the user enter it in the format (###) ###-####. If you required a date you could use ##-##-## or ##/##/##.**

Structure: 4,<Current Access Level>,<New Access Level>

Example: 4,10,50

With this option you may upgrade the caller, usually at that end of the questionnaire. However, PowerBBS will only upgrade those with the access level shown. Begin the line with a 4 and a comma. The next two numbers, separated by commas, indicate for what access level to perform the upgrade and to what level to upgrade the caller, respectively. In the example the caller is upgraded from level 10 to level 50. This occurs only if the caller is a level 10 user.

Structure: 5,<# of a POW 65

file to run>

Example: 5,50

To run a .POW file from your source directory, you will start the line with a 5 and a comma. The example will run **50.POW**. Adding .POW files to a questionnaire can be tricky, but the rewards for the effort are will worth it.

PowerLang adds many new dimensions to your questionnaires and allows you to do just about anything you could want with them. For more information on PowerLang and its options, see the sections in Advanced Features

PowerLang and Appendix C: PowerLang Command Syntax.

Each time the questionnaire is answered, the answers are added to the end of your answers file, with the user info, her record number, and the questions listed.

Example Questionnaire

```
*****
|*           The New Generation BBS System           *
|*           >>>> Questionnaire #2 <<<<             *
|*           For Visiting Sysops                     * |
*****
|
|1,8,Are you the sysop or the co-sysop?
|
|3,'(###) ###-####',What is the phone number to this BBS?
|
|2,Is it a Subscription BBS?
|
|3,$###,If yes, what is the annual subscription cost?
|
|1,11,What times is your BBS Open? (24 Hrs / 6pm-6am / etc)
|
|1,30,What BBS Software are you running (Include ver #)
|
|1,10,How long has your BBS been running?
|
|1,75,Do you have a special theme that you center your board around?
|
|Thank you for filling in the questionnaire.
|
|Please read the information on PowerBBS and purchasing information.
|
|As you probably noticed PowerBBS includes a POWERful script system
|which gives you the ability to do many things!
|
```

PowerLang

PowerLang is a BASIClike, line command language that will allow you to create new menu items, commands and options within PowerBBS. A PowerLang file is as simple as most batch files. They are found in the **\POWRBBS\SOURCE** directory and the names usually have the format of **nnn.POW** where, **nnn** are numbers greater than 0. You do not have to give them numbers, that is just for use in menus and MACROS. You can give a PowerLang file any name you like, within the bounds of the DOS file naming conventions.

PowerLang will allow you to use variables, strings and other PowerLang scripts inside a PowerLang program. The values for the variables must be between 1 and 25. For the rest of it, the Command Syntax will tell you what you need to know for any particular command. You can find a full listing of the PowerLang commands in Appendix C: PowerLang Commands Syntax. For now, here are several example programs that you can use or modify.

Notice the use of color codes and MACROS within the various examples.

BBS Database 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
Time/Bytes/Credits Bank Example: 2.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 dont have that much time!"
    Goto BEGIN
Endif
If I4 > I2 Then
    Display "@9@Safe cant hold over 60 minutes!"
    Goto BEGIN
Endif
INC SAFE I4
DEC TIME I4

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

Endif
Goto BEGIN

```

Graffiti Wall Sample File Available on Support BBS

```

Display "@7@ Grafitti Wall"
Display "@5@ By Gerral Reeves"
Display "@2@ The SouthSide BBS"
Activity "Entered The Wall"
wait 800
:AGAIN
Display
Display
Display" Hello |FIRST|, Welcome to the Grafitti Wall...."
Display
Display
Display
Display " (W)rite on The Wall"
Display " (R)ead The Wall"
Display " (Q)uit back to the BBS"
Get_Choice RWQ 1
If C1 ="R"
    Activity "reading The Wall"
    Type_file "C:\POWRBBS\DATA\GRWL"
    Display
    "@1@*****"
    Display
    Display
    Get_Return
    Goto
    AGAIN
Endif
If C1 = "W"
    Activity "write on The Wall"
    Goto WRITE

Endif

```

```

If C1 = "Q"
    Activity "exited The Wall"
    Return_to_bbs
Endif

Goto AGAIN
:WRITE
Display
Display "Enter A line (Max 60 characters). "
Display "@1@|@6@----@5@|@6@-----@5@|@6@-----@5@|@6@----@5@|@6@----@5@|@6@-----@1@| "
Input_String 60 S1
Display
Display
Display S1
Display
Display "@2@Is this Correct? (@7@Y or N@2@) "
Get_YesNo 1
If ! B1
    Goto AGAIN
Endif
Append "C:\POWRBBS\DATA\GRWL"
Write_File "*****"
Write_File S1
Close
Append "C:\POWRBBS\DATA\GRWLC"
Write_File "@1@*****"
Write_File "@2@";
Write_File S1
Close
Goto AGAIN

```

Call-Back Verifier

The Call-Back Verifier is only available in the Professional version of PowerBBS.

A Call-Back Verifier (CBV) is a program used to find out if the people that are calling your BBS are really calling from where they say they are. It is a method of protecting yourself from the persecution of unscrupulous callers or, sadly, possible criminal prosecution. The CBV feature is built into the Professional version of PowerBBS. It is run automatically at logon, right after the **STATS** screen is displayed. It will only be run for the security levels you specify in the **CALL5** file. The CBV calls the user back to verify that the number they are giving is correct. It is built around the phone number format **###-###-####**. If your country uses some other format you will have to modify the code yourself. (The complete CBV is now included in the source code package of the Professional version).

CBV Automatically Updates Local Users.

The CBV will make sure that a duplicate phone number is not used.

CBV only searches phone numbers that have already been verified via the CBV. It does not check users phone numbers who have not been through the CBV.

There are six ASCII text files that the CBV uses (**CALL1-CALL6**). **All six of these files should be placed into your \POWRBBS** directory. Removing or renaming these files will disable the CBV.

CALL1

This file is displayed to the user when the CBV will not call out because the user is not within the same area code.

CALL2

This file explains to the c69

aller what the CBV does. It is displayed right before the user is asked whether or not he wants to continue.

CALL3

This screen is displayed right before the CBV goes into action.

CALL4

A List of phone numbers not to call. i.e. the Police, Fire Station, etc. Use ***###** to make all numbers starting with **###** bad. For example, if you entered ***974** in this file, then 974-1111 would be bad. Normally, **#####** should be used to enter specific numbers such as 9382828. Use **####** to specify an area code that is bad. For example, if you entered **#900** in this file, then no 900 numbers will be called.

CALL5

This is the actual setup of the call back verifier.

Example:

```
;All lines that begin with a semicolon are comments.
;Line1: Update Security Level 10 to (Line2) Security Level 30
;Line3: Update Security Level 20 to (Line4) Security Level 30
;Only Security Levels 10 & 20 are updated here.
*PREFIX=9
*BBS_AREACODE=516
*CALL_ONLY_BBS_AREACODE=TRUE
*DOCALLAREACODE=607
*DOCALLAREACODE=914
*USE_ONE_FOR_LONG_DIST=TRUE
*ALWAYS_DIAL_AREA_CODE=FALSE
10
30
20
30
```

tells CBV from which area code you are running the BBS.

tells CBV to only call numbers in the local area (7 digits)

tells CBV that it is OK to call long distance.

allows calls to the 607 area exchange. This way you can specify all the long distance area codes you want to call.

tells CBV to dial a 1 + areacode + phone number for long distance calls.

tells CBV to always dial area code (Some states require this).is the number that you must dial to get an outside line such as from within a large company building.

CALL6

After call-back verification this file tells the user that he is upgraded and may call back for new access. It then hangs them up so you avoid having to pay for a free call for the user.

On-line Chat and Teleconference

PowerBBS has teleconferencing features that allow your on-line users to chat with you or with each other.

Teleconferencing is not limited to two users chatting. Up to 50 users can be in a teleconference at one time. All callers in the teleconference can see what the others are typing. This can be a powerful medium to hold meetings and other group gatherings. Teleconference is yet another powerful feature of PowerBBS that your callers will surely enjoy!

**To support Teleconferencing, you must first have a multi-line PowerBBS set up.
However, you may not use Node number 0 for any of your nodes. PowerBBS will
not let you use the [W]ho is On-Line command or Enter Node Chat using Node 0.**

Also, if you are running a small BBS and want to include split-screen chat for your callers, you will need to install the DOS program SHARE.EXE. See the section on Installation and your DOS manual for more information on this subject.

Entering Chat and Teleconference

In PowerBBS callers use the [W]ho is On-Line command to enter Node Chat. The following screen will come up:

```
#           Caller           Baud   Status City
-           -               -      -      -
1           -               -      -      -
2           HANK FREY       38400 Available for Chat  HICKSVILLE, NY
3           RUSSELL FREY   LOCAL Available for Chat  HICKSVILLE, NY
Enter [G]roup or [C]hannel Chat, [ENTER=Quit]:
```

You have the choice here of [G]roup or [C]hannel Chat. You can change that once you enter chat mode. [G]roup Chat takes place on channel #0. [C]hannel Chats can occur on channels 1-65535. Callers who desire to be in private channel should only tell the private channel number to the other caller(s) with whom they want to chat.

Russel Enters a Group Chat (Teleconference)

```
RUSSELL          > RUSSELL joined Group Chat at 00:59
```

CHAT MODE Help Screen

```

/?                This HELP Screen
/CHANNEL         Tune to a different channel
/ID              Send a message to another line
                Example: /ID 2, Sending this to only node #2
/PAGE            ** PAGE ANOTHER PERSON **
/SETLIST         Set between a LISTED and UNLISTED channel
/TIME            Displays your time information
/WHO             Displays current node status
/QU              Quit CHAT mode, return to MAIN MENU
RUSSELL          >

```

When Russel joined the group chat, this is the screen the he saw. Note that after the help screen there is a line with simply **RUSSELL >** on it. All the Russel has to do is type something he would like the others to see and press <Enter>. That message will be sent to all other callers on that node. They will see Russels name followed by his message. Likewise, whenever someone else in the teleconference types something and presses <Enter>, Russel will be able to see it as well.

Private Channels

Not all of your callers will want to be in the main teleconference. For them PowerBBS offers private channels numbered 0 through 65535. In order for callers to enter a private channel, each caller must tune to that channel by using the /CHANNEL command from within teleconference. Each caller must know in advance to which channel to tune. This can be done by callers paging other callers and telling them the channel number. Callers use the /ID command for this. Furthermore, a caller may choose to have his channel number listed to other callers by using the /SETLIST command. If a channel number is not listed (by answering No to the /SETLIST command), other callers will see the following in response to the /WHO command (assuming Russell and Hank have entered a private channel).

