

```

*****      *****      *****      *****      *****      *****      *****
*          *      **      *          *          *          *          *          *
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*          **      *          *          *          *          *          *
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```

PictDor version 1.04  
Program by Robert McCullough

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The NEW WorkBench BBS (9600/Hst)  
BBS Phone 615 256-2211  
FidoNet Node 1:116/1000.0  
RBBS Net 8:967/1.0  
File Requestable as PICTDOR

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## 1.0 Introduction

PICTDOR is an ANSI screen viewing door. The door will run both on line and locally. PICTDOR is built using the DoorDrvr routines (which are the same routines used in EchoDor and BBSDoor). These routines provide a stable door that won't cause sysops problems. This door can also support locked bauds up to 38400 (providing the fossil also supports the speed).

The PICTDOR program has a built in ANSI interface. ANSI.SYS is NOT REQUIRED to run this door locally. Having internal ANSI support allows the door to prevent ANSI "BOMB" screens from effecting your system. Only ANSI screen escape sequences are supported, other sequences are discarded.

The PICTDOR interface is on the order of a "point and click" setup. When an area is selected the user is presented with a screen of files and descriptions. One file is highlighted. The user can move the highlight bar with the cursor keys or with the plus (+) or minus (-) key. For moving from one end of the screen to the other the user may go to the top of the screen with the home key or the "T" key and the bottom of the screen with the end key or the "B" key. If more files are available than will fit on a screen, the user may page from one screen to the next with the page up and page down keys or with "N" for next, and the "P" for prior. To exit the selection process the user may press the ESCape key or the "Q" key. To display a file the user just presses the return key. A "slide show" effect may be created by picking specific files using the space bar. When a file is picked an arrow (>) will appear next to the name. When all the files are selected, the slide show is started by pressing the "D" (display) key.

Another nice feature is to be able to control the speed of the file as it is being displayed. When a screen is being displayed locally, the viewer may press "F" to make the screen display faster, or "S" to make the screen display slower. Pressing any other key will stop the display of the screen.

Some of the other ANSI doors require unusual file naming, or quirky configurations. PICTDOR is built to run using "standard" file area(s). A "standard" file area is one that has files in a subdirectory with a "directory file" containing the descriptions of the files. This method is used by many BBS systems. PICTDOR supports multiple "standard" file areas, allowing the sysop to divide the screens into groups. PictDor also allows the "directory file" to be in a separate directory from the screen files. This method is used by boards such as RBBS. Finally, you can have multiple "directory files" in the same directory. This is useful if you have one directory for all your screens; however, you wish to divide your screens into catagories. All that is required is to create two "directory files" with different names and put the description lines into each. Then set up two areas and you'll have your screens nicely divided.

## 2.0 INSTALLATION

1. Create a directory to hold all the files in the PictDor archive.
2. Unpack the archive into the PictDor directory.
3. Edit the file DoorDriv.Ctl to reflect the information about your system. Follow the comments contained in the file.
  - a. Enter your first name as SYSOPFIRST name.
  - b. Enter your last name as SYSOPLAST name.
  - c. Enter your BBS name as BBSNAME name. Don't use any quotes around the name. This line is a different format than the lines used in PictDor.CTL.
  - d. Select your BBS type as BBSTYPE. If your BBS type is not listed, you may have to run PictDor with some converter program.
  - e. If you run a "locked baud", uncomment the line BAUD and set your baud rate. This will override the baud specified in the door control file.

We'll leave the rest of the entries as they are for now. See the following sections for a complete list of parameters and their uses.

4. Create a second directory within the PictDor directory:

```
\ -----+
          |
          | \PICTDOR
          |
          | \PICTDOR\ARCHIVE
```

This directory will be used to hold archives when PictDor uncompresses an archive.

5. Load up a plain text editor and edit the file "PictDor.CTL".
  - a. Edit the AREATABLE area to point to the directories that contain the screen files. If you have multiple areas be sure to number each area differently.
  - b. Edit the AREADESC table. Be sure to put a description for each area you entered in the area table. This description will be displayed to the user when the file list is displayed.
  - c. Edit the ARCHIVEDIR line to reflect the full drive

and path name of the directory you created for archives, for example:

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ARCHIVEDIR C:\PICTDOR\ARCHIVE

There should be nothing in the directory.

