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The current releases of this manual and/or software may be obtained free of charge from any of the **QuickBBS** Support systems world-wide. Contact the support system above for a complete list of all support systems.

This manual is 146 pages in length.

|  |    |
|--|----|
| Notation Conventions                       | 4  |
| System Overview                            | 4  |
| System Requirements                        | 5  |
| Installing the Software                    | 6  |
| System Configuration                       | 8  |
| Message Base/External Editor Configuration | 10 |
| File Area Configuration                    | 16 |
| Internal File Transfer Protocols           | 18 |
| Event Editing                              | 19 |
| General Configuration                      | 20 |
| Modem Parameters                           | 21 |
| System Paths                               | 23 |
| System Prompts                             | 25 |
| Colors                                     | 26 |
| System Security                            | 27 |
| User Restrictions                          | 29 |
| New User Restrictions                      | 31 |
| The Flags                                  | 32 |
| The Callback Verifier                      | 33 |
| A Brief History                            | 33 |
| How the Callback Verifier Works            | 33 |
| Installation and Operation                 | 34 |
| Control Of Phone Numbers                   | 36 |
| Miscellaneous System Parameters            | 37 |
| Menu Configuration                         | 39 |
| Status Line and Function Keys              | 40 |
| Menu Command TYPEs and Optional Data       | 50 |
| Getting Started                            | 64 |
| Logging On In Local Mode                   | 64 |
| Bringing The Board Online                  | 64 |
| Calling Up the Board from a Batch File     | 68 |
| Multinode Configuration                    | 69 |
| Adding Another Node                        | 69 |
| Internal Node Chat Utility                 | 72 |
| What is Sabre Chat!                        | 72 |
| Requirements                               | 73 |
| Installing Sabre Chat!                     | 73 |

- Command Line Options 74
- Using Sabre Chat! With QuickBBS 78
- Using A Multitasker 79
- Internal SysOp Command Keys 79

- The Message Base 80
  - Message Submenus 80
    - Read/Scan/Quick-Scan Method Selection 80
    - Read/Scan After-Each-Message Selection 81
    - Additional Command Options For Linked Messages 82
  - Message Base Maintenance 83
    - Cleaning and Packing the Message Base 83
    - Message Linking 84

- The User Base 85
  - Editing the User Base 85
  - Sorting the User Base 88

- Support Files 89
  - Files QuickBBS Creates 89
  - Control Files 90
  - Auto-Display Files 93
  - Verifier Control Files 95

- Netmail and Echomail 97
  - Overview of Netmail Operation 97
  - Required Software for Netmail 98
  - An Overview of the Net Organization 99
  - Configuring QuickBBS for Netmail 99
  - Compiling the Nodelist for QuickBBS 101
  - Continuous Mailers 102
  - Non-Continuous Mailers 103
  - Sending Mail into the Net 103
  - Getting Messages from the Net 104

- QECHO Configuration File 105
  - QECHO Command Line Parameters 109
  - Defining Echomail Areas 110

- Appendices 111
  - Acknowledgements 112
  - QuickBBS v2.75 Structures 113
  - QuickBBS Setup Information and Notes 122
  - QuickBBS Error Report 124
  - Pascal Error Codes 125
  - Sample Modem Initialization Strings 126

ASC/ANS File Control Characters 127  
System Operator Functions Keys 130  
Menu Types and Optional Data 131  
Questionnaire Command Language 133  
Full Screen Editor Interface 136  
Colors 137

## Notation Conventions

In this manual, user input is enclosed in double quotes (") for text strings and single quotes (') for single characters except numbers. Numbers are designated with (n), and alpha characters are designated with (x). Special keys and System Operator input are enclosed in braces { and }, i.e. {PgDn} means press the Page Down key (3 on the numeric pad). Required input is delimited by < >, optional input by [ ]. The "Done" key refers to {F10} or {Ctrl-Enter}. Text referring to specific subjects within this documentation are enclosed in parenthesis, i.e. (Notation Conventions). When referring to modem command strings, the word "usually" refers to the Hayes 'AT' command set used by most modems, but only in reference to modem command strings. Sample modem initialization strings for various modems are included in this documentation in the appendix.

## System Overview

- **QuickBBS** has over 55 menu TYPE commands, providing the System Operator great flexibility in the look and feel of the system. You have complete control over color selection and can create custom graphic menus. (Menu Command TYPEs and Optional Data)
- **QuickBBS** has its own internal ANSI routines so that **ANSI.SYS** is not necessary. However, if you desire to use an external message editor such as **QuickEd**, it is necessary to have **ANSI.SYS**, **ANSI.COM**, or **DVANSI.COM** loaded.
- **QuickBBS** has 32,000 different security levels available, augmented by thirty-two access flags and the ability to password protect individual menus and file areas. (The Flags)
- **QuickBBS** features built in alias support. It automatically retrieves any mail for a caller, regardless of whether or not the user is calling with their real name or alias. (Alias Support)
- **QuickBBS** has a questionnaire command language allows you to make custom questionnaires. More than 60 control character commands are at your disposal for use in text files. (Appendix)
- **QuickBBS** displays text files of specific names at strategic times. Log files are automatically created, there's a built-in System Operator page function, and you can allow your callers to read through multiple message boards together.

● **QuickBBS** can exit or shell out to the DOS environment (stay resident in memory for a faster return), swap to disk or EMS so that you can provide doors or other external programs for your callers.

## System Requirements

**QuickBBS** operates on IBM PC/XT/AT's or compatibles. The minimum memory requirement is 256 Kb but 640 Kb is recommended. If **QuickBBS** is used in conjunction with a mailer or if any door software is utilized the memory requirement may be greater. **QuickBBS** also requires a hard disk, as the message base alone can easily exceed 5 megabytes.

While RAM drives have been used with **QuickBBS** with quite a bit of success, ram drives are inherently dangerous. It is fairly safe, however, to copy menus and text files into a ram drive every time the system boots. If any changes are made to these files, make sure to copy the changes from RAM to the hard drive. You will never want Message or User bases kept in a ram drive unless the system copies these files to the hard drive every time a caller logs off. This will insure minimum losses in the event of a power failure or brown out. The use of **FASTOPEN** is not recommended in any form! If more speed is needed, use a disk cache utility. **FASTOPEN** has been know to damage message bases and destroy userlogs. If you use **FASTOPEN**, you do so at your own risk; **Pegasus Software** nor the author of this documentation assume any liability.

In addition to the **QuickBBS** release, you will need DOS and a fossil driver. Fossils are programs that interface the BBS software to your specific type of machine. **X00** is an example of a fossil driver available for PC's and clones, and is not included.