```

#                Caller          Baud   Status City
-                -              -      -      -
1                No Caller this Node
2                HANK FREY       38400  Channel ?? Chat    HICKSVILLE, NY
3                RUSSELL FREY    LOCAL  Channel ?? Chat    HICKSVILLE, NY
Enter [G]roup or [C]hannel Chat, [ENTER=Quit]:

```

Action Commands in Teleconference

PowerBBS has a new feature for teleconferences similar to those seen in MajorBBS. This feature is referred to as action commands. Actions are simply one or two word commands that a caller can enter and PowerBBS will display a special message. For example, a caller may simply type BEG and press <Enter>. The other callers would see |FIRST| is on his knees, pleading! where |FIRST| is the first name of the caller who entered the command. The two-word version of this command is BEG NAME. If a caller entered this command, the others would see |FIRST| is begging @@ to tell. where |FIRST| is the first name of the person entering the command and @@ is replaced with name that came after BEG.

Actions in Action!

A view from Russells screen:

```

RUSSELL          >Ive missed you, Hank!
RUSSELL          >Bearhug Hank

```

Now, heres what Hank would see:

```

HANK             >
RUSSELL          >Ive missed you, Hank!
RUSSELL just gave HANK a great big bearhug!
HANK             >

```

Customizing the Actions for Your BBS

PowerBBS provides a file called ACTION.DAT located in you \POWERBBS directory. This file contains the all of the commands that your callers will be able to use while in teleconference. Since it is an ASCII file, you can modify it with a text editor such as Notepad. Here is a sample ACTION.DAT file.

```

ask, |FIRST| is simply speechless!
beg, |FIRST| is on his knees, pleading!
@beg, |FIRST| is begging @@ to tell.
@beam, |FIRST| is beaming at @@ with pride!
beam, |FIRST| is beaming with pride!
@behead, |FIRST| has ordered that @@ be executed at dawn!

```

```
behave,|FIRST| has promised to behave
@bearhug,|FIRST| has just given @@ a great big bearhug!
beep,|FIRST| is tooting her own horn again
behave,|FIRST| has promised to behave!
belch,|FIRST| just burped quite loudly? What did she eat?
bless,|FIRST| is preparing for the end of the world!
@bless,|FIRST| has just blessed @@
```

Please note that there are two types of commands. Commands beginning with @ are for two word commands. In the sample file there are two versions of the BLESS action. The first version is the single word version which simply displays |FIRST| is preparing for the end of the world! on the screen where |FIRST| is the first name of the caller who enters the command. The second version will be used if the caller types BLESS SOMEBODY. This would display |FIRST| has just blessed SOMEBODY. Whatever the caller types as the second part of the command replaces the @@.

At this time PowerBBS actions do not check the gender of the callers or whether the name entered in two word commands is a valid name of a current user.

The file called ACTION located in the \POWERBBS directory is a text file that will be displayed to callers when they enter a teleconference. It is intended to list the actions that are available. If you modify the ACTION.DAT file, you should modify this file to match. This enables you callers to see the actions that are available. This file is also an ASCII file that can be modified with a text editor such as Notepad. This file is optional. If you add lots of actions, you may not want to display such a large list whenever a caller enters teleconference.

Doors in PowerBBS

General Background

There are two types of doors that may be run on PowerBBS. The first variety are Windows applications specifically written for PowerBBS. The second more common variety are traditional DOS based doors written for other BBS types. Doors may be run as a Live Program from information contained in the **LIVE.DAT** or from a POW file specified from a Menu command.

Drop Files

There are many different games, utilities and add-on features available as separate programs for any particular BBS you care to name. Many of these programs are generic. They do not have a dedicated interface to a specific type of BBS. For a BBS to use these generic programs often requires a file to provide information to the door. The information file is often referred to as a drop file. There are currently two popular types of drop files used by generic and non-generic door programs. Both of these are supported by PowerBBS. The formats of these files are not important unless you want to write a door. What is important is the information in them. It will most often be information on the BBS itself, the current caller and sometimes extra information. This extra information is likely used for special features of the door. The two drop file formats used most are named **DOOR.SYS** and **DORINFOx.DEF**. If you have more than one node on your system, you need to have an additional number or letter in the name to differentiate between different nodes. Like, **DOOR1.SYS** and **DORINFO2.DEF**.

The LIVE.DAT File

This file is essential to running live program doors from your BBS. It contains the complete path and file name to the batch file you're using to start the door, the security level required to access this particular door, and the password needed to access the door. The extension of the command line will tell PowerBBS what type of door you are running. Lines ending in .EXE are taken to be actual Windows programs. Lines with a .BAT extension are taken to be DOS programs. Both types are supported by PowerBBS and can be run by modifying the ASCII LIVE.DAT file. The actual live batch file is created when the door is run and derives its information from the LIVE.DAT file. The command line syntax to run a DOS door is as follows:

```
<Path/Filename of Door BAT> <Security Level> <Optional Password>
```

Example: C:\POWRBBS\GOLF\GOLF.BAT 10 PASSWORD

The following command line syntax in the **LIVE.DAT** will run a PowerBBS specific door:

```
<Path\Filename of Door EXE> <Security Level> <Optional Password>
```

Example: C:\POWRBBS\BJACK.EXE C:\POWRBBS\POWRBBS.DAT 20 HIGHFIVE

You can see that the full path to the PowerBBS Data file is included for PowerBBS specific door programs.

Doors and PowerLang

Running a door from a Menu command can be accomplished by creating a .POW file that handles the **.BAT** or **.EXE** file. This method is not recommended for running multi-node DOS doors unless you specify a different

drop file location for each node via PowerLang. On the other hand, PowerBBS doors can be run from menu commands in a multi-node environment by using the **|PBBSDAT| macro in place of the Path\File Name to the POWRBBS.DAT** file. To learn more about putting a .POW file into your menus see the Menu section of Configuration.

This is an example of running a Windows PowerBBS door from a .POW file on a single node BBS:

```
ClearScreen
Display "@2@Loading Live Program . .
Activity "Entered PowerBBS BlackJack Door at |CLOCK|."
DOS_Windows "C:\POWRBBS\BJACK.EXE C:\POWRBBS\POWRBBS.DAT"
Return_To_BBS
```

This example .POW file will run a PowerBBS door from a Multi-node setup:

```
ClearScreen
Display "@2@Loading Live Program . .
Activity "Entered PowerBBS BlackJack Door at |CLOCK|."
DOS_Windows "C:\POWRBBS\BJACK.EXE |PBBSDAT|"
Return_To_BBS
```

This example will run a DOS door from a single node BBS:

```
ClearScreen
Display "@2@Loading Live Program . .
Activity "Entered DOS Golf Door at |CLOCK|."
DOS_Windows "C:\POWRBBS\DOORS\GOLF\GOLF.BAT"
Return_To_BBS
```

I think you get the idea. Essentially you will be creating a control shell for running the door. You will have to enter the information for the activity log, any special files will have to be produced by you, using PowerLang. PowerLang can do just about anything you like.

The command line Return_To_BBS is required for the Doors window to close and return to the PowerBBS window.

Doors (and Other DOS Programs) Running in the Background

To allow programs (FrontDoor, game doors, etc.) to run in the background, copy the **_DEFAULT.PIF** file located in your PowerBBS package to your \WINDOWS directory. Be sure the options: Background and Windowed are checked and that Exclusive is **not checked as shown here:**

It is very important that this file is edited correctly. See the _DEFAULT.PIF file in the \POWRBBS directory for a current example. Be sure to give enough memory to your applications.

CONVDOOR.EXE

Included with the PowerBBS package is a conversion utility called CONVDOOR.EXE. It is used to create a drop file from the POWERBBS USERINFO.BBS and USERS files. It makes a 32 line DOOR.SYS or DORINFOx.DEF file. One of these drop files are needed to pass information, like the name, time left online, and more, necessary to run the door. The command line syntax to create a DOOR.SYS or DORINFOx.DEF is:

```
CONVDOOR [PowrBBS Userinfo file] [Users File] [Output File] [(2)]
```

[PowrBBS Userinfo file]

Current Nodes **USERINFO.BBS** file as set in the Configuration Program - File Locations #2

[Users File]

Path to USERS Record file usually found in **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 to **DORINFOx.DEF**, put 2 here!

Once the drop file has been created it may be converted via any third party door conversion utility to the file format of any other BBS type. This allows most doors to run on PowerBBS. The path of the drop file may be any specified directory or sub-directory. For multi-node operation it is necessary to have several areas where each node can have a

separate drop file. This will be explained in the Section Multi-Node DOS Door Batch File.

Example: To convert to a DOOR.SYS drop file.

```
CONVDOOR C:\POWRBBS\USERINF1.BBS C:\POWRBBS\DATA\USERS C:\DOORS\DOOR.SYS
```

Example: To convert to a DORINFOx.DEF drop file.

```
CONVDOOR C:\POWRBBS\USERINF1.BBS C:\POWRBBS\DATA\USERS C:\DOORS\DORINFO1.DEF 2
```

Single Node DOS Door Batch File

Some doors use a configuration file. They can specify the type and location of the drop file, the Sysop Name and BBS name. Make sure they agree with the Path/File Name specified in your door batch file. The following is an example of running a door on a single node. It requires a DOOR.SYS drop file:

```
@echo OFF
C:
CD \POWRBBS
CONVDOOR C:\POWRBBS\USERINFO.BBS C:\POWRBBS\DATA\USERS C:\POWRBBS\GOLF\DOOR.SYS
CD GOLF
QKDOOR GAP
REM ***The line above will convert the DOOR.SYS file produced by
REM ***CONVDOOR.EXE to a file more recognizable to a GAP BBS door.
REM ***That type of drop file is recognized by many generic and not
REM ***so generic doors. QKDOOR is one of several dropfile conversion
REM ***programs available. It is available from the Support
REM ***BBS.
GOLF GOLF.CFG
DEL DOOR.SYS
CD \POWRBBS
ECHO "All Done!"
```

The created drop file is deleted after the door is exited. While this is not strictly necessary, it keeps things tidy, in the event of a system crash.

Multinode Setup

To run doors on a multi-node BBS, you will have to configure some files to create a drop file for each node. The following files will have to be unique to each node: LIVE.DAT, USERINFO.BBS, the path to LIVE.BAT. You will need to have separate directories for each nodes drop file. While there are as many ways to do this as there are commands in DOS, we have included some example LIVE.DAT and batch files that will be run on node 2 using a multi-node setup with DORINFOx.DEF as the drop file.

The doors will require a different configuration file for each node as well as a separate batch files to be taken from each LIVE.DAT file.

Example: LIVE2.DAT

```
COMPLETE PATH/FILENAME SEC PASSWORD
C:\POWRBBS\BJACK.EXE |PBBSDAT|          20      MAGUS
C:\POWRBBS\DOORS\POKER\POKER2.BAT  20      CIRCLE
```

Example Batch File

```
@ECHO OFF
C:
CD \POWRBBS
CONVDOOR C:\POWRBBS\USERINF2.BBS C:\POWRBBS\DATA\USERS C:\POWRBBS\POKER\DORINFO2.DEF 2
CD \POKER
QKDOOR GAP WWIV
POKER POKER2.CFG
DEL DORINFO2.DEF
CD \POWRBBS
ECHO "All Done!"
```

PDOORSYS.EXE

Power*DoorSys is another door dropfile conversion program. The program is located in your \POWRBBS directory.

Power*DoorSys

Current Release: v2.5

Release Date: 1993

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Power*DoorSys does essentially the same job as **CONVDOOR.EXE**, but is more advanced in features. E-Mail Stephen Nolen on the Support BBS if you have any questions.

This program can:

- Create a fiftytwo Line **DOOR.SYS** file

- Create a **DORINFOx.DEF** file

- Create a **CALLINFO.BBS** file

- Writeback option to update USER record (such as for a CD download door)

Overview of PDOORSYS.EXE

Power*DoorSys is used to generate a true fifty-two line **DOOR.SYS** file, a **DORINFOx.DEF** and/or **CALLINFO.BBS** files from the PowerBBS data files. Power*DoorSys, hereafter called **PDOORSYS**, reads the **USERINFO.BBS**, **USERS**, **SECLEVEL** and **POWRINFO.BBS** files and builds the proper door drop file.

Most files that are used as input are opened in read only mode and shared, so there should be no danger of PDOORSYS damaging any files and PPDOORSYS should work properly on multi-node systems. PDOORSYS also provides a means to update the users file (through the writeback option) with changes made during the door program for some items. If you use the writeback [/W] option, through the writeback option **will write the data back to your users file, so be forewarned.**

Operation

PDOORSYS requires a configuration (.CFG) file to function properly. The config file tells PDOORSYS what type of door interface file to write as well as where to find the POWRBBS.DAT file. It pulls the information from the POWRBBS.DAT to locate the other required files for the current node. The configuration file can be anywhere on your system, as long as you give the complete path/file name on the command line when calling PDOORSYS. A different .CFG file should be created for each node you are running, since different POWRBBS.DAT files are used. The following is the text from the sample **PDOORSYS.CFG** file, with descriptions of each required line:

```
I:\DOOR.SYS 2=I:\DORINFO1.DEF          Path/file name of dropfile to make.
```

This blank line is required in v2.5 & up.