6. Set up a door batch file to something like the following:

```
rem
rem switch to the PictDor directory and copy the
rem dorinfo1.def file into the directory.  If you
rem have specified the BBSPATH parameter in the
rem DoorDriv.Ctl file, you do not need to copy
rem the file.
rem
rem (this is for RBBS)
rem
CD \PictDor
copy \rbbs\dorinfo*.def
rem
rem now run PictDor and pass it the node number
rem in this example the node number is passed as
rem the first parameter of the batch file.  If you
rem only run a single node, change the %1 to 1.
rem
rem      | this is the parameter which is the port
rem      | number.  All other information will come
rem      | from the bbs door file.
rem      v
PictDor %1
rem
CD \rbbs
rbbs
```

(SEE the Example Batch file called PictDor.BAT)

Note: make sure that your batch file copies dorinfo\*.def to the PictDor directory. This is a very important file.

7. Test the door in local mode with "PictDor /L" to make sure it is working.





### 3.0 Registration

Starting with version v1.04, PictDor now uses a registration key. This key is a file named PICTDOR.KEY and must be placed in the same directory as the EXE file. If the file is not placed in the same directory as the EXE file, PictDor will act as if it is unregistered.

When you get the registration file DO NOT CHANGE ANY LINES IN THE FILE. Every line must be exactly as received or PictDor will assume that the file is not valid and will revert to unregistered.



## 4.0 DoorDriv.Ctl parameter file

The DoorDriv.Ctl file controls the door's interaction with the communication port and provides information about the BBS type that is calling the door. This file is required and must be in the default directory when the door program is started. The DoorDriv.Ctl example file contains a number of comments which should help you in editing this file. This chapter contains a list of all the parameters for DoorDriv.Ctl and their use.

## 4.1 Multiple DoorDriv.Ctl files

It is sometimes necessary to have multiple DoorDriv.Ctl file when running a multiple line system. One modem might be one speed or different monitors might be used on different nodes. Door Driver now supports multiple control files.

The specific file selected depends on the "node" number specified when starting the door. Local operation always uses "node" zero (0). The name of the file comes from replacing the last character of the file name (before the period) with the node number. If that file dose not exist, Door Driver will then look for the base file (DoorDriv.Ctl). The different control files might be named:

```
DoorDriv.Ctl      < base file used as default >
DoorDri0.Ctl     < used for node 0 (local)   >
DoorDri1.Ctl     < used for node 1 >
DoorDri2.Ctl     < used for node 2 >
.
.
DoorDriX.Ctl     < X = node number >
```

Up to nine nodes plus local is supported. Remember that some doors change the name of the Door Driver control file. The naming would be altered to use the new base name.

## 4.2 Parameters

### BACKGROUND

This parameter specifies the default background color used by the door program. See the list of available colors at the end of this section for the color numbers that can be used. Only the numbers 0-7 can be used here. The format of this command is:

```
BACKGROUND n
```

Where n is the color number desired as the default background color for the door. Note that some doors may not honor this parameter and use other colors.

### BAUD

This parameter is used to set the baud rate of the door if you use a system that runs a locked baud. The

format of this parameter is:

BAUD xxxxx

The following fixed BAUD rates are supported:

300, 600, 1200, 2400, 4800, 9600, 19200, 38400

If this parameter is not used the baud rate used will be the baud in the door control file written by the BBS system.

#### BBSNAME

This parameter is the name of the BBS that you want to have displayed to the user when the door closes. This parameter is required. The format of this line should be:

BBSNAME name of my board

DO NOT put quotes around the name of your board or they'll show, just enter the name as you would type it.

#### BBSPATH

Most doors require you to copy your door information file (written by your BBS) into the directory where the door resides. By setting BBSPATH, you instruct this door to read the door information file from the specified drive and directory. This avoids you having to copy the file and reduces start up time.

This parameter is optional. If it is not specified, the door will look for the door information file in the current directory.

#### BBSTYPE

Most doors will only run with a specific type of BBS. This door will run with a number of different types of BBS systems. To tell the door the type of BBS you have you must set the BBS type. This is a required parameter. The format of this parameter is:

BBSTYPE type

The type should be replaced with one of the following:

RBBS	- for RBBS-PC 16.1+	(DORINFOx.DEF file)
RA	- for Remote Access	(DORINFOx.DEF file)
QUICK	- for QuickBBS	(DORINFO1.DEF file)
PCB12	- for PC-Board 12.	
PCB14	- for PC-Board 14.	
WWIV	- WWIV BBS	(CHAIN.TXT file)
PHOENIX	- Phoenix BBS	(INFO.BBS)
WILDCAT	- for WildCat! BBS	(CALLINFO.BBS file)
OPUS	- for Opus 1.1x	(LASTUS##.DAT file)
GT	- for GT PowerComm	(GTUSER.BBS file)
GENESIS	- for Genesis Deluxe	(CALLINFO.BBS file)
WC3.0	- for WildCat! BBS	(DOOR.SYS file)

GAP - for GAP bbs (DOOR.SYS file)  
LINE-A - command line parameters (see below)  
LINE-B - command line parameters (see below)

## CHATSYSOPCOLOR

This parameter specifies the color to use for the SYSOP when in chat mode. The format of the command is:

CHATSYSOPCOLOR nn

Where nn is the color number desired for the color to use for text typed by the SYSOP during chat mode. See the list of available colors at the end of this section. The default for this parameter is "yellow" (14).