The following are recommended minimum settings for **CONFIG.SYS**:

```
FILES = 20  
BUFFERS = 25
```

The following are recommended parameters for **AUTOEXEC.BAT**:

```
@ECHO OFF  
PATH C:\;\DOS;\QUICKBBS;\UTILITY;\{mailer};  
SET COMSPEC = C:\DOS\COMMAND.COM  
SET QUICK = C:\QUICKBBS  
SET {mailer} = C:\{mailerpath}  
PROMPT $P$G  
CD\QUICKBBS  
RUNBBS.BAT
```

The **QuickBBS** subdirectory must be in the path statement in **AUTOEXEC.BAT**. See your **DOS** manual for more information on **CONFIG.SYS** and **AUTOEXEC.BAT** files. In order to operate a multinode system, it is necessary to

add the environment variable **SET QUICK=C:\QUICKBBS**. (Multinode Configuration)

The following is a suggested path configuration for **QuickBBS** and its files:

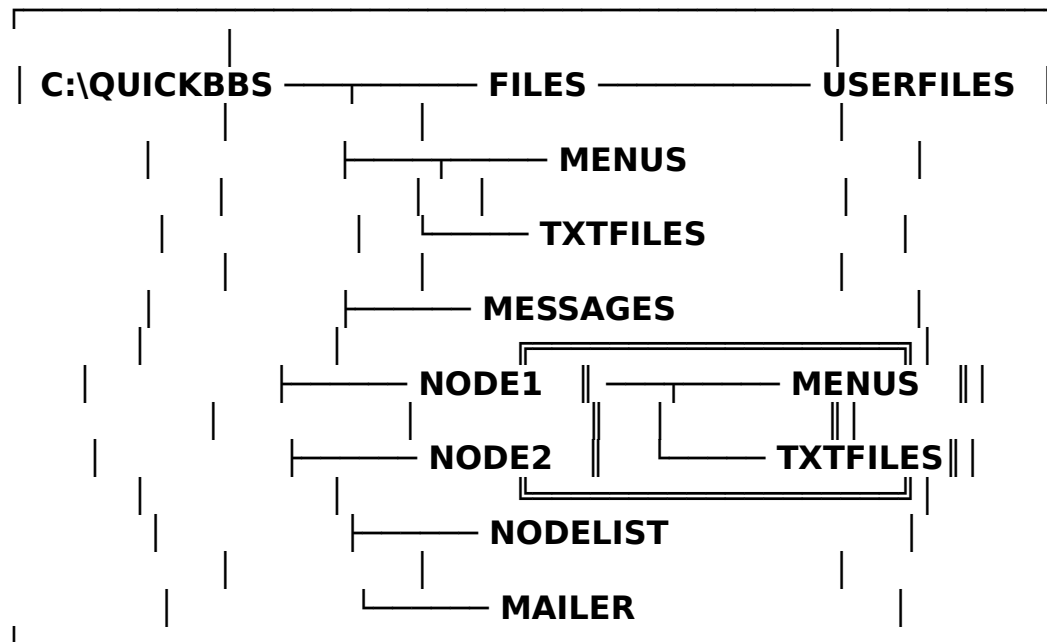


Fig. 1

Suggested: The area in the box is optional for each node if you want *different* menus or text files, otherwise the menus and text files can all be off the main **QuickBBS** directory which will also be referred as the system directory in this documentation. You only need one set regardless of how many nodes you have.

The subdirectory named **NODE2** is normally used only in a multinode environment. The subdirectory named **NODE1** while technically not necessary, will facilitate installation of a multinode system. It is a good idea to implement your system this way even if you have no immediate plans to use multinode. The **MESSAGE** subdirectory is used to hold the five message base files, but is normally not used, since most System Operators place the message and user files in the **QuickBBS** root. The **UTILITY** subdirectory can be used to hold **QuickBBS** and its offline utilities, but it is only necessary if you want your system better organized.



### **Installing the Software**

To install **QuickBBS**, make a directory on your hard disk from which you will run the bulletin board. In this directory extract the **QuickBBS** release version. Create one directory to store menus, one for text files, one directory for each file area you will have, and one as your netmail area. Run **QCONFIG** to set up your system parameters and modify the included menus and text files using **MENUS275.ZIP** and **TEXTF275.ZIP**.

Included in the distribution set is a file named **MENUS275.ZIP**. This archive contains an installation batch file which may be used to ease installation. When executed, the batch file will automatically create the default directories as specified by the default values in **QCONFIG**, extract the menus and text files and place them in their appropriate directories. This batch file should not be used to update an existing **QuickBBS** system. Sample **CONFIG.SYS** and **AUTOEXEC.BAT** are also included in the menu archive with the file extension of **.BBS**. Look over the batch file carefully before attempting installation.

**QUICKED** is a full screen message editor designed to work with **QuickBBS**. This is a separate shareware program, and must be registered separately from **QuickBBS** and in accordance with the licensing agreement that accompanies the program.

## System Configuration

QCONFIG is the main configuration program for **QuickBBS**. **QCONFIG** is used to set modem parameters, paths to system files, default user restrictions, miscellaneous parameters, configure the message boards, callback verifier, and set the event schedule. To run **QCONFIG** from DOS type **{QCONFIG}** and press **{Enter}**. **QCONFIG** will create four files to hold the configuration information: **EVENTCFG.DAT**, **FILECFG.DAT**, **MSGCFG.DAT**, and **QUICKCFG.DAT**.

NOTE: If you are upgrading from a previous version of **QuickBBS**, you may use the included utility **266TO275.EXE** to create these files. Once these files are created by **QCONFIG** or **266TO275.EXE**, this window will appear:

```

QuickBBS System Configuration Version 2.75
Information Messages Files Protocols Events General Quit |
  
```

Fig. II

Navigate the fields by moving your cursor left to right, or use your mouse. The information field provides details about **QCONFIG**, **QuickBBS**, and about licensing the product.

```

QuickBBS Registration
Sysop Name: System Operator
System Name: Unregistered QuickBBS system
Registration Key:      0
  
```

Fig. III

After you have received your key, place the information in these fields *exactly* as it appears in the key text. The Registration Key is a number value assigned to licensed users of **QuickBBS**. You can obtain this key by registering the product as explained in the Licensing Information. A key is necessary to run **QuickBBS**, but an evaluation key **9999999999** may be used in place of your permanent registration key. This allows you to evaluate our product at no cost.

This evaluation key will expire, but may be replaced by contacting **Pegasus Software** via US Mail or by contacting the support system as specified in the accompanying licensing documentation. This key will be made immediately available at no cost to you.

If you make an error when inputting data into these fields, **QuickBBS** will not

function. The permanent registration key will only work if the information entered is *exactly* the same as the information provided by **Pegasus Software** to the SysOp. If the key you received does not work properly, insure that all data is entered exactly as provided to you by **Pegasus Software** even if incorrect. Contact any **QuickBBS Sales** site for an immediate replacement.

When a caller logs on, the first message they will receive will be the **QuickBBS** version, and the registration information. If you have not registered the product, the message will display: Unregistered Evaluation Version. However, all operations within **QuickBBS** will be completely functional. After you have entered the information in this field, press "**Done**". Move your cursor to the right. Press **{Enter}**.