```
C:\POWRBBS\POWRBBS.DAT  The POWRBBS.DAT for the current node. C:\POWRBBS\
```

```
Pdoorsys.ERR          The path/file name of the errors file.
```

```
32                    Maximum Daily Available File Downloads.
```

The first line tells Pdoorsys whether to write a **DOOR.SYS**, **DORINFOx.DEF**, and a **CALLINFO.BBS** file all in one process. To do this you **must tell PDoorSys which file it is to create by using the #=** prefixes on the interface file names. The codes are:

1= 52 Line **DOOR.SYS** format

2= Standard **DORINFOx.DEF** file where x is node number

3= CALLINFO.BBS format

The program will default to creating a **DOOR.SYS** file if you do **not include this prefix, even if you provide a DORINFOx.DEF** filename! You can create all available interface files by using this as the first line in the config file:

```
1=I:\DOOR.SYS 2=I:\DORINFO1.DEF 3=I:\CALLINFO.BBS
```

The maximum daily files limit field is used if PDOORSYS is being used for a file up/download door, such as a CDROM door. If this is not entered, then PDOORSYS will use the maximum figure of 9999 for the field. This figure is not actually a daily number of files limit, since PowerBBS does not store the daily number of files downloaded. It is actually a limit that will be imposed for this particular door session. If you are using PDOORSYS to interface with a file download door and the door uses file up/download ratios, you will most likely have to put a value greater than zero here or the door will say the user has reached his ratio limit.

This is the proper entry, as described in the **DOORSYS.TXT**, or **CALLINFO.TXT** files as mentioned below. **If you use the /R** option, this value must not be used. A zero must be used instead, if the user fails the ratio checking.

The DORINFOx.DEF file format does not provide for this type of information in its structure.

PDOORSYS will take the information from each of the data files for the drop file(s). For more information about the **DOOR.SYS**, **DORINFOx.DEF** or **CALLINFO.BBS** formats and where PDOORSYS gets the items for the file, see the included **DOORSYS.TXT**, **DORINFOx.TXT** and **CALLINFO.TXT** files. The PDOORSYS command line syntax is:

```
PDOORSYS <drive/path/file name of config> [/Wn] [/Q] [/R]
```

Parameter

Description

[/W]

Optional: Writeback parameter. Will require an additional code for two of the three interface files, to tell PDoorSys which interface file to write back to. For more information on the /W switch see below.

[/Q]

Optional: Quiet to keep Pdoorsys from printing its activity on the screen.

PDOORSYS reads and writes the kbyte values of todays downloads, maximum daily kbyte limit and the kbytes uploaded and downloaded as shown in the DOORSYS.TXT and CALLINFO.TXT files. This should make the program fully compatible with any CDROM Door and/or file up/download door.

Writeback Option

If you run PDOORSYS with the optional /W switch, the program will **read the current data in the DOOR.SYS, DORINFOx.DEF or CALLINFO.BBS** file and update the users file with any changes in the User security level, expiration date, number of files uploade/downloaded, and Kilobytes uploaded/downloaded today. Not all interface files support all of these options, so see the various .TXT files for more information.

Do not use this option when trying to create a door interface file for the first time.

This option is only for reading an existing file and update the Users file data. You will not get what you want by using this switch to create a new file.

When using the /W option to write information back from a DORINFOx.DEF or CALLINFO.BBS file, you have to add the drop file format number to the /W. For example: to write data from the CALLINFO.BBS file, use /W3.

Using /W1 or /W will look for the DOOR.SYS file and /W2 the DORINFOx.DEF file. The DORINFOx.DEF file only supports write backs for the users security level and is limited in functionality.

The writeback option is useful if you have any programs that fully support the door interface format. It can be used to update your users file after people have used a CDROM door. This way, you can still keep track of a file ratio for non-supporting users, but can allow access to the special features of the CDROM door. You could also use this feature for credit card registrations or call back verifiers that would update the callers level or expiration date.

Remember, however, the door program must fully support the **DOOR.SYS or other interface format and write any changes to it.**

PDOORSYS compares the interface files and the users files User Name and User Record Number. If either one of these are not the same, PDOORSYS will not write any changes back. It will display an error notice and show you the differences. This should keep the program from accidentally writing back data back to the USERS file.

Example: Using the writeback option. This is how the MegaROM door for CDROMs would work.

```
@ECHO OFF
REM -
REM MegaDOOR.BAT - Generate DOOR.SYS file and load MegaROM Door
REM This is called via a .POW file as MEGADOOR |NODE#|
REM The %1 parameter holds the node number that is calling.
REM
REM Generate the required DOOR.SYS file
C:\POWRB76
BS\PDOORSYS C:\POWRBBS\PDOORSY%1.CFG
REM Run the MegaROM Door Program
G:
CD \MEGADOOR
MEGADOOR.EXE %1
REM Write Back any downloaded files and/or Kbytes
C:
CD \POWRBBS
C:\POWRBBS\PDOORSYS C:\POWRBBS\PDOORSY%1.CFG /W1
REM -
REM EOF MegaDOOR.BAT
```

Ratio Checking

The ratio checking option [/R] provides a way to limit users that are set to have file and/or byte limits for downloading files. PDOORSYS will check the users file and byte ratios against the settings used in the POWRBBS.DAT file or the SECLEVEL file if you have set special ratios for each access level.

If a callers security level falls below the bypass security level, a check is done against the ratio settings in the SECLEVEL file. **If the user does not pass the ratio test, the file and byte limits in the DOOR.SYS, etc. file are**

set to zero. This should keep most CDROM and download doors from allowing the user to make any downloads. This is an optional function and has no effect if the /W option is being used.

Error Trapping

Starting with v2.0, extended error trapping and error reduction routines have been added. If PDOORSYS finds an entry in the POWRBBS.DAT file that does **not have the full path, it assumes the full path that the file** should be in for a standard PowerBBS installation. If the system cannot find a file, it should display the files it is looking for and ask you to validate that these paths/files are valid and available.

SETBAUD.EXE

In your \POWRBBS directory, you will find the SETBAUD.EXE program. This is a DOS program that adjusts the baud rate when dropping to DOS. This program is run automatically by PowerBBS on every drop to DOS. It has to be run, due to a problem with Windows/DOS not setting the baud rate correctly. Without this program, your remote user may get garbage characters on their screen.

Usage

SETBAUD by Russell E. Frey; Contact us for modifications

SETBAUD Com# Baud Com# supported 1,2,3,4

Baud rate supported up to 115,200

Default Port Base Codes: \$3F8; \$2F8; \$3E8; \$2E8 (1,2,3,4)

If you need a different Port Base call PowerBBS Support BBS

You do not normally have to worry about running this from your batch files, it is done by PowerBBS. The only thing you have to make sure is that you haven't moved it from the \POWRBBS directory.

RTM.EXE

RTM is a loader program required by the Borland compiler. You will need it to run several of the programs that come with and support your PowerBBS system. Most notably of these is the PowrPacker program. Also the PowerNet and IN_IN.EXE and IN_OUT.EXE use this program.

Running DOS Remotely (DoorWay)

Once you have everything up and running, you may press the **1) Sysops Menu option. One of the things you will see is D)os Utilities. Activating it will show you D)rop to DOS capability. The function actually runs your C:\POWRBBS\REMOTE.BAT file.** Once you understand what is going on here, and you have it properly configured, you, as the Sysop, can drop to DOS and perform functions remotely. (Or, you could allow someone you trust to drop to DOS also!)

The sample REMOTE.BAT that comes with PowerBBS is as follows:

```
CONVDOR C:\POWRBBS\USERINFO.BBS C:\POWRBBS\DATA\USERS C:\DOORWAY\DOOR.SYS
CD \DOORWAY
DOORWAY SYS /B:MZ /V:D /C:DOS
```

Line #1 creates a DOOR.SYS file. Line #2 changes to the directory containing Doorway. Line #3 runs Doorway, permitting you to run DOS remotely. Now, lets talk about Doorway.

Doorway

Doorway is the program that allows remote control of a computer via modem. It permits the redirection of COMMAND.COM for your remote use. It can also redirect normal DOS applications. Doorway is a shareware program that is © by Marshall Dudley. You can download a copy of the shareware version from the Support BBS.

You need Doorway if you want to use DOS remotely!

Running DOS Programs at Logon and at Hangup

There are two specific batch files that PowerBBS looks for in the \POWRBBS directory. If they exist PowerBBS will load and run them. By taking advantage of this feature, it is possible for you to run utilities that will keep track of certain aspects of the board for you. You could run utilities before or after each caller (such as a utility creating a list of the last five callers).

Logon

The logon batch file is run every time a caller logs on. The file PowerBBS looks for is in your PowerBBS directory and is called LOGON#.BAT where # is the node number.

For example if you are running node #1 and the file \POWRBBS\LOGON1.BAT exists, this file will be run. If it doesn't exist, nothing will happen.

Logoff

The logoff batch file will be run after a caller logs off. PowerBBS searches for the LOGOFF#.BAT file where # is the node number.

More on Echo Mail

In previous sections we discussed the internal mechanisms of echomail and touched on the types of programs that you will need if you want to add this type of support to your BBS. In this section we will actually go through and configure some of these programs to create working system for processing E-Mail.

PowerBBS

Once you have all three programs we have talked about, completely make sure you have PowerBBS setup to handle echo mail. Run the configuration program and look at General Options #2 (see page 26). On this screen is all the information you need to have set for PowerBBS to use a front end mailer type of program. You **must check the Run FrontDoor or other Mailer?** box. In the next line is the string gadget for Path\File to Mailer Batch File. On this line, enter the drive letter, and directory where your mailer resides. And add the file name like so: **F:\FD\FDRUN.BAT** We will be creating this file later in this section. It is this batch file that will be controlling how your mailer will answer the phone and other things. The last line in this section is the Path\File to read the Baud rate from. There are two possibilities here. The first is for non-locked baud rates: F:\FD\DOBBS is a text file that we will create, and that FrontDoor updates every time someone logs in. The second file be is for locked baud rates: F:\FD\LOCKBBS is a text file that we will create. There is no updating here. There is no need for it. The correct baud rate is passed by the SETBAUD.EXE program.

Save these changes and exit the configuration program. Be sure you have downloaded the **EXEBBS.EXE** program from the support BBS. This program will have to be placed in the FrontDoor directory.

You should already have set up some of your PowerBBS forums. You will have to have a specific forum for each echomail conference to go in to. Do not combine conferences in one forum unless you are not exporting from this forum. It is not allowed by many echomail conference hosts. For a current list of the conferences available in your area you will have to contact the local Net Echomail Coordinator.

Write down the exact path and filenames for all the forums you will be echoing. You will need these to set up your tosser. You can get the information directly from the Configuration program, Forums Setup screens.

PowerEcho, or InterPCB

The first step is to create a directory. This directory will hold a sub-directory for each echomail conference you are receiving. It will look something like this:

```
C:\ECHOMAIL
C:\ECHOMAIL\BIZ_CARDS
C:\ECHOMAIL\BIZ_LINK
C:\ECHOMAIL\BIZ_NEWS
C:\ECHOMAIL\BIZ_OPFS
C:\ECHOMAIL\BIZ_STRM
```

Each of these sub-directories will receive the contents of mail packets. Having a separate sub-directory for each conference will make it easier for you to process your mail later. No matter what programs you use to get your mail in and out, you should start with this setup.

In the next part of the process we will be setting up the mail conversion program. Setting up PowerEcho or InterPcb is a relatively simple task. We will start with PowerEcho.

PowerEcho Echomail Conversion program

Current Release: version 2.22

Release Date:

©1992 RockSoft Computing and Michael Miller

This is basically a two part process. First configure the program. Second, set up your batch files to control what is happening. Again, read the documentation. Once you read it (its short) you will know better what you are doing.

Basically78

you will do the following. Create a directory for PowerEcho, call it **P_E**. **Decompress the PowerEcho archive into the directory. Edit the POWRECHO.CFG file:**

```
000000000000      Your PowerEcho Registration number
Harvey Wallbanger  Your name as it appears on the Sysop Screen
1                  Your Zone number. See the section on FIDO Style mail.
```

From a DOS window run the **PESETUP.EXE** program. It will come up with a menu. You want to Add a Forum. You can use the arrow keys and the underlined letters to perform menu options. The Add Forum screen comes up. Enter the information as it tells you to in the documentation. You can also use the online help; it is very comprehensive. When you have done this for each of the forums you will be echoing, chose OK, and Exit (save Changes).

A **POWRECHO.DAT** file will have been created with all the information you just put into the forum screens. This is all we will have to do with PowerEcho, for now. We will come back to it, when we talk about the **FDRUN.BAT** file.

Configuring InterPCB

Configuring InterPCB is simple. All you really have to tell it is your Sysop Name, a directory to put the log file in, and it asks for a path to your export areas file.

Most people have reported problems with versions of InterPCB later than 1.31. Use this version. It is available from the support BBS.

The export file is a temporary file used to tell your mailer what areas have mail to export, if you can use it, it will speed up the export task. This file is **not needed, or even used by most software. If you are using a mail tosser that reads the export areas file then put a path to it here. The export file can then be used to tell your echomail processor which areas to process.**

It is important that the export areas file is removed after processing in your batch file, since IP cant tell when it should be deleted. IP has no code to check if an area already has been added to the export file, so duplicate entries are possible if the file isnt removed properly. And finally: do not confuse this disposable file with your AREAS .BBS file!

Once InterPCB is configured (a two minute job) you will have to create the batch files it uses. I have two batch files setup in my InterPCB directory. There is one for import and the second for export. An area in my **FDRUN.BAT** calls these short batch files into action. To illustrate the setup here are some sample batch files. Read the documentation and you will quickly see what each one does and why I have set it up that way.

Import Batch file: IPMAIL1.BAT

```
@ECHO OFF
C:
CD \IP
IP /i /e /s /w /h /f:C:\ECHOMAIL\%1 /p:C:\POWRBBS\FORUM\%1\%2 /n:%3
IF ERRORLEVEL 10
GOTO USERBREAK
REM User break
IF ERRORLEVEL 6
GOTO PACK1
REM Index has to be packed
IF ERRORLEVEL 5
GOTO GROUP
REM Message base locked
IF ERRORLEVEL 4
GOTO WRONGPARAMS
REM Invalid parameters
IF ERRORLEVEL 3
GOTO NOSPACE
REM Insufficient disk space
IF ERRORLEVEL 2
GOTO FATAL
REM Fatal error
IF ERRORLEVEL 1
GOTO END
REM No messages
IF ERRORLEVEL 0
GOTO END
REM Messages imported, dont pack
:PACK1
POWRPACK C:\POWRBBS\FORUM\%2\%3 TOTAL=500
GOTO END
:USERBREAK
ECHO BATCH PROCESSING ABORTED BY USER
GOTO END
:WRONGPARAMS
ECHO == IP CALLED WITH INVALID PARAMETERS! >> c:\fd\fd.log
GOTO END
```

```
:NOSPACE ECHO == INSUFFICIENT DISK SPACE DURING IMPORT/EXPORT >> c:\fd\fd.log
GOTO END
:fatal echo == FATAL ERROR IN IMPORT/EXPORT >> c:\fd\fd.log
GOTO END
:END
```

These two files actually are the work engine of InterPCB. They get arguments from the **FDRUN.BAT** file that tell it what area to import and then it does the work.

Ok, here is a part of my FDRUN.BAT that you need to know about:

```
@ECHO OFF
rem %1 = FIDONET/POWRBBS DIRECTORY
rem %2 = POWRBBS Msg Base Name
rem %3 = POWRBBS Area Name
CALL IPMAIL1 FSYSOP SYSOP 141SYSOP
CALL IPMAIL1 FCONS CONS CONSULTING
CALL IPMAIL1 FFSALE FSALE FOR-SALE
CALL IPMAIL1 FPAS PAS PASCAL
CALL IPMAIL1 FWIN WIN WINDOWS
CALL IPMAIL1 FVB VB VISUAL_BASIC
CALL IPMAIL1 FCPP CPP C_PLUSPLUS
CALL IPMAIL1 FCECHO CECHO C_ECHO
WIPE C:\ECHOMAIL\*.BAK /b
```

So what did this do? Well, each time the batch file read a CALL command, it started the IPMAIL1.BAT file and sent arguments after IPMAIL1. Those arguments tell the IPMAIL1.BAT which directory, message base file name and area name to use in PowerBBS. Got it? If not, read the DOS manual, especially the parts about COMMAND.COM and redirection.

ConfMail, GEcho and IMail

You may use any FIDO compatible mail tosser (supposedly), but not all of them work properly with PowerEcho or InterPCB. I suggest you start out with ConfMail. It is very simple to set up. While you get your feet wet with it, you can experiment with other programs that offer increased functionality.

ConfMail

First you will want to decompress the Confmail (or what ever tosser software you decide to use) into the FrontDoor directory. Then you will edit a couple of text files and leave them in the FrontDoor directory with ConfMail. They tell ConfMail where to go and what to do. Here are those text files:

CONFIG.DOG.

This file has some simple information for your system.

```
NODE 1:372/22
```

This is the full FIDO address for your system.

```
MAIL F:\ECHOMAIL\NETMAIL
```

This is where to put the netmail messages that come in.

```
FILES F:\FD\INBOUND
```

This is where to find the inbound mail packets.

AREAS.BBS

This is a directory file for ConfMail telling where the mail is, should be and who gets it.

```
Plain English & Images; 803-875-5856, Sville, SC ! Richard L. Dawson
```

```
;
```

```
F:\ECHOMAIL\CHARLEST\          CHAS_CHAT          1:372/39
F:\ECHOMAIL\CHASSALE\         CHAS_4SALE         1:372/39
F:\ECHOMAIL\CHASAMIG\        CHAS_AMIGA         1:372/71
F:\ECHOMAIL\CHASBBSA\        CHAS_BBS_ADS      1:372/39
F:\ECHOMAIL\CHASGREE\        CHAS_GREEN         1:372/50
F:\ECHOMAIL\CHASLESR\        CHAS_LEISURE       1:372/39
F:\ECHOMAIL\CHASPOST\        CHAS_POST_IT      1:372/39
F:\ECHOMAIL\CHASPRIV\        CHAS_PRIVATE       1:372/39
F:\ECHOMAIL\CHASYSOP\        CHAS_SYSOP         1:372/39
F:\ECHOMAIL\CHASTECH\        CHAS_TECH          1:372/39
F:\ECHOMAIL\CHASTEEN\        CHAS_TEEN          1:372/39
F:\ECHOMAIL\CHASTREK\        CHAS_TREK          1:372/39
F:\ECHOMAIL\DEBUG\          DEBUG              1:372/51
F:\ECHOMAIL\CHASHUB\         HUB_STATS          1:372/39
```


F:\ECHOMAIL\SCNET\ SCNET 1:372/39
F:\ECHOMAIL\SCSYSOP\ SC_SYSOP 1:372/39

The very first line is a tagline that is added to the ends of messages exported from your system. At the end of that line is your name (as you have it in the configuration program) separated from the tagline by an exclamation point! The next line is a comment line. It has no real significance. The three columns are Mail Sub-directory, FIDONet conference name, and Address to send mail. It doesn't matter how far apart the columns are, or even if they are in columns. I have shown it that way for clarity. Now all you have to do is include the ConfMail command line in your FDRUN.BAT. We will get to that later on.

Gecho

First, Gecho is set up a lot like FrontDoor, which is helpful. Second, it has the best on-line help screens. The price of the program (about \$30.00) is very reasonable. Gecho is also very tunable! Whenever you need to make changes it does it locally or globally with ease. Other mail tossers require tedious repetitious text editing (such as Squish). Gecho also checks your files and directories and alerts you if you typed an error. This help will save you hours of error testing and debugging.

As with any utility, read the manuals. After that you can find the manual is on-line by selecting Help. Reading the manual will give you an overview of what you are doing and how to configure Gecho. Before we go any further, there is one thing about the shareware version of GEcho you will need to know. It is limited to processing mail addressed to Sysop. For the full functionality of the program, you will need to register it.

All you really have to do is unzip Gecho into your **\FD directory (you will find this location useful later)**, and run your configuration program by typing **GSETUP** at the DOS prompt. You will note how similar it looks to FrontDoor. Do not run Gecho for now. If you type Gecho at the DOS prompt, it will prompt you for command line arguments.

Just like ConfMail, Gecho is to be run from your **FDRUN.BAT** file. Gecho will be run automatically when FrontDoor exits with an error code that we will set up later.

A Brief Summary

So far we have:

Created a group of subdirectories that represent our echomail conferences and forums. They should look like: **C:\ECHOMAIL\GAMES, C:\ECHOMAIL\JOKES, C:\ECHOMAIL\WINDOWS**, etc.

We have told PowerBBS that we want to run FrontDoor when it is started, where the batch file is that will control FrontDoor and the path and name of the file to read a baud rate from.

We have configured a program to convert the PowerBBS messages to a FIDO Style message format. Whether it is PowerEcho or InterPCB does not matter.

We have configured either ConfMail or Gecho to handle the incoming mail packets. Again, it does not matter which one is chosen.

What is Expected:

You have the BBS up and running. You have mail in some of your forums that needs to go to another BBS. When you started PowerBBS, it loaded and ran a batch file called FDRUN.BAT. This file will start the FrontDoor program. At a certain point FrontDoor will exit.

There is mail to process! When FrontDoor exits, it will leave behind an ERRORLEVEL that is read by the batch file. A statement in the batch file sends control to the ConfMail command line. ConfMail extracts the mail from the packets and places it into the mail subdirectories. Now FDRUN.BAT executes the PowerEcho command line. All the mail that was in the temporary directories is imported into PowerBBS. But, wait. There is mail to process! The process is reversed and the exported mail ends up in packets headed for the local mail hub.

Now it is time to create the master batch files that will control all this furious activity. We will start with the simple ones.

EXEBBS.EXE and DOBBS.BAT

When you decided to tackle echomail, you should have downloaded the **EXEBBS.EXE** file from the support BBS. It is a program that will pass control of the COM port back to PowerBBS. With it you will control several different aspects of **FDRUN.BAT**.

Create the following one line batch files:

```
DOBBS.BAT  
EXEBBS 2400 2 307
```

The baud rate (2400) and the COM port (2) are rewritten eachtime FD exits with a human caller.