## CHATUSERCOLOR

This parameter specifies the color to use for the USER when in chat mode. The format of the command is:

CHATUSERCOLOR nn

Where nn is the color number desired for the color to use for the text typed by the USER during chat mode. See the list of available colors at the end of this section. The default for this parameter is "light blue" (9).

## COLOR1

Some BBS systems set the color indicator differently than the door expects. If your users do not get color when they should, try including this parameter in the DoorDriv.Ctl file.

## COMPORT

Some BBS systems do not write the communications port number to the door control file. One example of this is PC-Board version 12. If you run a BBS of this type, you must tell the door which communications port to use by using this parameter. The format of this parameter is:

COMPORT x

Where x is a 1, 2 .... max port.

## DIRECTVIDEO

The door uses BIOS type writes to display information on the local screen. This mode is best for people that run DV. If you want faster screen writes, include the DIRECTVIDEO parameter and the system will use direct screen writes.

## FOREGROUND

This parameter specifies the default foreground color

used by the door program. See the list of available colors at the end of this section for the color numbers that can be used. The format of this command is:



BACKGROUND nn

Where nn is the color number desired as the default foreground color for the door. Note that some doors may not honor this parameter and use other colors.

HIGHLIGHTCOLOR

This parameter specifies the color to be used for highlight. See the list of available colors at the end of this section for the color numbers that can be used. The format for this command is:

HIGHLIGHTCOLOR nn

Where nn is the color number desired as the default foreground highlight color for the door. Note that some doors may override this parameter.

IDLETIME nn

This specified the maximum idle time in seconds between keystrokes. When 2/3rds of the idle time has passed, the program will issue a beep. When the total time lapses and no keystroke has been make, the door will exit.

This may be disabled by setting IDLETIME 00.

MAXTIME nn

This parameter is used to sepcify the maximum time the user is allowed in the door. Some BBS systems require this parameter because the time remaining is not passed. GT is an example of this.

In boards where the maximum time is passed, if the user has more time available than the value specified here, the users time for the door will be reduced to the specified MAXTIME. Maximum time is specified in minutes.

This may be disabled by setting MAXTIME 00.

MINTIME nn

This parameter allows you to set the minimum amount of time the user must have remaining to be able to use the door. If the total time remaining is less than the time specified, the user will be told that he dosen't have enought time and the door will exit. Minimum time is specified in minutes.

This may be disabled by setting MINTIME 00.

MONO

This parameter if present will disable color on the local display. This is required if you run a monochrome monitor.

#### NOTIME filename

This parameter if present will allow you to tell the door to display a file when the user runs out of time.

#### PROMPTCOLOR c1 c2 c3

This parameter defines the colors used for some requests made by the door. All three items are color numbers from the list below. The first color number (c1) is the foreground color of the input field. The second color number (c2) is the background color of the input field. The third color number (c3) is the foreground color number of the "Prompt Text".

#### QUIET

This parameter will prevent ^G (bell) characters from ringing the bell on the local system.

#### STATFORE

This parameter is the foreground color of the status line. If the status line is off (see the STATUS parameter) this command has no effect. Refer to the list of colors at the end of this section for the color numbers that can be used. The format of this command is:

STATFORE nn

Where nn is the color number desired for the status line foreground color.

#### STATBACK

This parameter is the background color of the status line. If the status line is off (see the STATUS parameter) this command has no effect. Refer to the list of colors at the end of this section for the color numbers that can be used. The format of this command is:

STATBACK nn

Where nn is the color number desired for the status line background color.

#### STATUS

This parameter turns the status line on the local side on and off. I suggest you try it turned on. If the status line causes problems then turn it off. The format of the command is:

STATUS ON  
or  
STATUS OFF

Note: Some doors disable the status line when running in Local Mode.

## SWAPFILENAME

If it is desirable to have the door swap itself out of memory when shelling to DOS, this parameter must be specified. If the parameter is not specified, the door will remain in memory when a "shell to dos" is requested. If the parameter is specified AND there is available EMS to use, the door will be swapped to EMS in place of disk. The format of this parameter is:

SWAPFILENAME <filename>

Where <filename> is a drive/path/name of the file to be used by the door when swapping itself out of memory. If the path is not specified, the default start up path for the door will be used. If the <name> part of the <filename> contains a pound symbol (#), the pound symbol will be replaced by the node number of the running door. DO NOT ALLOW two copies of the door to use the same swap file!! .