## Message Base/External Editor Configuration

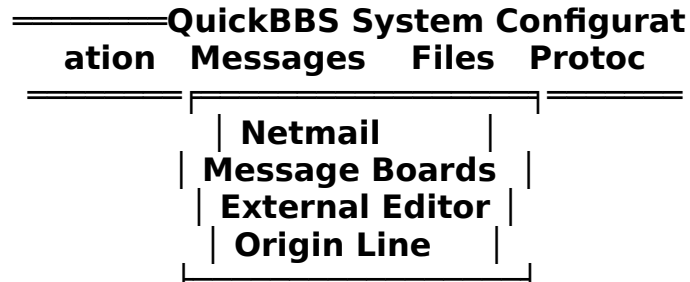


Fig. IV

The information from these fields are stored in **MSGCFG.DAT** and **QUICKCFG.DAT**. Your default net/node address and up to ten alias addresses are stored in the netmail window, as well as the default board number for incoming netmail. The path in which you wish to store netmail is also specified in this window. Move the cursor to fill the fields that apply to you.

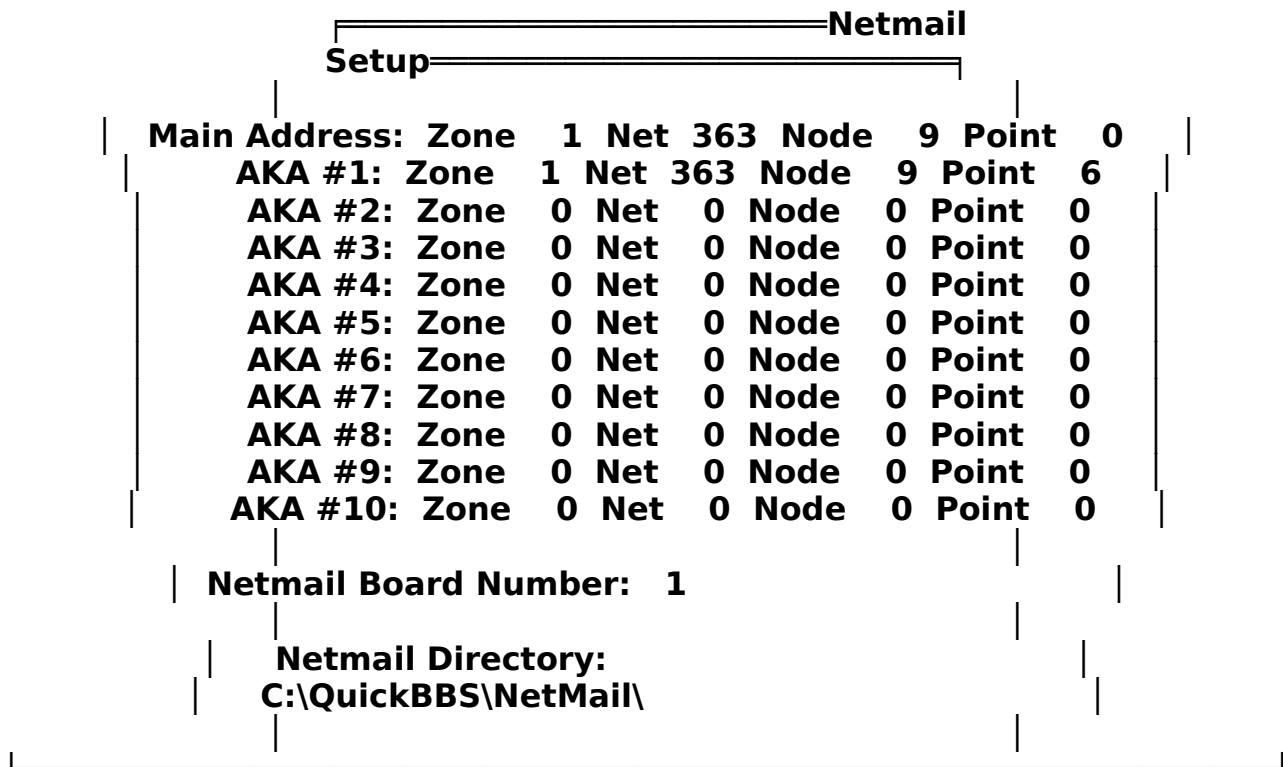


Fig. V

If you only have one net/node address, leave all the other fields blank. If you are using **QuickBBS** style messages for incoming netmail, put the number of the

board that you want them to go to. If you are using Fido style messages (\*.MSG) for incoming netmail, place a 0 in the Netmail Board Number field, and you may leave the Netmail Directory field blank. The Netmail Directory is where the **QuickBBS** mail handling utilities look for incoming netmail and echomail, and place outgoing mail for your mailer program to

process. You don't need to make an entry here if you're running a standalone system.

The Zone Number is used for netmail. Current FidoNet zones are:

|  |                          |                   |                          |  |
|--|--------------------------|-------------------|--------------------------|--|
|  | <b>1 - North America</b> | <b>2 - Europe</b> | <b>3 - Pacific Basin</b> |  |
|  | <b>4 - Latin America</b> | <b>5 - Africa</b> | <b>6 - Asia</b>          |  |

Fig. VI

Other net structures, such as **EggNet**, use Zone 99. There are literally hundreds of alternate networks; but **FidoNet** and **EggNet** are the largest and most widely known.

Your net/node address is used for netmail, and will be assigned to you by your net or regional coordinator. Do not use this field until you've been assigned an address. (Netmail and Echomail). Do not use an address that is already assigned to another system. The AKAs (or alternate addresses) are used for boards that have more than one net/node address. These are usually network hosts, help nodes, and other special cases. Do not set these unless you have an alternate net/node address assigned to you.

Press **{Done}**. Move the cursor to Message Boards, and press **{Enter}**.

```

=====Message Area #1=====
|
|   Area Name:
|   Origin Line:
|   Net Address: 0:0/0.0
|
|   Type:  Local      Aliases: No   Keep Count:  0
|   Kinds: Public    Combined Mode: Yes   Kill Old:  0
|           Allow Delete: Yes   Kill Rec'd:  0
|
|           Read      Write   Template   Sysop
|   Security    10      10      10      32000
|   A Flags -----
|   B Flags -----
|   C Flags -----
|   D Flags -----
|
|   PGDN - Prev area  ALT-G - Goto  PGUP - Next area

```

Fig. VII

**Area Name:** The name of the message area. This name can be the echomail *tag*, or it can be a name that is similar to the tag. For instance, the international **QuickBBS** echo can be known as **QUICKBBS**, or you can name the message area **QuickBBS Support**.

**Origin Line:** This field is used to append one line of text to the bottom of all outgoing echomail. Normally this line is to announce the name and phone number of the bulletin board, but any text up to 55 characters in length can be used. If the line is longer than 55 characters, **QuickBBS** will truncate the text. It is not necessary to add the net/node address to this line. If the message area being defined is local and not echoed out, this field should be left blank or you may also leave this line blank to use the default origin line.