```
LOCKBBS.BAT  
EXEBBS 38400
```

A simple line with the baud rate the COM port is locked at.

```
LOCAL.BAT  
EXEBBS LOCAL
```

Enter the BBS in local mode. This is best to assign to a function key inside FrontDoor.

```
STOP.BAT  
EXEBBS EXIT
```

Causes FD to exit and sends a code to PowerBBS to exit as well.

```
INTERNET.BAT  
EXEBBS INTER
```

Used for those systems that will be processing Internet mail. Tells PowerBBS to start the **UUCICO.EXE**.

That is it. Those five programs will let you do whatever you want with FrontDoor and PowerBBS. Now, on to the larger batch file!

```
@ECHO OFF  
:LOOP  
REM loop is a label that we will come back to  
C:  
REM make C: the default drive  
CD \FD  
REM Change Directories to the FD directory  
C:\DOS\XU PORT:1:ON  
REM command to activate the FOSSIL driver for this COM port  
FD  
REM execute the FrontDoor program  
REM check the errorlevel Front Door exited with  
*****  
IF ERRORLEVEL 255  
GOTO INMAIL  
REM Front Door received Mail!  
IF ERRORLEVEL 240  
GOTO BOARD  
REM 300 baud caller. The errorlevel is tested for equal to or greater than.  
REM We always go to the same routine so there is no need to test all the  
REM errorlevels here.  
IF ERRORLEVEL 230  
GOTO LOCAL  
REM User defined errorlevel in fd to allow LOCAL logon.  
IF ERRORLEVEL 150  
GOTO DAILY  
REM External event errorlevel for daily maint.  
IF ERRORLEVEL 149  
GOTO NLMANAGER  
REM external event for nodelist updating  
IF ERRORLEVEL 10  
GOTO USERBRK  
REM EXIT the BBS, kill everything  
IF ERRORLEVEL 4  
GOTO FATAL  
REM Front Door fatal error  
IF ERRORLEVEL 3  
GOTO DSPACE  
REM Low disk space  
IF ERRORLEVEL 1  
GOTO FATAL  
REM Front Door fatal error  
GOTO LOOP  
REM Front Door exited with an unknown error level. start over  
:BOARD  
DOBBS.BAT  
REM Front Door creates a batch file called DOBBS.BAT. This section will  
REM execute that file. Change to LOCK.BAT if running a locked COM port.  
:LOCAL
```