## SYSOPFIRST

This is the first name of the SYSOP. This parameter is required and should be entered as:

SYSOPFIRST Name

## SYSOPLAST

This is the last name of the SYSOP. This parameter is required and should be entered as:

SYSOPLAST Name

## 4.3 Color Table

The follow colors may be used for both background colors and foreground colors:

- 0 - Black
- 1 - Blue
- 2 - Green
- 3 - Cyan
- 4 - Red
- 5 - Magenta
- 6 - Brown
- 7 - Light Gray

The following colors may be used only for foreground colors:

- 8 - Dark Gray
- 9 - Light Blue
- 10 - Light Green
- 11 - Light Cyan
- 12 - Light Red
- 13 - Light Magenta

14 - Yellow  
15 - White

#### 4.4 PC Board 14

When using this door with PC Board 14 systems, a default security level of 50 is assigned all users.

#### 4.5 PC Board 12

When using this door with PC Board 12 systems, a default security level of 50 is assigned to all users.

PC Board 12 also requires that the COMPORT parameter be specified.

#### 4.6 Opus 1.1x

When using the door with Opus 1.1x systems, the following security levels will be used:

Twit	32
Disgrace	48
Limited	64
Normal	80
Worthy	96
Privel	112
Favored	128
Extra	144
Clerk	160
Asst-Sysop	176
Sysop	208

#### 4.7 GT PowerComm

If you use this Door with GT PowerComm, you must set the MAXTIME parameter. The GTUSER.BBS file does not contain the amount of time remaining for the door.

#### 4.8 Genesis Deluxe

When using this Door with Genesis Deluxe, you must set the COMPORT parameter.

#### 4.9 LINE-A operation

This option is provided to allow doors to be called without door information files. All needed parameters are passed on the command line. The order of the parameters is not important; however, if you wish to use multiple DoorDriv.Ctl files, you must specify a port number (without a leading slash or dash) as the first parameter on the command line. Every other parameter begins with either a slash (/) or a dash (-) followed immediately by a single letter parameter type. That type is then followed immediately by the parameter. There should be no spaces between the dash/slash and the parameter type and there should be no spaces between the parameter type and the parameter. For example: -b2400 is valid, -b 2400 is not valid.

The following parameters can be specified:

-B baud rate. A baud rate of zero is assumed local.



- P communication port number, COM1 is -P0.
- T time remaining. This is specified in minutes.
- N users name. If specifying a users first & last name, use an underscore as a seperator. For example:  
  - NFirst\_Last
- S numeric security level. For example: -S50 is security level 50.
- M sets the maximum time allowed in door. If the time remaining is greater than the maximum time, the maximum time will be used. This is specified in minutes.
- G Specifies graphics/ansi. If the -G is followed by 0, graphics will be disabled. If the -G is followed by a non zero value, graphics will be enabled.

If you wish to use a "node number" this must be specified as the first parameter without a slash or dash.

These parameters should not be used with the /S (sysop log on) or the /L (local log on) options.

#### 4.10 LINE-B operation

This parameter is provided to allow doors to be called without door information files. All needed parameters are passed on the command line. Every parameter is order dependent. This style of operation does not allow user names and provides a default security level of 50. The following command line is used:

```
door <port> <baud> <time> <maxtime>
```

<port> this is the communication port to be used. 1 is assumed to be COM1. A port of 0 is assumed local.

<baud> this is the baud rate. A baud rate of zero is assumed local.

<time> this is the time remaining. It's value is in minutes.

<maxtime> this is the maximum time allowed in the door. If the <time> parameter is greater than the <maxtime> parameter, the <maxtime> parameter will be used. This parameter is optional.



## 5.0 PictDor.CTL parameter file

PictDor.CTL is PictDor's master configuration file. All communication between you and PictDor is through this file. Area Number, Area Path, Sysop name, and many more parameters get their values from this file. An example file is distributed with PictDor and is well commented.

### 5.1 Files

Some of the parameters in the PictDor.CTL file specifies files which can be displayed to the user. Examples of such files are the Help files (as specified by the HELPFILNAME) and the welcome files (as specified by the WELCOME parameter).

PictDor supports 4 types of displays:

1. Basic text display
2. Graphics display
3. ANSI color display
4. MUSIC color display

When PictDor displays a file and the file is specified with an extension, that file will be displayed to the user regardless of the type of display.