**Net Address:** This field will append the network address to the end of the origin line. The System Operator can select from the eleven addresses defined in **Netmail Setup**. To select an address, move the cursor the **Net Address** field, and press {**Space**} until the desired address is visible. For local only message areas or standalone systems, this field should be left blank.

**Type:** This field is used to define the type of message area. There are three types of message areas: **Local**, **Echo**, and **Net**.

To change the field, press {**Space**}, {**+**}, or {**-**} until the desired type appears.

**Kinds:** This field is used to define the kind of message area. There are four kinds of message areas: **Public**, **ReadOnly**, **Pub/Pvt**, and **Private**.

**Public:** Normally an open conference where all callers are allowed to participate. This can also be a local message area for conversations between the system's callers only.

**ReadOnly:** Reserved for a message area equivalent to a System Operator news area, where no replies are necessary, or if the message area imports text files of a specific nature where the originator is not available to reply.

**Pub/Pvt:** Allows both public and private messages. This is not allowed on echomail areas since most System Operators do not like to pay to import private mail.

**Private:** Used for local message areas. This area can be used for private mail between the System Operator and a caller, and is used to exchange privileged information such as phone numbers.

**Aliases:** The System Operator can specify which message area allows the use of aliases or handles. These areas are normally local in nature, but some echo mail boards allow the use of aliases provided that it is not abused. To change this field, press **{Space}** or **{+}/{-}**. The board can be a default alias-only board, a default real name-only board, or **QuickBBS** will ask the caller if they wish to use an alias to enter or reply to a message.

**Combined Mode:** This field is used to allow the message area to be read in the combined mode. If the message area is a private only board, such as a local message area, this field should be set to reflect it. To toggle between modes, press **{Space}** or **{+}/{-}**.

**Allow Delete:** The caller has the option of deleting any message written by them. If you enable this option by pressing **{Space}**, callers will also be able to delete messages to them.

**MSGPACK** reads **MSGCFG.DAT** to determine the desired method of cleaning and packing the message base. **MSGPACK** uses three parameters:

**Keep Count:** The maximum number of messages to retain during a message pack. For high volume echos, it is generally recommended that the number of messages for each echo conference be similar in message count.



**Kill Old:** The maximum number of days to keep messages in a message base. If you also use **Keep Count** on the same message area, **MSGPACK** will use both parameters for packing. For instance, if you set up a message area with a **Keep Count** of 300 messages, and set **Kill Old** for 14 days, **MSGPACK** will delete all messages more than 14 days old first, then delete the remaining number of messages until it matches the amount in **Keep Count**.

**Kill Rec'd:** Local private message areas sometimes are full of received messages. The System Operator generally does not find out about these messages until a general housekeeping of the bulletin board is performed. You can set **Kill Rec'd** to the maximum number of days to keep received messages before marking them for deletion, normally 1 day. If you prefer to manually delete messages in private areas or would rather that **MSGPACK** use the other two parameters, this field should be marked for 0 days.

**Read Security/Flags:** The minimum security level and flagset required to read messages in this message area. A caller may have the required security level to read messages in this message area, but if their flag set defined in **USERS.BBS** does not match the flags required to read this message area, they will not be able to read this board.

**Write Security/Flags:** The minimum security level and flagset required to post messages or reply to messages in this message area. A caller may have the required flags to read messages in this area, but if the security level and flagset of the caller as defined in **USERS.BBS** does not match the flags for this message area, the caller will not be able to reply to or post messages.

**Template Security/Flags:** The minimum security level and flagset required to display templated menus (Menu Configuration). The caller may have the required read and write security levels for access to this message area, but the security level and flagset as defined in **USERS.BBS** for the caller must match the level and flags defined for the message area in order for the caller to see that templated message area.

**Sysop Security/Flags:** The minimum security level and flagset required to perform System Operator functions on a message area. System Operator functions are the ability to delete, move, forward, toggle private/public, and view the hidden messages IDs.

Normally the **Sysop Security/Flags** should match those of the System Operator, but if you have allowed one of your callers the privilege of

maintaining a particular message area, the security level and flagset should match that of the caller as defined in **USERS.BBS**.

Additional commands available to you are {**PgDn**} to go to the previous message area, {**PgUp**} to go to the next message area, and {**Alt-G**} to go to a specific message area.

| External Message Editor Setup    |                    |
|----------------------------------|--------------------|
| Message Reply Quoting String: ☺> | Swap to Disk/EMS Y |
| DOS Command String:              |                    |

Fig. VIII

Message Reply Quoting String: Used for external message editors such as **QuickEd**. Select any three alphanumeric or extended ASCII characters to be placed in a message when quoting message text. If you place a {**Ctrl-A**} in that area, **QuickBBS** will insert the initials of the person being quoted at the beginning of each quoted line, and also add a text line at the top of the message as in this example:

**In a message to David Small <1 Jan 91 17:13:00> Eric Green wrote:**

**EG> There are national Real Estate echos around. The one I carry  
EG> is called REAL. There are 3 others, more specific in nature.**

**Thanks for the tip.**

**--- QuickBBS 2.75 (Reg)**

**\* Origin: David's Point - Orlando (407) 555-1234 (1:363/9.6)**

Fig. IX

**DOS Command String for Full-Screen Editor:** Where you will place the name of the external message editor. You should place this editor in the **QuickBBS** system directory, and the full name (including path and extension) should be in place. Additionally, you can swap **QuickBBS** to disk (or EMS, if available) in this window if you specify the swap path (System Paths).

| Default Origin Line |                                   |
|---------------------|-----------------------------------|
|                     | Another brand new QuickBBS sysop! |

Fig. X

**Default Origin Line:** The text string that will be appended to every echo-style message originating from your system. You can override the default by entering separate origin lines for each message base you carry in the Message Base Configuration, or leave blank to use the default. Be sure not to leave the default origin line field blank, and do not include your net/node address as **QuickBBS** will automatically append it. You are limited to 55 ASCII characters in this field. Using more than this recommended value will result in a truncated or word-wrapped origin line. Standalone systems do not need to input data into this field.

## File Area Configuration

**QuickBBS** allows the System Operator to have up to 200 unique file areas, and the only limitation is available disk space. Each file area can be controlled separately from the others by download, file search, and menu template security, flag sets, and access levels. Once you have completed configuring your message areas, move your cursor to Files, and press {**Enter**} for the following window:

```

=====File Area #1=====
Name:
File Path:
File List:
Ignore K Limit: No      Ignore Ratios: No
Download      File Search      Menu Template
Security: 10   Security: 10   Security: 10
A Flags: ----- A Flags: ----- A Flags: -----
B Flags: ----- B Flags: ----- B Flags: -----
C Flags: ----- C Flags: ----- C Flags: -----
D Flags: ----- D Flags: ----- D Flags: -----
=====PGDN - Prev area=====ALT-G - Goto=====PGUP - Next area=====

```

Fig. XI

**Name:** The *label* that you will call the file area. The label should be descriptive to give the caller an indication of the files available. For instance, if you have a large collection of GIF files, and have them categorized by monitor resolution, the first file area should be labeled MCGA GIF files, the second CGA GIF files, and so forth.