```

REM Allows local logon to the bbs
LOCAL
:INMAIL
REM This section will perform the mail processing
F:
CD \FD
CONFMAIL IMPORT AREAS.BBS -k -n -f echolist.log -m -a pkunzip
REM ConfMail will IMPORT the mail here.
CD \P_E
POWRECHO BOTH
REM PowrEcho will Import and Export in two passes.
CD \FD
CONFMAIL EXPORT AREAS.BBS -a pkzip
REM ConfMail will now compress the outgoing mail
GOTO LOOP
REM Go back and start over, be ready for callers.
:NLManager
MANAGER
REM batch file to run a nodelist utility
:DAILY
REM run daily maintenance Routines!
REM ***** Create TopUser Hello5 Display *****
CD \POWRBBS\TOPUSER TOPUSER TOPUSER.CFG
CD \POWRBBS
REM much deleted since you will create your own daily routines
REM End of Daily Maintenance Routines! *****
GOTO LOOP
REM return to front door
:USERBRK
REM Userbreak
CLS
REM Clearscreen
ECHO User Break
GOTO DONE
REM goto the end
:DSPACE
REM not enough disk space
CLS
ECHO FrontDoor reported insufficient disk space
GOTO HANG
REM goto an infinite loop
:FATAL
REM Fatal condition
CLS
ECHO FATAL error reported by frontDoor
GOTO HANG
:DONE
REM Finished up
STOP
REM EXEBBS Exit
:HANG
ECHO ***FATAL ERROR***
@ECHO OFF
:LOCKIT
GOTO LOCKIT

```

Errorlevels

The errorlevels that are within your **FDRUN.BAT** file are largely created by you in the FDSetup program. It will allow you to set up any errorlevel over 31 to trigger your events. Front Door exits with a specified errorlevel when a certain condition occurs. The condition can be everything from a human caller connecting, to a timed event. When you are in the Mailer menu, you will see an option; Received Mail. Set this errorlevel to 255. It will trigger the needed error level to tell your **FDRUN.BAT** to process mail that has just come in. The last option on this menu is to

Create a .BAT file. Set this option to Yes It will enable the FrontDoor ability to write the **DOBBS.BAT**.

Events in FrontDoor

FrontDoor can run many events for you. Each event is an activity that you want FrontDoor to do automatically for you on a given day and time. The Event Manager in FrontDoor allows you to do this, just like the one in PowerBBS. There are two basic types of events. One is internal event and the other external. The internal ones are ones that FrontDoor does by itself, such as call a BBS to send or receive echomail at certain times of the day. An external event is one causes FrontDoor to exit with an error code. That code will then be used in the **FDRUN.BAT** to start a program or batch file. All in all it is an easy way to do your BBS leg work. One example of how FrontDoor can save you time is by creating a listing of all your recently uploaded files so that callers can download your latest up to date file listing every day.

Read the FD documents to learn how to set up the three basic events you will need.

More PowerBBS

Example Specific Setups

Multi-Line BBS

PowerBBS is a multi-node BBS Program. You can run a multi-line BBS with it Right Out of The Box! To run a multi-line BBS, you should first setup node #1 as described by the installation program. You must then create a **POWRBBS.DAT** file for **each node you want to add. An easy way to copy the POWRBBS.DAT** files is to use the Save As command in the configuration program. We suggest naming the files using numbers (POWRBBS2.DAT).

Next, create the PowerBBS icon for this new data file. Then run the configuration program on the new data file. You will need to do the following:

- Edit the forum information screen and change the node specific information.

- Be sure all the configuration entries marked with an * are different for the new node.

 - If you are running any Events. Be sure the p85

 - ath\file name of the event batch files are different for every node!

 - Be sure you are using a different COM port!

 - PowerBBS will work properly in a Network, so long as you have Windows installed correctly. You can run 4 lines on 2 computers, sharing a hard disk, to provide an 8 line BBS.

 - If you want to run a subscription only node, usually the best setup is to create a different security level file for each node. On the subscription node, limit a normal users security level to 2 minutes, and 0 bytes of downloading.

FOSSIL Drivers

What is a FOSSIL? The term FOSSIL is short for FIDO Opus SEAdog Standard Interface Layer. It is a generic hardware interface used mainly by bulletin board systems and Fidonet compatible mail software. A FOSSILs main task is communications handling. It is a fully interrupt driven communications driver that effectively handles communications in the background, and continues to receive and transmit characters asynchronously with any program or application running. The application itself need not be concerned about the time critical aspects of communications, nor the capabilities, limitations or features of the hardware itself. These are all handled by the FOSSIL itself.

FOSSIL Drivers are required to run many front end mailer type programs. Additionally, they can sometimes improve the communications flow on a multitasking system, by buffering the input and output of the data transfer. What this means is that while Windows is taking a break to do something else, the FOSSIL will continue to accept input from the remote modem or connection, and to send it out through your own COM port. This has enabled me to connect to other systems using a high speed modem at higher speeds than the 9600 baud my 16450 UART would normally allow!

If you are using a FOSSIL driver (such as BNU, or X00) do not activate it in your **AUTOEXEC.BAT** or **CONFIG.SYS**. Instead load the FOSSIL driver in the actual DOS window that it is used (meaning in the batch file you are running. The first line in the batch file should run the FOSSIL. You should terminate the FOSSIL at the end of the batch file).

BNU Rev 5 FOSSIL Compatible Communications Driver

Current Release: v 1.70

Release Date: 26 October 1989

©1989, David Nugent and Unique Computing Pty Limited

X00 A Low Level Serial I/O Communications Driver

Current Release: v 1.50

Release Date: 22 May 1993

©1993, Raymond L. Gwinn

For full information regarding these FOSSIL drivers you will have to acquire a copy of the package, and read the documentation that comes with it. These documents are too lengthy to go into here, and are outside the scope of this manual.

Modem Configuration Help

Many new Sysops of the PowerBBS system, have questions regarding the correct way to setup their modems. Some have observed that one set of initialization strings will work with their communications terminal package, but not with PowerBBS. Most of the time this can be tracked down to some other errant software in the system, or even to

Windows itself. I have found that by setting up the modem strings and then saving them to Non-volatile RAM, (NVRAM) in the modem itself, you will save many hours of experimentation.

Any of the many terminal programs will allow you to enter a direct communication with your modem. Type the command ATZ in your particular terminal. If you see the OK returned, you are talking with your modem. Now I can't tell you what commands are required to view the settings on your particular modem because many are different. I have found, however, that the command ATI4 will let you view the current settings, and ATI5 will let you see what is in NVRAM.

Once you have these settings correct, for your system, save them to NVRAM and use the init string of ATZ in the configuration program. That way you are always sure of correct values in the setup.

The following information is provided to assist you in setting up your modem to work with PowerBBS, and Windows. While reading this section, have your modem manual handy. Some modems differ, and it is always a good idea to read the information about your particular hardware.

Answering the Phone

There are two methods that PowerBBS may use to detect a caller. By checking the Answer by True Ring Detect box in the configuration program, PowerBBS will use the Ring Method. By not checking this box, PowerBBS will let your modem do the work of answering the phone (Auto-Answer).

Answer by Auto-Answer

In Auto-Answer mode, PowerBBS does nothing to answer the phone. It simply waits for a carrier detection. Your modem takes care of answering the phone, and this requires you to set one of the Status Registers in the modem itself. For most modems this requires setting **S0 (S-Register 0) to 1, or more. ATS0=x** (where x is the number of times to let the phone ring before answering) is the command to set this register. For example, by adding **S0=1 to your modem initialization, your modem will answer the phone after one ring. Note that S0=0** turns Auto-Answer off.

Answer by Ring Method

PowerBBS will continuously look for the RING string to be sent by your modem. As soon as PowerBBS receives RING, it sends ATA to the modem to answer the phone. All this is built into PowerBBS, so, there is no special configuration. To be sure that your modem is not set to answer by Auto-Answer, you should add S0=0 into your modem initialization.

Carrier Detect

PowerBBS uses the Carrier Detect (CD) signal to tell when a user is on-line. You must set your modem to track Carrier Detection. Most modems use the following configurations for Carrier Detection. For PowerBBS we recommend using **&C1** in your modem initialization. If you try running PowerBBS and it keeps trying to drop carrier on initialization, this is because your modem is not sending the true carrier detection, you must set your modem to **&C1**.

&C0	Carrier detect is always on, even if no caller is present.
&C1	Carrier detect is on only when the modem is connected to another caller.
&C2	Carrier detect signal reflects the true state of the carrier.

Data Terminal Ready

The Data Terminal Ready (DTR) is a signal from the PC to the modem, that tells the modem whether or not the PC is ready to communicate. Most default modem settings will drop carrier if the DTR is not on. For this reason, many programs use the DTR to hang up the caller. PowerBBS also can use the DTR to hang up the caller, or it can manually tell the modem to hang up. Unless you have problems it is recommended that you do not use the DTR to hang up the caller and set **&D0** in your modem initialization. The reason for this is that sometimes Windows may drop DTR, and your caller will be lost.

&D0
Modem does not utilize the DTR signal.

&D1
Modem does not answer if DTR is low. If DTR changes from high to low while on-line, modem enters command state. Must use ATO to resume host connection.

&D2
Modem does not answer if DTR is low. If DTR changes from high to low while on-line, the modem will drop the carrier and return to command state.

&D3
Same as **&D2**, but before returning to command state the modem will perform a reset. Determining Baud Rate

Connection / Result Codes

After the phone is answered and PowerBBS detects a carrier, it then must determine what baud rate to use and set Windows accordingly. PowerBBS looks for the **CONNECT xxxxx result code**, where xxxxx is the baud rate of the connection. To be sure that your modem sends this information you must set your modem to return the correct result codes. This is usually done by adding **X4** into your modem initialization.

X0

Modem uses **OK, CONNECT, RING, NO CARRIER, and ERROR** signals.

X1

X0, but includes the connection speed to the **CONNECT message (i.e.: CONNECT 9600)**

X2

X1, Adds **No Dial Tone**

X3

X1, Adds busy signal detector and **BUSY**

X4

For most modems this is the full result code option, and the option you should use with PowerBBS. It includes all the Result Codes with connection speeds included in the CONNECT as described in X1.

Another modem option that deals with result codes is Quiet Mode. It can turn off result codes from the modem. Make sure you have result

codes turned on, by using **Q0**.

Q0 Result Codes On

Q1 Result Codes Off

The third setting that controls your result codes is the Verbose option. Most modems will allow you to set your modem to either numeric or verbal result codes. For PowerBBS you should have this option set to Verbose using **V1**

V0 Digital Result Codes sent

V1 Verbal Result Codes sent

Setting Speaker Loudness

Because you do not want to hear your modem go wild at all hours of the night, you'll usually want to include **M0** to keep your speaker off.

M0

Speaker is always off

M1

Speaker is on only while dialing

M2

Speaker is always on

M3

Speaker is off while dialing, but on until carrier detected. This is very useful to determine whether your connections are working correctly. A good connection has a very distinctive sound.

Hang Up String

The default string to hang up is ATH0. This is usually the standard, and should be put in the Hang Up string command line in the configuration program. You should also include H0 at the end of your modem initializations.

Reset the Modem

The default modem initialization string #1 is **ATZ**. This command resets the modem and recalls the user profile setup saved in NRAM of the modem.

Flow Control

Flow control is necessary because the modem usually cannot keep up with your computer. In other words without flow control, characters will be lost. PowerBBS uses RTS/CTS (Ready To Send/Clear To Send) flow control. This is the flow control you want to set your modem to use (do not use XON/XOFF). For most modems you can do this as **&K3**. Check your modem manual first though. Some modems with special compression and handshaking protocols built in, such as, ARQ, MNP and LAPM, will use these codes in different ways.

&K0 Flow control is disabled

&K3 RTS/CTS flow control enabled

&K4

XON/XOFF flow control enabled

High Speed Modems

When using a high speed modem, the best configuration is usually to lock the baud rate at either 19200 or 38400, or 57600.

Locking in the baud rate involves setting your modem to allow a fixed DTE (Data Terminal Equipment) rate at all times. This is the speed your modem will talk to your computer, regardless of the remote connect speed. The problem is that there is no standard for doing this on high speed modems. You have to look in your modem manual for the correct commands.

Most USRobotics modems have the **&Bn DTE Rate Select command**. By adding **&B1** into your modem initialization string, the DTE is fixed. The modem will always communicate with the DTE at the rate you have set in PowerBBS. For the greatest throughput, set the DTE to open at 38400. The USRobotics manual also recommends that you have hardware flow control enabled (&H1). Remember, PowerBBS also uses hardware flow control for its operation.

Hayes calls their DTE locking Automatic Speed Buffering. To configure a Hayes product to use Automatic Speed Buffering, you need to adjust the S36 option (refer to your Hayes modem manual for various options on doing so). ASB buffers store data temporarily using local flow-control. The modem should also be set with the &K command.

Modem Setups

PowerBBS has a built in feature that will let you know whats going on when people try to call your BBS. Add a \L to the properties command line of PowerBBS. For example, **C:\POWRBBS\POWRBBS.EXE C:\POWRBBS\POWRBBS.DAT \L**. After a user tries calling, look at your Activity Log.

The following modem setups have been tested by various PowerBBS Sysops.

Most 2400 modems

Baud Rate:

2,400

Init #1:

ATZ

Init #2:

ATM0X4&D0&C1S0=0H0

Local Init:

ATH1

Drop Carrier:

AH0

Lock Baud:

Not Checked

Answer by Ring:

Checked

Packard Bell P2400 Plus

Baud Rate:

2,400

Init #1:

ATZ

Init #2:

ATX4&D0&C1S0=0H0

Local Init:

ATH1

Drop Carrier:

AH0

Lock Baud:

Checked

Answer by Ring:

Checked

Boca 14.4 Fax/Modem

Baud Rate:
38,400
Init #1:
AT&F
Init #2:
AT&D0&C1X4M0&K3S0=1S95=47H0
Local Init:
ATS0=0M0H1
Drop Carrier:
ATH0
Lock Baud:
Not Checked
Answer by Ring:
Not Checked

Hayes Ultima 288, without an ESP Card

Baud Rate
57,600
Init #1:
ATZ
Init #2:
AT &C1 S0=0 W2 S36=5 H0
Local Init:
ATH0
Drop Carrier:
ATH0
Lock Baud:
Checked
Answer By Ring
Checked

Intel 9600EX

Baud Rate:
38,400
Init #1:
AT&F
Init #2:
AT&C1&D0M1H0S0=0Q0X4 V1
Local Init:
ATS0=0H1M1
Dropped Carrier:
ATH0
Lock Baud:
Checked
Answer By Ring:
Checked

Intel SatisFAXtion 400i

Baud Rate:
38,400
Init #1:
ATZ
Init #2:
AT&D0M0H0S0=1Q0X4V1

Local Init:
ATS0=0H1M0
Dropped Carrier:
ATH
Lock Baud:
Checked
Answer By Ring:
Not Checked

Practical Peripherals ???

Baud Rate:

Init #1:
AT&Q6&K3&Q9W2E1M0Q0
Init #2:
AT&C1&D2H0S0=0X4V1
Local Init:

Drop Carrier:

Lock Baud:

Answer By Ring Detect:

SupraFax Modem

Baud Rate:
38,400
Init #1:
ATZ
Init #2:
AT&F2&D0M0E0V1S95=35
Local Init:
ATH1
Drop Carrier:
ATH
Lock Baud:
Checked
Answer by Ring:
Checked

USRobotics Dual Standard with Fax and ASL

Baud Rate:
38,400
Init #1:
ATZ
Init #2:
AT&C1&D)M0Q0X4A1S32=2S0=0B0&B1&H1H0
Local Init:
ATH1
Drop Carrier:
ATH
Lock Baud:
Checked

Answer by Ring:
Checked

USRobotics Dual Standard

Baud Rate:
38,400
Init #1:
ATZ
Init #2:
AT&C1&D0M0Q0X4&A1S32=2S0=0B0&B1&H1H0
Local Init:
ATH1
Drop Carrier:
ATH0
Lock Baud:
Checked
Answer by Ring:
Checked

Zoom v32bis 14400 Fax/Modem

Baud Rate:
38,400
Init #1:
ATZ
Init #2:
AT&C1&D0M0H0S0=0S95=3Q0X4E0V1
Local Init:
ATH1
Drop Carrier:
ATH0
Lock Baud:
Checked
Answer by Ring:
Checked

Zyxel 1496

Baud Rate:
38,400
Init #1:
ATZ0
Init #2:
AT&B1&C1&D0&H3&N0X4S0=1Q0V1H0
Local Init:
ATH1
Drop Carrier:
ATH0
Lock Baud:
Checked
Answer by Ring:
Not Checked

TwinComm 14.4DF

Baud Rate
38400

Init#1:
ATZ
Init#2:
AT&K3&C1&D2&Q5N1S0=0H0W2
Local Init:
ATS0=0H1M0
Drop Carrier:
ATH0
Lock Baud:
Checked
Answer by Ring:
Checked

Intel 144/144e (external)

Baud Rate
38,400
Init#1:
ATZ
Init#2:
AT&C1&D0M0H0S0=0Q0X4V1
Local Init:
ATS0=0H1M0
Drop Carrier:
ATS0=0H0M0
Lock Baud:
Checked
Answer by Ring:
Checked

USR Sportster 14.4 Fax V.32bis V.42bis

Baud Rate
19,200
Init#1:
ATZ
Init#2:
ATM0&C1D0Q0X4S0=2B0&DK3&A1&B1&R1&H1H0&W
Local Init:
ATS0=2H1M0
Drop Carrier:
ATZ
Lock Baud:
Checked
Answer by Ring:
Not Checked

High Speed Communications

The UART (Universal Asynchronous Receiver Transmitter) is an integrated circuit chip that handles asynchronous communications in your computer. When you have a high speed modem under Windows, you need to take a look at the type of UART chip your COM port card is using (or your internal modem). Many machines still use either the 8250 or the 16450 UART chip. The 8250 and 16450 UART chips used in many computers isn't well suited for a multi-tasking environment like Windows because they have buffers big enough to hold only one character. If PowerBBS doesn't take the character from the buffer before another character is received, an overrun error may occur. This is very possible when you consider high-speed communications in conjunction with many applications running on one computer.

To improve performance you need to replace the older chip with a 16550AFN UART chip, which includes a first in, first out (FIFO) buffering scheme. This chip can store up to 16 incoming characters, allowing the chip to handle incoming characters, even when the computer's CPU is busy handling other chores. Windows v3.1 supports the 16550 chip, to provide high performance. Sometimes you can replace your older chip. If you can't, you'll probably want to pick up a serial card with the 16550 already installed.

Hayes ESP Communications Accelerator for Windows

The Hayes ESP Communications Accelerator for Windows is a full length ISA serial port card. It contains two 16550A-type UART chips as well as a dedicated microprocessor to increase the performance of your system. By installing the Windows drivers that come with

the ESP card, PowerBBS for Windows will run in DMA Enhanced Mode and take full advantage of the microprocessor power contained on the ESP card. This not only eliminates the problems of data loss due to UART overruns, but dramatically reduces the number of interrupts which must be processed. PowerBBS performance will be boosted, as the main CPU has more clock time. Rather than the small 16-byte FIFOs in the 16550As, ESP provides full 1024-byte FIFOs for both transmitted and received data. Direct-memory-access (DMA) transfers of data between ESP and main system memory dramatically reduce the amount of processing overhead required by as much as 90%! Where the standard Windows serial driver can suffer data loss at speeds as low as 9,600 baud, with Hayes ESP and the ESP driver for Windows, full-duplex communications as fast as 57,600 baud can be accomplished with complete data integrity flow and greatly increased availability of CPU processing power to other applications. The implementation of block mode transfers in the Windows 3.1 kernel and the use of this mode by Hayes ESP Driver for Windows 3.1 considerably improves performance of the driver over earlier versions and over the standard Windows serial driver. The Hayes driver supports both ESP ports and standard serial ports, for systems which support a combination of both.

Hayes ESP Sysop Program

Hayes provides a well received Sysop program. The ESP has been tested on the support BBS and is 100% compatible with PowerBBS for Windows. It was purchased under the Hayes Sysop program! Look in Appendix E: PowerBBS Related Products for the number to the Hayes Support BBS. PowerBBS has its own support area on this BBS, and Russell Frey frequents the BBS, so feel free to leave a message!

TurboCom

TurboCom is a replacement **COMM.DRV** for Windows 3.1. You must have a 16550 for this product to be of any benefit. Windows Sources (Feb. 1993) says TurboCom is the way Microsoft should have implemented 16550 support.

The Windows 3.1 COM drivers support the 16550 in a limited and relatively inflexible way. As a result, users gain only a fraction of the benefits the 16550 can provide. TurboCom exploits the 16550 fully, and allows users to customize COM performance.

The Windows COM drivers support the 16550's Receive FIFO, but hard-code the interrupt trigger level at 14. This means that the receive FIFO must contain 14 characters before the Data Available interrupt is issued. As a result, the processor has only two character time-outs to empty the FIFO before it overflows.

TurboCom offers full support for the transmit and receive FIFOs. TurboCom lets you change the interrupt trigger level (it defaults to 8). TurboCom's main advantage to PowerBBS Sysops running DOS doors, is its DOS communications support. It allows DOS applications (unlike Windows 3.1 **COMM.DRV**) to utilize the 16550 UART. As a result your DOS communications programs are greatly improved when you use TurboCom.

Please contact TurboCom (Address information is in Appendix E) for the latest information on their drivers.

TurboCom is fully compatible with PowerBBS for Windows. You can also contact the PowerBBS support BBS and leave any questions you might have on this product. See TurboCom v2, for a major enhancing product (we plan on making this product available to you direct from us).

Multiple Port Communication Cards

STB 4Com, PC/2e Intelligent (DigiBoard), T/Port (Telcor Systems Corp), Hayes ESP (Hayes Computer Corp.)

PowerBBS is compatible with a variety of multi-port cards to allow for one machine to handle a number of lines. Windows 3.1 restricts the maximum number of lines to nine, because it only allows for nine COM ports. PowerBBS is also LAN (Local Area Network) compatible, so it is possible to connect several computers together to allow for any number of lines you may require. Using the standard communications driver (**COMM.DRV**) that comes with Windows 3.1 it is very easy to set up to a four line BBS using COM1-COM4. To make use of all four COM ports keep in mind that each COM port must be assigned its own IRQ (Interrupt ReQuest). There are a few inexpensive 4-

port cards. One is the STB 4COM. This 16 bit I/O card allows you to select from 9 different IRQ options for each of the four COM ports. A BBS running four lines with the STB 4-COM card would require the power of a 80486DX for four, 14400 baud lines, however you can actually still make use of the system while the other four lines are running!

Telcor and Hayes ESP are wise choices for a fast 2 line system. They provide intelligent co-processor equipped cards, with Windows communications drivers, easing the actual CPU use of the host computer by being able to handle more data at once than the 16550 is normally capable of.

Both DigiBoard and Multi-Tech offer two, four and eight port versions of their serial port cards for Windows. They supply their own COMM.DRV, to use their cards. In other words, you use this replacement COMM.DRV. You have to use these supplied drivers to allow the software to talk to the hardware. With the eight port products it is possible to run eight lines on one computer using PowerBBS.

Note that not all of these products have not been tested by us, as of this writing.

Multi-Port Card COMM.DRV Replacement

We are currently testing two **COMM.DRV** replacements that will permit multi-port cards to share IRQ , TurboCom (v2), and Willies Computer Software Co.s **COMM.DRV**. By using these, you can run 8 lines easily with PowerBBS. For the latest information on this matter, call the support BBS!

The TurboCom/2 Advanced COM Driver makes it possible to set up to nine COM ports, providing true interrupt sharing in the ISA environment when used with serial I/O boards that support this capability (the 4-COM card is one card that does). All nine COM ports can be assigned a single IRQ which is shared simultaneously. Or if two 4-COM cards were used, each card could be assigned a separate IRQ to share so that only two IRQs would be needed on the system.

TurboCom/2+ drivers permit the use of up to nine COM ports including support for IRQ sharing (MultiPort CARDS).

Appendix A: MACROS

Any of the Macros listed below may be included in any display file. PowerBBS has a rich macro language, and reading over this list should give you some ideas for ways to customize your display screens. Dont forget to enter macros in their proper form. |**MACRO**| (with the | symbol) must be in |**CAPS**|. **If you are using Macros in a RIPSript file, you should use the form, ~MACRO~.** It will prevent display errors.

Always test out your screen display files!

Macro

Converts to

|.....**CITY**.....|

City user is calling from

|**ADDRESS**|

User address

|**ANONYNAME**|

User anonymous name

|**BAUD**|

Baud rate user is using

|**BBSCALLS**|

Total number of calls made to BBS (by ALL users)

|**BIRTHD**|

User birthday

|**CLOCK**|

Current time

|**COM**|

Com Port # only (0,1,2,3, or 4)

|**CREDITS**|

Number of credits user has left

|**DATE**|

Current date

|**DIRS**|

Number of files listing in forum

|**DLBYTE**|

Total number of download bytes by user

|**DLFILE**|

Total number of downloads by user (# files)

|**DLKA**|

Maximum number of download bytes (in k) available to user.

|**EX**|

User expert mode

|**EXPDAT**|

Expiration date for user

|**EXPLEV**|

Expiration security level for user

|**FILES**|

@ + Full Path/Filename to file transfer list

|**FIRST**|

User first name

|**FIRSTD**|

First day User called

|**FORUM**|

Current forum name

|**FORUMS**|

Number of forums on BBS

|**GOOD_MR**|

Tells the user about his/her message ratio

[GOOD_FR]

Tells the user about his/her file ratio

[GOOD_BR]

Tells the user about his/her byte ratio

[HOMEPHONENUM]

User home phone number

[INTMAX]

Maximum number of Internet messages a user may leave per month

[INTMSG]

Number of Internet messages left by user this month

[LAST]

Last name of caller

[LASTDT]

User last date called

[LEVEL]

User access or security level

[LOG]

Full Path/Filename to file that if exists after dropping for a DOS function; will be displayed.

[LTI]

Time user last called

[MDBL]

Mo96

nthly download byte limit (in k)

[MINLEFT]

Minutes left for user use

[MINON]

Total minutes on by user

[MBR]

Minimum download/upload bytes ratio

[MFR]

Minimum download/upload files ratio

[MMR]

Minimum message/calls ratio

[MONITOR]

Monitor type of user

[MSGS]

User number of msgs left

[NAME]

The current callers name. (Use this in a TO: message to send a message to **everyone!**)

[NAME25]

User name as 25 characters

[NAMEOFCOMPUTE]

User computer type

[NIDATE]

Day PowerBBS was last loaded

[NICALLS]

Number of calls since last load of PowerBBS

[NIMSGS]

Number of messages left since last load of PowerBBS

[NIDL]

Number of downloads since last load of PowerBBS

[NIUL]

Number of uploads since last load of PowerBBS

[NODE#]
Current node number

[NOPAUSE]
Will not pause at all during the display

[PAGELEN]
User page length

[PAUSE]
Activates the pause message. If the user has page length set to 0, this will not pause.

[PBBSDAT]
Full Path/Filename to PowrBBS.Dat File

[PL:###]
is the PowerLang script file to run. For example, **[PL:001]** will run **1.POW**. Be aware that this macro **must begin at the beginning of a line.**

[PROTO]
User protocol

[SAFE]
Time available in the safe

[SS]
In = Pager on, Out = Page off [SysOp in/out]

[STATE]
User state

[SYSOP]
Sysops full name

[TON]
Time user logged on

[ULBYTE]
Total number of upload bytes by user

[UPDIR]
Path to the transfer directory (Default: \POWRBBS\TRANS)

[ULFILE]
Total number of uploads by user (# files)

[USRCALLS]
Total number of calls made by user

[VER]
Current version number of PowerBBS

[WHO-ON]
Displays current users online

[YBR]
Users download/upload bytes ratio

[YMR]
Users message/calls ratio

[YFR]
Users download/upload files ratio

[ZIP]
User zip code

Appendix B: Internal Menu Command Codes

Area Change: Used to jump to a different forum. Forums usually deal with a certain topic, and include their own message base.

Read Bulletins: This option will display a listing of bulletins, which can be displayed. The user has 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.

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.

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.

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.

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.

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

Page the SysOp: This selection allows you to page the system operator. If the SysOps 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.

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.

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.

View Statistics: This displays information from your User Database record. It will display your file information, settings, etc.

Who is on, Node Chat: If you are running multi-nodes, users will be able to see who else is on-line, and chat with other nodes.

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.

Comment to SysOp: This permits the user to enter a message to the SysOp. The message is saved in the current forum as a private message (if forum does not permit private messages, then it is copied into forum #0).

Enter a Message: This message entry command has a number of features. First you must select whom 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 ASCIIcodes, a full screen editor will be used, with numerous features.

Lastread Update: Allows you to reset your last message read pointers (for the forums). Used for the downloading of mail and for reading messages.

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.

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.

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.

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

Your Mail: This will search messages for mail written to you.

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.

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.

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 dated that date or newer will be displayed.

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

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.

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.

Test a File: This will test an archive to see if it is a valid archive.

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

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

Write marked files: This permits you to update the information in the marked files listing. This listing of files,99 is set to be downloaded, when the D File Menu option is used.

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.

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

35. ASCII Upload: Allows for Ascii Uploads

37. Command to permit User to Download Mail

38. Command to permit User to Upload Mail

45. User List Command: This allows users to search for the names of users on the system.

Appendix C: PowerLang Command Syntax

PowerLang has a structure similar to BASIC and lets you create your own command routines. These command routines can be included in menus, used to run secondary programs, like doors, or be used to run small option doors like a time/credits bank. PowerBBS will automatically execute this script language. See the MENU, DOORS and PowerLang sections for adding a PowerLang command to your BBS. The default directory location for these command files is C:\POWRBBS\SOURCE\#.LAN where # is the PowerLang Script #.

Be aware that the values for strings, integers, booleans, and chars can be between 1 and 25.

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. Information 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, data is written to the end of the file.
Examples: Append "Blt.Dat"
Append "BBS"
Append "D:\Powrbbs\Blt\Blt4"

Assign_String

Structure: Assign_String [String#] "Path/File Name"
Description: Assigns what is in quotes to a string variable. The variable does not need the S identifier. The quotes are required and you may not enter quotes inside of the quoted string.
Examples: Assign_String 1 "C:\AUOTEXEC.BAT"
If F_file_Exists S1
Display "YES S1 EXISTS"
EndIF

Change_Area

Structure: Change_Area "[Forum to change to]"
Description: Will change to the forum selected in quotes.
Example: Change_Area "0" will change the user to forum #0

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

Delete_File

Structure: Delete_File "[Path\Filename to delete]"

Description: Deletes the file you specify in quotes

Examples: Delete_File "C:\Junk.Txt"

Display

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

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

Usage: Text in " can be anything except quotes (""). If a semicolon (;) is placed at the end of the line, no return carriage return is sent and written on the monitor. If no semicolon is present, carriage return 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

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|"

File_Exists F_file_Exists

Structure: FILE_EXISTS [Path/File Name}

F_FILE_EXISTS [String#]

Description: Built in command flag that is used to detect if a file exists on disk. The F_FILE_EXISTS version will allow you to use the contents of a variable to supply the name of the file to check.

Examples: IF FILE_EXISTS "C:\AUTOEXEC.BAT"

Display "The file you asked for EXISTS!"

EndIF

Display "Check File";

Input_String 25,1

IF F_file_EXISTS S1

Display "Yes S1, exists!"

EndIF

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 contained 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 [!] S1 > S2
If RIP
If MONO
If ANSI

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
```