If the file specification does not have an extension given then PictDor will add an extension to the file name depending on display type. The selection will be:

file.ANS if the user has ANSI color  
file.ASC if the user has Graphics  
file.MUS if the user has Music

No extension will be added if the user has basic text.

If the user has ANSI color and PictDor cannot find the specified file with the extension .ANS, then PictDor will look for a file with the extension of .ASC. If that file cannot be found then PictDor will look for the file name without an extension.

### 5.2 Parameters

ARCHIVEDIR <drive:\path>

This parameter specifies the temporary directory that is used by PICTDOR to unarchive picture collection files. The <path> may specify a full path with drive. It doesn't matter if it has a trailing back slash or not.

NOTE: Be sure you double check this entry. The contents of <path> are deleted everytime PICTDOR begins an unarchive operation. Anything that might be in the directory WILL be erased.

AREATABLE

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This parameter begins the area of the control file that defines each picture area. Each line after this command and prior to the ENDARETABLE command consists of 3 space delimited sections. The first 2 sections are required. You may enter the areas in any order you wish, when PictDor checks and displays areas, it will be in the same order as you enter them here. Remember: Do not enter any spaces within the fields, if you do PictDor will get confused and will not correctly read the table.

The sections are:

1. The number.  
This is the area number the user would type in to get to that area. This number must be from 1-255 inclusive (you can use 1 or 255). You may NOT duplicate this number on ANY other picture area.
2. The path.  
This field tells where the messages for the specific area is located. Each area must be located in a different subdirectory. All areas do not have to be on the same drive.
3. The directory file  
This field is optional. If present it contains the name of the file that lists each displayable file and it's description. The file can be specified with a drive and path. This allows a directory file to be in a different location than the files it references. This is most useful for BBS systems like RBBS. If the directory file entry is blank it will default to "FILES.BBS" in the "path" directory.

CLOSINGSTRING <bye bye string>

This parameter will be displayed to the user when he/she exits PictDor to return back to the BBS. This parameter is optional.

DESCTABLE

This entry begins the area description table. There should be one line in this table for each line in the ARETABLE. The first parameter on this line is a number. This number should correspond with a number in the ARETABLE. The number should be followed with a one line description of the area. You may enter anything you wish. Quotes are not required.

Entries from this table are placed at the top of the file selection screen if a DIR.BBS cannot be found in the specified path.

Entries from this table are also displayed when PICTDOR is running multiple areas and no USERAREALIST or SYSOPAREALIST file is specified.

## ENDAREATABLE

This parameter ends the area table descriptions and must be present. See the AREATABLE command for a description of how to create an area table.

## ENDESCTABLE

This parameter ends the description table section and must be present if a DESCTABLE is used.

## EXCLUDE extension(s)

This parameter is used to tell PictDor to exclude files from the list displayed to the user. Any file not specifically excluded will be displayed in the file list. As an example, if you have some regular .TXT and .DOC files in the same directory as your ANSI screens, you can use the line:

```
EXCLUDE .TXT .DOC
```

To cause PictDor to not display any file with the extension .TXT to the user.

You can enter multiple extensions on a single line. The extension MUST include the preceding period. There may be multiple EXCLUDE lines. All will be used.

The number of extensions which may be excluded is limited by memory. There is no fixed limit.

You cannot use EXCLUDE & INCLUDE lines in the same control file.

## HELPPFILENAME <Drive:\path\FileName>

This is the name for the help file. The file name should not contain an extension. The name path is optional and if omitted, PictDor will look for the file in the current directory.

## INCLUDE extension(s)

This parameter is used to tell PictDor which files to include in the list. Any file not included in the list will NOT be displayed to the user. For example, if you want PictDor to just show .ANS and .BBS files to the user you could use the line:

```
INCLUDE .ANS .BBS
```

Any file not having those extensions will not be displayed in the list.

You can enter multiple extensions on a line. The entered extension MUST include the leading period.

There may be multiple INCLUDE lines. All will be used.



The number of extensions that may be included is limited by memory. There is not fixed limit.

You may not use INCLUDE & EXCLUDE lines in the same control file.

#### NODROPDOS

This command will disable the drop to DOS option.

#### NOTIME <drive:\path\filespec>

This file will be displayed to the user if they don't have enough time to use the door.

#### SYSOPAREALIST <drive:\path\Filespec>

This is the file displayed to the SYSOP when the L)ist areas function is selected. This is never used if you only have one area defined. See the above description on naming files. This parameter is required if you do not use the AREADESC. The drive and path are optional.