**File Path:** Where **QuickBBS** will search for the files your caller is interested in. Make certain that you have the correct path for these particular files and that your spelling is also correct, or **QuickBBS** will return an error code. You can specify a directory path up to 10 levels deep.

**File List:** The path and filename of your file area descriptions. You can use an alternate path other than the location of your files, and you can also use an alternate name other than the default **FILES.BBS**. Once a caller selects the file area, **QuickBBS** will read **FILECFG.DAT**. It is generally recommended that you use the default filename of **FILES.BBS** for your descriptions, since some external utilities will require it.

When creating **FILES.BBS**, you must input the name of the file along with the file description. **QuickBBS** has no limits on the length of the description; any text longer than 40 characters will automatically word-wrap to the next line. This makes for an overall pleasant appearance to the caller.

**Ignore K Limit/Ratios:** You can configure each area to allow callers to exceed Download K and the upload/download ratio. If you have configured all new users with no file download capabilities, but want them to download a registration form or a policy file, you should enable these options for the directory that contains these files.

**Download, File Search, and Menu Template Security:** Optionally, you can set security levels and flagsets for download access, file search capability, and access of the menu templates. It is important to remember that the security levels and flag sets must match the same levels and flags you have configured for your new and verified callers. It is recommended that you leave these fields blank until you are more familiar with the power of these access levels.

Additional commands available to you are **{PgDn}** to go to the previous file area, **{PgUp}** to go to the next file area, and **{Alt-G}** to go to a specific file area.

### **Internal File Transfer Protocols**

For experienced System Operators, this configuration may seem redundant; but for the novice, this is one of the most important parts. If you have enabled file download areas for your callers in the previous window, you must select file transfer protocols for them to use. Of all of the available protocols within **QuickBBS**, ZMODEM is the most efficient and error-free, while XMODEM Checksum/CRC is the most widely used, particularly for non-PC callers. Once you have selected the internal protocols for default, your callers will be able to upload *and* download with each protocol chosen.

Additionally, some callers that log on may not be able to use any of the internal protocols that **QuickBBS** supports. For example, the TRS-80 and CoCo computers can use both types of XMODEM, but the Commodore computer can only use PUNTER. Therefore, you are not limited to these internal file transfer protocols. There are many external protocols available that **QuickBBS** will accept as either a TYPE 7 or 15 DOS Command. Read the manual that came with the external protocol for help on implementation.

| <b>Internal Protocols</b> |            |
|---------------------------|------------|
| <b>Xmodem:</b>            | <b>Yes</b> |
| <b>Xmodem-1K:</b>         | <b>Yes</b> |
| <b>Ymodem:</b>            | <b>Yes</b> |
| <b>Ymodem G:</b>          | <b>No</b>  |
| <b>Zmodem:</b>            | <b>Yes</b> |
| <b>Sealink:</b>           | <b>No</b>  |

Fig. XII

Move the cursor right to Protocols and press {**Enter**}. Use {**Space**} to enable or disable the file transfer protocols. The protocols defined here are defaults. The protocols that are disabled are not normally used by callers. The SEALINK file transfer protocol is normally reserved by front-end mailers, but some System Operators will log on to your system using their mailer. Ymodem-G should only be enabled if you have an error-correcting modem (MNP).

Press {**Done**} when you've finished making changes.

## Event Editing

Information on system events are stored in **EVENTCFG.DAT**. Move the cursor to Events and press **{Enter}**. The following screen will display:

```

System Event Configuration
1: Disabled : SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
2: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
3: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
4: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
5: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
6: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
7: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
8: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
9: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N
10: Disabled SNMNTNWNTNFNSN ErrorLevel: 6 Forced: N

```

Fig. XIII

Event Schedule editing is used for automatic processing of functions that you normally won't want to do manually. For instance, maintenance events such as packing the message base, processing nodelists, and creating an files list can be done while system usage is low, normally in early morning hours. You can specify as many events as your BBS batch file has, but the maximum amount of events allowed is thirty.

The Disable field is used by the System Operator to turn on or off an event on the fly. To change the field, press **{Space}**. This way, you can keep the information in **EVENTCFG.DAT** without ever having to delete an event.

You must set the time that the event will begin in the next field. Failure to specify when the event will begin may result in a system error. The time of day is the time that the event will run in a 24 hour clock format. In addition, you must set the days that the event is to run. In the day field, move the cursor to the day you want to run your event. Press **{Y}** next to each day this event is to run. For example, if you clean your message base on Monday and Wednesday only, this line should read:

```

1: Enabled 03:30 SNMYTNWYTNFNSN ErrorLevel: 6 Forced: Y

```

Fig. XIV

The Errorlevel is the return value that will be passed to your batch file when **QuickBBS** exits for the event. Examples of batch files are in the appendix of this manual.

Finally, you have the option of forcing an event to run. If there is a caller online and it conflicts with an errorlevel event, you can enable this field and **QuickBBS** will force the user off so that the event will execute. **QuickBBS** will not allow another caller online until the errorlevel event has been completed. If you are operating your system in conjunction with a front-end mailer, you will need to match the events from the mailer to the events in **QuickBBS**.

Exit this window after you are finished, move the cursor right to the General field, and press **{Enter}**.

### General Configuration

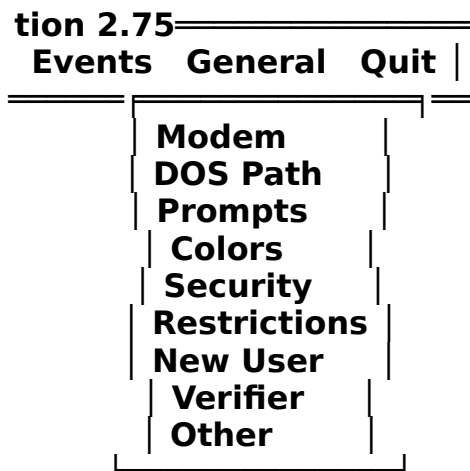


Fig. XV

Parameter settings under the General window cover the modem initialization and response strings, paths for the menus and text file areas, message base, nodelists, overlay, and the memory swap area. The default prompts used for callers, default color configuration for all internal menus and screens, system security and restrictions, new user setup and the callback verifier are also included in this field.

Move the cursor to Modem, press **{Enter}**.