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
```

IF commands may now have different prompts for different protocols (MONO/ANSI/RIP).

```
Examples: If RIP
Display "In RIP Mode"
EndIF
If MONO
    Display "In MONO Mode"
```

```
EndIF
If ANSI
    Display "In ANSI Mode"
```

```
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 inputting, 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 necessary 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 use Inc I1 I2 where I1 = 5 and I2 = 12, I1 becomes 17 and I2 stands at 12. You can increase the users **time or safe** 103

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 in a combination of any characters), up to the Max 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 Max String Length is 50 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

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).

Examples: 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.

Run_Menu_File

Structure: Run_Menu_File "[menu to run]"

Description: Will load another menu

Example: Run_Menu_File "1.MNU"

Send_Filename

Structure: Send_Filename "Path\Filename"

Description: Will send the file specified in the "Path\Filename"

Example: Send_Filename "C:\AUTOEXEC.BAT"

Set_Dollars

Structure: Set_Dollars "Amount"

Description: **This command will allow you to charge money for sending files to your callers. If you want to restrict users to what they can download based on the amount of money that they contribute to your system you must first edit the Dollars field from the Update Users Command. This amount should be the amount they donated. The call Set_Dollars to set the amount required to download the file.**

Example: Set_Dollars "5"

Send_Filename "C:\AUOTEEXEC.BAT"

This will charge the caller five dollars for downloading this file.

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 quotes should be the path\filename of the file you want to be typed to the caller and monitor. No quote should be present.**

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

Type_File "D:\Fun"

Type_File_List

Structure: Type_File_List "[Path\Filename]"

Description: **Use this command the same as Type_File, except Type_File_List will display the file as though it is a file listing (meaning, PowerBBS will automatically color the listing if a user has color).**

Example: Type_File_List "C:\POWRBBS\FILES\LIST1"

Up_Sec

Structure: Up_Sec [Old Security Level] [New Security Level]

Description: **Updates a user with security level [Old Security Level] to [New Security Level]. This only updates user if he has the security level specified.**

Examples: Up_Sec 10 20

Updates level 10 users to level 20

Wait

Structure: Wait [MilliSeconds to Pause]

Description: **Waits for the certain time in milliseconds. 1000 = one second**

Examples: Wait 5000

Pauses for 5 Seconds ::

Wait 200

Pauses for 2/10 of a second

Write_File

Structure: Write_File [String #][;] [/String Length]

Write_File "[Text to write]"[;]

Description:

Writes the contents of a variable or information inside of quotes to the current open file. File must be opened for WRITEing or APPENDing. String # is the string variable number. If no ; is present, a carriage return is entered in the file. If there is a ; a carriage return is entered into the file. /String Length will write the string to the file with a set number of places in the of string. 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". Information written in quotes will be written to the text file. The ; plays the same role as above. No / is supported in this version of the command.

Examples:

Write_File S2

Write_File S2;

Write_File S2; /5

Write_File "516-873-8032"

Write_File "516-873-8032";

Appendix D: Transfer Protocols Command Lines

PBBSROT.EXE

```
X 1 1 1 0 Xmodem/XmodemCRC
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| sx
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| rx
;
K 1 1 1 0 Xmodem-1K
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| sxx
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| rxx
;
E 1 1 1 0 Xmodem-1KG - Error Correcting Modems Only
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| sxg
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| rxg
;
Y 40 40 1 0 Ymodem Batch
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| sy
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| ry
;
G 40 40 1 0 Ymodem-G Batch
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| syg
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| ryg
;
Z 40 40 1 0 Zmodem
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| sz
C:\POWRBBS\PBBSROT.EXE |PBBSDAT| rz
```

DSZ.EXE

DSZ is case sensitive. Be sure you read the DSZ documentation before using it.

```
Z 40 40 1 0 Zmodem
C:\POWRBBS\DSZ port |COM| handshake both pB4096 z pb1 sz |FILES|
C:\POWRBBS\DSZ port |COM| pB4096 rz
;
Y 40 40 1 0 Ymodem Batch
C:\POWRBBS\DSZ port |COM| sb -k |FILES|
C:\POWRBBS\DSZ port |COM| pB4096 rb -k
```

HSLink.EXE

This example uses the FOSSIL version of HSLink. It is present in the same archive as the non-FOSSIL version.

```
H 40 40 1 0 HS/LINK BI Directional Transfer!
C:\HS\FHSLINK -P|COM| -B|BAUD| -U|UPDIR| |FILES|
C:\HS\FHSLINK -P|COM| -B|BAUD| -U|UPDIR|F: Address Information
```

Appendix E: PowerBBS Related Products

Config

Bill Ebina

CD2HD and PLST2HD

Jim Plotts

POB 33936

Juneau, Alaska 99803

(907)790-2316 (My BBS) 14.4k

(907)790-2315 Evenings Voice (Alaska Standard Time! Dont wake me up!)

(907)790-2777 Weekdays Voice.

PBBS File Manager

Gerral Reeves

PowrSort

Mark Newton

Other Related Products

The TurboCom/2 Advanced Comm. Driver makes it possible to set up to nine COM ports, providing true interrupt sharing in the ISA environment, when used with serial I/O boards that support this capability (the 4-COM card is one card that does). All nine COM ports can be assigned a single IRQ which is shared simultaneously. Or if two 4-COM cards were used, each card could be assigned a separate IRQ to share so that only two IRQs would be needed on the system.

Hayes Computer Corp.

Call 800-874-2937 for the Hayes Support BBS.

Telcor

508-653-3999 Voice

508-651-0065 Fax

508-655-1762 BBS

DigiBoard

612-943-9020

TurboCom

Bio-Engineering Research Labs

180 Beacon Hill Ln.

Ashland, OR 97520

503-482-2744 Sales and Support

503-482-2633 BBS

List Price: \$47.50

Flatline

The Thabes Company

Jon Kent

1206 So Owyhee St. Suite #B

Boise, ID 83705

(208)338-5145 The Thabes BBS (1200-9600)

FidoNet @1:347/21

The Draw

TheSoft Programming Services

c/o Ian Davis - TheDraw

P.O. Box 7657

Fremont, CA, 94537-7657

Laughing Dog Screen Maker

Yardbird Software

P.O. Box 4646

West Hills, CA 91308

(818)704-6402.

UpLoadProcessor

Version 1.02

©1992-1993 Stacy Smith
Stacy Smith
305 Cottonwood Lane
Holly Springs, NC 27540

File Brain

©1993 by Stanley Sheff
Support BBS: The Brainex System
(310) 275-2344
(310) 273-5234

InterPCB

InterZone Software, Inc.
9050 Pines Blvd., Suite 430
Pembroke Pines, FL 33024

Appendix F: Common Questions and Answers

Upgrading

I have an older version of PowerBBS, how do I upgrade to the latest?

Run SETUP.EXE just as you would normally. If you already have PowerBBS set up for the drive you are installing to, then SETUP will only replace the old files.

DOS

Dropping to DOS does not seem to run in the background.

Edit your _DEFAULT.PIF file. This is the PIF file that is loaded whenever PowerBBS drops to DOS. Be sure you have the *Background option checked*.

When trying to run PowerPack, it comes back with a memory problem.

Edit your _DEFAULT.PIF file, and be sure to have more **Max Memory in the XMS/EMS area**. Probably something like 200 or 300k will do the trick. You need to do this not only for PowerPack, but also for the PowerNet and Internet IN_IN.EXE and IN_OUT.EXE.

Screens

How do I change the screens that PowerBBS displays?

First determine the filename of the screen you are referring. Refer to the section on using screen editors (TheDraw and RIP).

Ports/Modem Setup

I have a high speed modem, what is the best setup?

Many high speed modems only require a few slight changes to the modem setup in the configuration program. Simply select 38400 as the maximum baud rate and check the Lock baud rate option.

PowerBBS keeps trying to DROP CARRIER, but there is no carrier present. Whats wrong?

Your modem is not returning the true carrier detect to PowerBBS. Try adding &C1 to your modem initialization.

PowerBBS keeps trying to send the modem initializations, but is not getting an OK back from the modem.

If this continues to happen, your modem initialization is not correct. Refer back to the modem section in this manual and change your modem initialization. Try putting the string into a COM program, so you can see what your modem is returning.

File Setup

Remember that the important areas of the file setup, is to first setup the File Listings data file and Download dirs data file in the forum section of the configuration program. The File Listings data file tells PowerBBS where to find the actually lists of files, while the Download dirs data file contains the directories people may download from.

I set up the File Listings data file, but the new entries I created do not show up when the user selects the F command from the File menu.

In other words the *File Listings Sub-Menu does not have the new listing entry you created on it main menu. You will find the path to this file also in the Forum section. This file is just an ASCII/ANSI file that you need to edit and add your new entries to.*

Every time someone tries to download a file, PowerBBS says the File cannot be found.

You need to edit the Download dirs data file in the forum section of the configuration program. This is a list of directories that you want your users to have access to. When someone tries to download a file, PowerBBS just checks the directories listed in this file. The directories included in the File Listings data are for File Managers use only.

Other Files Questions

When someone uploads a private file, where does it go? Where do File Enclosures go?

The files go into your restrict directory. Normally this is \POWRBBS\RESTRICT, although you can change this directory in the configuration program.

How can I restrict certain file directories to a security level?

In the data file locations of the configuration program, edit the *Download Security Datafile*. If you wanted to restrict the \POWRBBS\FILES1 directory to users level 30 or over, then put \POWRBBS\FILES1*.* for the drive/path and 30 as the security level.

PowerBBS only allows ZIP files to be uploaded, but my files are in the .ARJ format.

In the data file locations of the configuration program, edit the *Upload Security Datafile*, where you can change this.

Events

I setup all my Events, but they are not running.

In the General Options 1 screen of the configuration program, check the *Run events for this node option*.

Call-Back Verifier

How can I disable the call-back verifier?

You can either just delete the CALL5 file in your \POWRBBS directory, or you can edit the CALL5 so that the levels to update do not exist. The CBV only calls back callers with the security level you set in CALL5.