#### UNPACKER <name> <command>

This command is used to tell PictDor about the archive program that will be used to extract ANSI files from archived files. There can be multiple UNPACKER lines in the PictDor.Ctl file. The maximum number of UNPACKER lines is limited by available memory. There is no set limit. The UNPACKER lines must appear before the USEUNPACKER lines.

The <name> parameter is a name that will be used later in the USEUNPACKER line. The name can be any thing you want. It must be 30 characters or less and must not contain any special characters or spaces. It must be different from names used on other UNPACKER lines.

The <command> parameter is the actual command which will be used to unarchive the file. You must specify two parameters in the command section:

##### %1 - archive file

When the command is used, this parameter is replaced by the fully qualified (includes drive and path) of the file to be unarchived. If this parameter is not used the unarchive program will not know what file to unarchive.

##### %2 - directory

When the command is used, this parameter is replaced by the directory entered in the ARCHIVEDIR command. The directory will not have a backslash on the end of the name (even if you put one on the ARCHIVEDIR command). This is where the archive program should place the extracted files.

This directory will always be empty when the unarchiver is run.

As an example, we will call this unarchiver ZIP and will be used to PKUNZIP files. The command would be entered like this:

```
UNPACKER ZIP PKUNZIP %1 %2 *.*
      ^^^ ^^^^^^^^^^^^^^^^^^^^^
      |           | This is the command.
      |           | This is the name
```

If you find that there is not enough memory to run the unpacker, add the SWAPFILENAME parameter to the DoorDriv.Ctl file. See above.

USERAREALIST <drive:\path\filespec>

This is the file displayed to the user when the L)ist areas function is selected. This is never used if you only have one area defined. See the above description on naming files. This parameter is required if you do not use the AREADESC. The drive and path are optional.

USEUNPACKER <name> <extensions>

This command works with the UNPACKER command. This command tells PictDor which extensions should be used with which UNPACKER command. There can be multiple USEUNPACKER lines in one control file. The USEUNPACKER command lines must appear after the UNPACKER lines. The maximum number of USEUNPACKER lines and/or the maximum number of extensions specified is limited by available memory. There is no predefined limit.

The <name> parameter is a duplicate of one of the names specified on a UNPACKER line. The rules for this name are exactly the same as the rules for the UNPACKER command. The same <name> can appear on multiple USEUNPACKER lines. Any name used in an USEUNPACKER line must have appeared on a UNPACKER line.

The <extensions> parameter tells PictDor the extensions which go with the name. For example:

```
USEUNPACKER ZIP .ZIP .Z01 .Z02 .Z03
```

Notice that multiple extensions can appear on a single line. If you can't put all the extensions you want on one line, just enter another USEUNPACKER line with the same <name> and more extensions. Notice that the period precedes each extension, this is required.

WELCOME <drive:\path\Filespec>

This is the name of the welcome file that is to be displayed each time a user accesses the door. See the above description on naming files. The drive and path are optional.

If you do not wish to have a welcome file displayed to the user then remove this command.

## Color Table

The follow colors may be used for both background colors and foreground colors:

- 0 - Black
- 1 - Blue
- 2 - Green
- 3 - Cyan
- 4 - Red
- 5 - Magenta
- 6 - Brown
- 7 - Light Gray

The following colors may be used only for foreground colors:

- 8 - Dark Gray
- 9 - Light Blue
- 10 - Light Green
- 11 - Light Cyan
- 12 - Light Red
- 13 - Light Magenta
- 14 - Yellow
- 15 - White

Some parameters allow you to specify both a foreground and a background color; however, you must specify it in a single number (the parameter PROMPTCOLOR is an example of this). To figure the number you want:

First pick out your background color and multiply that number by 16. Then add your foreground color. For a background of red and a foreground of white.

Red = 4.  
 $4 \times 16 = 64$ .  
White = 15.  
 $64 + 15 = 79$ .

Therefore the number you specify is 79.



## 6.0 PictDor Operation

PictDor operation is simple. It has been designed to look like part of your BBS. The area files can be changed to look like the rest of your system as well. The command letters may NOT be changed.

### 6.1 Area Selection

The area selection is only present if you specify multiple areas in the AREADESCTABLE.

If multiple areas exist the list of areas are displayed to the user. The list displayed comes from one of three sources:

1. If the SYSOP logs on and a SYSOPAREALIST has been specified, that file will be displayed to the sysop.
2. If a regular user logs in and a USERAREALIST has been specified, that file will be displayed to the user.
3. If none of the above conditions exist, a list is created from the entries in the DESCTABLE entries.

The user/sysop can then select an area by number, can request a redisplay of the list, or can quit the door.