### Modem Parameters

| Modem                                     |                                       |
|---|---------------------------------------|
| Parameters                                |                                       |
| <b>Comm Port: 1</b>                       | <b>Initialize at 2400 baud</b>        |
| <b>Wait 30 seconds for carrier</b>        | <b>Attempt initialization 3 times</b> |
| <b>Answer Phone: Modem</b>                | <b>Character Delay: 60</b>            |
| <b>Initialization String</b>              |                                       |
| <b>ATE0F1M0Q0V1X4C1H0S0=1S7=15</b>        |                                       |
| <b>Busy String</b>                        |                                       |
| <b>ATM0H1</b>                             |                                       |
| <b>Initialization Response: OK</b>        |                                       |
| <b>Busy Response: OK</b>                  |                                       |
| <b>300 Baud Response: CONNECT</b>         |                                       |
| <b>1200 Baud Response: CONNECT 1200</b>   |                                       |
| <b>2400 Baud Response: CONNECT 2400</b>   |                                       |
| <b>9600 Baud Response: CONNECT 9600</b>   |                                       |
| <b>19200 Baud Response: CONNECT 19200</b> |                                       |
| <b>38400 Baud Response: CONNECT 38400</b> |                                       |

Fig. XVI

You must specify a COM port in the first field. In reality, all other fields in the modem window may be left blank except for *standalone* or *barefoot* systems. However, it is highly recommended that you duplicate the information from your front-end mailer in the event that decide to run in a standalone mode only.

**Comm Port:** If you are using a communications port other than 1 (for the technically minded this is PORT0 or COM1) change the value in the Comm Port field.

**Wait 30 Seconds for Carrier:** determines how long **QuickBBS** will wait for a carrier tone on incoming calls before giving up and reinitializing the modem.

**Answer Phone:** **QuickBBS** will answer the phone by sending ATA to the modem if your system supports the hardware ring indicator signal. This is dependent not only on your hardware, but on your fossil as well. If you set the answer mode to *software*, be certain to place S0=0 in your initialization string.

For those systems which are capable, this is a more efficient mode of operation; but the default parameter of *modem* will still function as it always has.

**Initialize at:** The maximum baud rate of your modem. **QuickBBS** supports baud rates of up to 38,400 baud.

**Attempt Initialization:** Determines how many times **QuickBBS** will attempt to set the modem before aborting with a modem initialization error message.

**Initialization String:** The string that **QuickBBS** uses to set your modem. If you are using a front-end mailer leave this field blank. If you are changing to **QuickBBS** from other software, you can probably copy your current initialization string. Some sample modem initialization strings are included in the appendix; consult your modem manual to ensure that all of the commands listed in the default string are valid for your modem. In addition, be certain that **S0=1** is used so that your modem will answer the phone. **QuickBBS** supports several special modem characters as shown in the text box below.

|  |   |  |  |
|--|---|--|--|
|  |   | <b>Sends a carriage return (CR)</b>        |  |
|  | ^ | <b>Raises DTR - will answer the phone</b>  |  |
|  | v | <b>Lowers DTR - won't answer the phone</b> |  |
|  | ~ | <b>Pauses for 1/2 second</b>               |  |

Fig. XVII

**Busy Command String:** Used when the bulletin board is executing a task and cannot accept calls, such as when you log on locally or when **QuickBBS** exits to perform maintenance events. There are two accepted methods of achieving this. The first, and oldest, is to drop the DTR so that the modem can not answer the phone. This results in the caller getting a ring without ever having your machine answer the phone, often leading the caller to think that your board is down. The other method is to take the phone off of the hook, thereby generating a busy signal.

**Initialization Response:** Match the response that your modem gives when it is initialized. If you are using a front-end mailer, leave this field blank. Some modems return numeric result codes, some return strings (called verbal responses), but most are programmable to return one or the other.

**Modem Busy Response:** The response your modem will generate if the modem busy command string is correctly executed.

**300, 1200, 2400, 9600, 14,400, and 38,400 Baud Response:** The response your modem generates for connects at each of these speeds. Your modem must be able to generate different responses for each of these. Many modems require a "|" (carriage return character/DOS pipe command) at the end of the 300 baud connect string.

Press {**Done**}. Move the cursor to DOS Paths. Press {**Enter**} for the Path window:

### System Paths

|  |                           |  |
|--|---------------------------|--|
|  | <b>Menu Path:</b>         |  |
|  | C:\QuickBBS\Menus\        |  |
|  | <b>Text File Path:</b>    |  |
|  | C:\QuickBBS\TxtFiles\     |  |
|  | <b>Message Base Path:</b> |  |
|  | C:\QuickBBS\Messages\     |  |
|  | <b>Nodelist Path:</b>     |  |
|  | C:\QuickBBS\NodeList\     |  |
|  | <b>Overlay Path:</b>      |  |
|  | <b>Swap Path:</b>         |  |

Fig. XVIII

**Menu Path:** The path to the directory that you created for the menus.

**Text File Path:** The directory that holds your ANSI and ASCII text files.

**Message Base Path:** Select the directory that contains your message base files. It is recommended that you use the **QuickBBS** system directory since third-party utilities may not recognize them if you set up an alternate path.

**Nodelist Path:** Select the default directory that contains your nodelist files. If you are operating a standalone system, leave this field blank.

**Overlay Path:** The path for the **QuickBBS** overlay files is only used if you are using the overlay version. If you are using the executable version only, leave this field blank. The overlay version is sometimes necessary for systems that have limited RAM availability and operate external programs. It takes up less memory than the standard executable release, and it is advisable to use the overlay if your system falls under these instances. You can leave this field blank and still use the overlay version as long as the overlay and executable are in the same directory. If you specify a path in this field, the overlay file must be there. This field is useful if you want to place the overlay file on a RAM disk.

**Swap Path:** specifies the directory that you want **QuickBBS** to swap system contents, using disk or EMS.

Press **{Done}** when all parameters appear correct. Move the cursor down one and press **{Enter}**.

---

## **System Prompts**

| <b>Prompt Strings</b>  |  |
|--|--|
| <b>Loading Message:</b><br><b>Loading, Please Wait ...</b>                       |  |
| <b>Selection Prompt:</b><br><b>Type Selection or L to List, [Enter]=Quit:</b>    |  |
| <b>No New Mail:</b><br><b>No new mail for you. (Gotta write 'em to get 'em!)</b> |  |

Fig. XIX

QuickBBS allows the System Operator to control the look and feel of their systems right down to the default prompts. These three prompts have specific functions:

**Loading Message:** Refers to external programs that are called via a TYPE 7 or 15 Command.

**Selection Prompt:** is related to TYPE 6 Commands. This prompt will be appended to the end of all TYPE 6 selection menu files that you have created for your system.

**No New Mail:** Displayed to a caller if, after a mail scan at logon or if the caller selects a TYPE 22 Personal Mail Scan from a menu, **QuickBBS** cannot find any unread messages.

## Colors

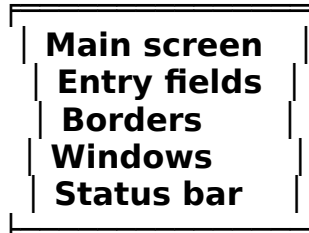


Fig. XX

**QuickBBS** allows you to set up default color layouts for everything in your system. It is no longer necessary to remember number values for color sets; simply move your cursor or mouse point to the desired foreground and background colors and press **{Enter}**.

After you have selected the area you wish to modify, a grid featuring all of the available colors will display. At the bottom of the grid is the label of the color choice. For systems without color capability this enables the System Operator to determine color selections pleasing to the eye, without the guesswork. The colors assigned as a default by **QuickBBS** are denoted by a box when you open the window. It is not necessary to use these colors, but they are recommended for systems with monochrome monitors. Press **{Done}** to save changes for each color set.

## System Security

When you have finished selecting default colors for your system, press { **Done** }. Move the cursor to Security, and press { **Enter** }.

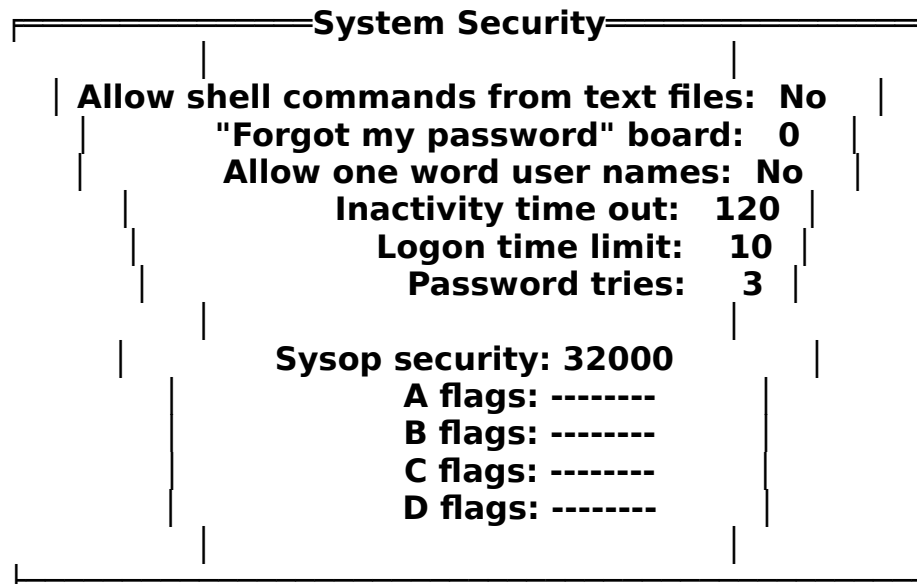


Fig. XXI

**Allow Shell Commands From Text Files:** **QuickBBS** has the capability to execute an external program in a DOS Shell. If you have a database utility that your callers can read and write to, you can create an ANSI graphic screen to display opening information to the caller prior to loading.

This shell command uses a number of parameters. To enable, place a { **Ctrl-X** } in the text. When **QuickBBS** finds it, it will execute the external program via a TYPE 7 Command. For example, if you have an external database utility that you allow your callers to access, you can create an ANSI graphic screen to announce it prior to loading. At the bottom of the ANSI screen, place a { **Ctrl-X** } on the last line with the TYPE 7 call, terminated with a DOS pipe { | }. For instance:

```
{ ^X\QUICKBBS\UTIL\DOORNAME.EXE| }
```

The desired external program must be capable of communicating via the modem for all input or output. It is not necessary that any I/O to or from the caller occur. For example, a data logging utility.

**WARNING:** Improper use of this feature can severely compromise system

security. In particular, make certain that your callers can in **no** way edit your text files. Message To Next Caller doors are notorious for allowing these breaches of security.

**System Security Message board:** Also known as the "Forgot my password" board, enables callers that have forgotten their passwords or are otherwise unable to complete a log in, to leave a message to the SysOp so that they can be reached. You must have already created a message area for this purpose, and the message area should default to a private board. Additionally, the security level and flagsets required to access this message area as defined elsewhere in **QCONFIG** must match the security level and flagset of the caller. While under ideal conditions, this is a valuable function, but SysOps concerned about foul language and abusive messages can disable this option by setting the board number to 0.

**Allow One Word User Names:** If you allow callers to logon with first names only or aliases, press **{Space}**. **QuickBBS** will only recognize one-word names if a semi-colon (;) is placed after that name. If you want users to log on with their real, full names, press **{Space}** again to disable.

**Inactivity Time Out:** The value amount of time you set **QuickBBS** to drop carrier when there is no keyboard input. A standard setting would be 120 seconds (2 minutes).

**Logon Time Limit:** The value amount of time expressed in minutes you set to allow a caller to logon. Under normal conditions, it should take no more than 3 minutes for someone to completely logon. If the caller is new and you have lengthy welcome messages and new user information text files, set this value higher.

**Password Tries:** The number of attempts a user has to get their password correct before **QuickBBS** hangs up. If the caller is disconnected, all activity will be written to **SYSTEM.LOG**.

After you have configured the default Security for your system, press **{Done}**. Move your cursor down to Restrictions. Press **{Enter}**.