### 6.2 File Selection

If an area is selected, or only one area exists, that area is loaded and the user is presented with a list of files. The top file will be highlighted. At the bottom of the screen is a brief description of the available keys and their function. The following keys are available from this screen:

- +, arrow up  
This will move the highlight bar to the next file in the list. If the highlight bar is on the last line on the current page, nothing will happen.
- , down arrow  
This will move the highlight bar to the previous file in the list. If the highlight bar is on the first line of the current page, nothing will happen.
- T, <home>  
This will move the highlight bar to the first entry in the list.
- L, <end>  
This will move the highlight bar to the last entry in the list.
- O, R  
This will cause the selection screen to be redisplayed. This is used if noise has caused a problem during screen display.

Q, <esc>

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This will exit the file selection screen. If multiple areas exist, the user/sysop will be returned to the area selection screen. If a single area is used, this will exit the door.

<enter>

This will cause the highlighted file to be displayed. If the highlighted line is a comment and does not contain a file name, nothing will happen.

<space bar>

This will cause the highlighted to be tagged. A tagged file is indicated by an arrow (>) to the left of the file name. If the highlighted line is a comment and does not contain a file name, nothing will happen.

?

This will cause the help file to be displayed.

D

If no files are tagged (see <space> above), this will cause the highlighted file to be displayed. If the currently highlighted line is a comment and does not contain a file name, nothing will happen. If files have been tagged, pressing "D" will cause a "slide show" to start. Each selected screen will be displayed to the user/sysop. The user/sysop can move to the next screen by pressing any key.

N, page down

If the list contains multiple pages, this will cause the next page to be displayed if the currently displayed page is NOT the last page. If the list contains only one page, or the user/sysop is on the last page nothing will happen.

P, page up

If the list contains multiple pages, this will cause the prior page to be displayed if the currently displayed page is NOT the first page. If the list contains only one page, or the user/sysop is on the first page nothing will happen.

F

If the list contains multiple pages and the user/sysop is NOT on the first page, this will cause the first page of the list to be displayed.

### 6.3 File Display

When an ANSI file is being displayed to the user and the user strikes any key, the following message will appear at the bottom of the screen:

[R]edisplay Screen, [Q]uit Current Screen

or

[R]edisplay Screen, [Q]uit Current Screen, [A]bort Slide Show

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If the user/sysop selects "R", the current screen will be cleared and the screen display will be restarted.

If the user/sysop selects "A" and a slide show (multiple screens) is being displayed, the display of the current screen will stop and the user/sysop will be returned to the file selection screen. All tagged files will be "untagged".

If the user/sysop presses any other key (including "Q"), the display of the current screen will be stopped. If a single screen was selected for display the user will be returned to the file selection screen. If multiple screens were selected ("slide show"), the next screen in sequence will be displayed.

When the screen is finished painting the user/sysop is presented with one of the following lines:

Press <enter> to continue

or

Press <enter> to continue, [A]bort Slide Show

If multiple screens ("slide show") are being displayed and the user presses "A", the slide show will be stopped and the user will be returned to the file selection screen. If any other key is pressed the next screen in the slide show will be displayed.

If only a single screen was being displayed the user will will be returned to the file select screen when any key is pressed.



## 6.4 Using PictDor Locally

PictDor also works very well as a local screen viewer. To use it in this manner, start PictDor with a batch file something like this:

```
rem
rem Set the directory and drive first
rem
C:
cd \PictDor
rem
rem Now start PictDor as the sysop -- this is much like
rem local mode but it will log you on with the name you
rem specified as the sysop.
rem
PictDor /S
```



## 6.5 SYSOP only keys

While the user is online, PictDor provides some additional functions to the SYSOP.

ALT-I        System Information

              This provides the following information:

              Baud Rate  
              Local flag  
              Graphics Setting  
              Time Left  
              Com Port  
              User Name  
              Access Level  
              Time credit  
              Time left  
              Node Number

ALT-C        Forced Chat

              When ALT-C is pressed, the user is placed into CHAT mode. PictDor does not provide a split screen chat.

              To exit chat the SYSOP must press <esc>.

ALT-D        Drop to DOS

              This allows the SYSOP to drop to DOS for those Quick checks and fixes.

Up Arrow     This will add 2 min to the users time.

Down Arrow   This will subtract 2 min from the users time.





## 7.0 General info

1. The system will check for loss of carrier and out of time.
2. You should only log on for a max of 120 minutes at a time. You might be able to log on longer, but the elapsed time functions might have some trouble.
3. You MUST have a fossil driver to run this door, I suggest X00, but OpusCom should work just as well.
4. You DO NOT need ANSI.SYS to view ANSI screens with this door. All ANSI services (including MUSIC) are included within the door.

Because ANSI services are included, you don't need to worry about people sending "BOMB" screens with ANSI codes that will cause your ANSI.SYS to execute commands. This is because the built in ANSI support does not include KEYBOARD commands.

5. If the user accesses this door and ANSI is not enabled, PICTDOR will ask the user if he/she has ANSI support. If they answer yes ('Y') then the door will run. If they answer any other character, the door will exit. The user MUST have ANSI support to use this door.



## 8.0 Support for PictDor

For support you can reach me at:

Robert McCullough  
P.O. Box 101095  
Nashville, TN 37224  
Voice Number 615 256-2444

BBS Support is available from:

The WorkBench BBS  
FidoNet Node 1:116/1000.0  
RBBSNet Node 8:967/107.0  
Nashville, TN 37210

BBS Number 615 256-2211  
Available 23 hours a day.  
9600 Hst



## 9.0 Revision History

### 1.04 release:

There were some problems with local ANSI display that have been fixed in this version.

### 1.03 release:

There were some problems with the local operation of PictDor after an archive was processed. These problems caused the status line to reappear at the bottom of the screen, and erratic behaviour during screen display. These problems have hopefully been corrected.

PictDor now does ANSI music. This is a new feature which allows you to hear music that has been coded into the screens. The "QUIET" parameter in the doordriv.ct1 file will also quiet the local playing of music when PictDor is online.

Even though PictDor was a small program, some sysops had problems running some archiver programs. PictDor can now swap itself out of memory reducing it's requirements to under 10k when unarchiving. To enable this option, add the SWAPFILENAME parameter to the DoorDriv.Ctl file. This parameter is explained in the documentation.

You can now alter the chat colors. These are changed with CHATCOLORUSER and CHATCOLORSYSOP parameters in the DoorDriv.Ctl file.

PictDor now supports WildCat! v3.0 as well as GAP type bbs systems.

### 1.02 release:

A lot of people have requested that PICTDOR be able to support ANSI files which have been placed in an archive. Starting with 1.02 this is available.

### 1.01 release:

It appears if using the '+' for moving down the page was not such a good idea. If the user pressed 3 or more pluses then the user would place his/her modem into command mode. This would make the user think that they had been knocked off line. This version still supports the plus; however, it now uses (and recommends) the "2" or the "D" for moving down.

There was a problem which would cause random garbage to be displayed on the screen if a user was on the first line of the first page and attempted to do an up (either up arrow, -, 8), PictDor would display junk. This has hopefully been corrected.

This version of PictDor now has a new parameter in the DoorDriv control file called IDLETIME. This parameter will allow you to tell PictDor how much time can lapse between keystrokes before

the user is kicked out of the door.

This version now has support for GT PowerComm.

There were problems using the real cursor keys with this program. This has been corrected. All cursor keys should now work.

1.00 release:

This is the initial release -- complete with bugs.





## 10.0 Plans for next version

Don't know yet. We'll just wait and see what suggestions the users have.



## 11.0 Registration

PictDor represents MANY hours of work and if you find it useful, I would appreciate your sending in a donation of \$10 or more. I will send you back a DSDD 5.25" disk with the latest copy of PictDor and perhaps a few other small utilities that will fit on it. My address is:

Robert McCullough  
P.O. Box 101095  
Nashville, TN 37224-1095

When you register, please send me your name, address, voice phone, BBS name, BBS type, BBS phone, the type diskette you need, and where you got PictDor.

I'd like to thank the people that have supported PictDor through their registration. I will continue to support the users of PictDor in a professional manor and will hope to receive your support in return.



## 12.0 Disclaimer

This program is being distributed under the following conditions:

1. This code or any of the files associated with it may not be distributed in modified form in any way. You may archive this program and it's associated files in any manor that is suitable for your BBS. Please do not delete any files from the archive.
2. You may not use any portion of the code distributed with this package in any other program without my written permission.
3. This software and/or code may not be distributed for a profit. This does not exclude the archive from being on a pay for use BBS.
4. I am in no way responsible for any damage that may be caused due to the use or misuse of this software. The user assumes all responsibility for any damages and holds the author harmless.



## 13.0 Guarantee

There is absolutely no guarantee, warranty or promise of any kind made with regard to the performance or quality of the PictDor software, utilities, documentation, or any associated files. Any problems, risks, damages, disasters or lack of them are purely you're responsibility. By using this software, documentation, utilities, or any associated materials, you acknowledge this in full.