## User Restrictions

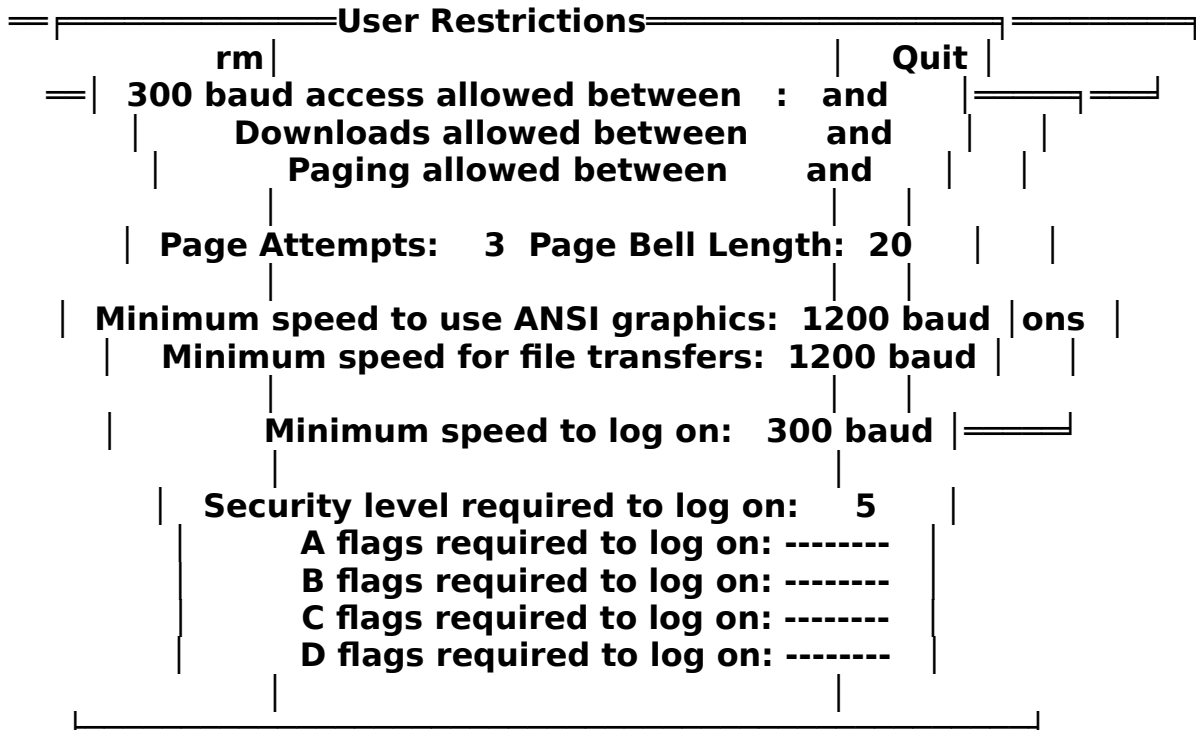


Fig. XXII

**300 Baud Access Allowed Between:** Allows you to control 300 baud access to specific hours. This grants 300 baud users access during normally low traffic periods.

**Downloading Allowed Between:** The hours that you will allow downloading on your system. Uploading is always allowed.

**Paging Allowed Between:** The hours that you will allow pages. When callers attempt to page you outside of these hours, **NOTAVAIL.A??** will display if the file is in your text file directory. If this file cannot be found by **QuickBBS**, the system will display a default message.

**Page Attempts:** The amount of time a caller can request a chat during this logon session. You can create a custom file called **MAXPAGE.A??** to display to callers that page you more than this limit, or **QuickBBS** will display an internal message.

**Page Bell Length:** The number of seconds the bell sounds each time you are paged.

**Minimum Speed to Use ANSI Graphics:** The slowest speed at which you will allow callers to have ANSI graphics and color. Set this to 1200, 2400 baud or higher as 300 baud is rather slow for effective use of ANSI graphics. ANSI allows the use of color, full screen editors and interesting screen displays that you can create, but it requires long escape character sequences sent through the modem for each ANSI command and therefore it may slow things down considerably.

**Minimum Speed for File Transfers:** The slowest speed that you will permit a caller to upload or download files.

**Minimum Speed to Logon:** Minimum baud rate that a caller must use to gain access to your board. You can set this to any baud rate that your modem supports. **QuickBBS** cannot check this against your modem's abilities. If you set the minimum speed higher than the maximum speed of the modem, no one will be able to log on.

**Security Level Required to Logon:** A default security level assigned to each new caller. Security levels range from 0 to 32000. You may want to assign a low level to new users and raise it later. A user assigned a security level of 0 cannot access the system. If you want to run a private board, set new user security to 0.

**A to D Flags Required to Logon:** Another default security level assigned to a new caller. In order for a caller to gain access to your system, the caller's flags must match the flagset you have defined in New User security. These values can be set in the next window below Restrictions. These flags are used to control access to a node, e.g. a subscription node. Normally these flags are not set and the security level has a value of zero.

When you have completed making changes to this section, press **{Done}**. Move the cursor to the New User, and press **{Enter}**.

### New User Restrictions

| New                      | User                             |
|--------------------------|----------------------------------|
| <b>Parameters</b>        |                                  |
| <b>Security level:</b> 5 | <b>Force US Phone Format:</b> No |
| <b>A Flags:</b> -----    | <b>Ask For Home Phone:</b> Yes   |
| <b>B Flags:</b> -----    | <b>Ask For Data Phone:</b> Yes   |
| <b>C Flags:</b> -----    | <b>Ask For Birthday:</b> Yes     |
| <b>D Flags:</b> -----    | <b>Ask For Gender:</b> Yes       |
|                          | <b>Netmail Credit:</b> 0         |

Fig. XXIII

These are the default parameters for every new, first-time caller.

**Security Level:** The security level for callers that have not yet been verified, or if you do not a verification system (TYPE 60) the lowest functional security level.

**A to D Flags:** The minimum flag set required for access.

**Force US Phone Format:** The default format to use when a caller inputs their phone number at logon and for verification (Callback Verifier). Standard US format is area code followed by exchange and number, (nnn) nnn-nnnn. Countries outside of the United States use country code, city code, and phone number, respectively. If you cannot use the standard format for US phone numbers, press {**Space**} to turn this function off.

**Ask For Home/Data Phone:** In order for a caller to use the verifier, **QuickBBS** will need the caller's home or data phone number. It is suggested that you leave at least one of these parameters enabled.

**Ask For Birthday/Gender:** Optional, but not necessary at this time to enable these since there are TYPE commands available that can be used once verification is complete. (Menu Command TYPEs and Optional Data)

**Netmail Credit:** The value, expressed in cents, for netmail each new caller gets. When a caller enters a netmail message to a board outside of a toll free calling area, **QuickBBS** can deduct the cost of the message from this credit. If the caller doesn't have enough credit, the message is not stored or sent and the caller is informed. System Operators do not generally give credit to callers, but require them to pay in advance for netmail charges they may incur while active.

## The Flags

Flags are normally used to control features, whereas security levels are used to control authorized connect time, upload/download ratios; but can also be used to control access. There are 32 flags in four groups of eight. If you set the first part of flag A on, it looks like this: **X----- (flag A1)**. In a menu selection, only those callers that have that flag set in **USERS.BBS** AND the required minimum security level will be able to access the area. For example, if you restrict access to a message board to those with a security level of 20 or higher and Flag A1 set and you have three users:

| Name                 | Security Level | Flag A        |
|----------------------|----------------|---------------|
| <b>Karen Davis</b>   | <b>20</b>      | <b>X-----</b> |
| <b>Mark Jones</b>    | <b>35</b>      | -----         |
| <b>John Richards</b> | <b>10</b>      | <b>X-----</b> |

Fig. XXIV

Only Karen Davis will have access that message board. John Richards does not have a high enough security level, and Mark Jones doesn't have Flag A1 set.

You can set caller flags by using **USEREDIT** (The User Base) or by using the SetFlag command in a questionnaire file (Appendix).

You can set flags for individual menu items (Menu Configuration). Make sure to set the same flags on your menus for access to these message boards as you do here in **QCONFIG**, or the callers will get a message telling them access is denied.

In the beginning you may want to leave all flags off and add them later when you think of good uses for them. With 32 flags, it's effortless to lose track of which flag is used where, so you may want keep track of them in **Setup Information** located in the appendix. Be certain that the flags you have assigned for new callers match the flagset in the Security window.

When you are finished editing the prompts in the New User window, press **{Done}**. Skip Verifier at this time, and move the cursor down one more field to Other. Press **{Enter}**.

## The Callback Verifier

### A Brief History

In the early days of bulletin boards, System Operators trusted their callers. With the advent of inexpensive computers and high-speed modems flooding the market, just about anyone with a little knowledge of bulletin boards can connect. However, there are always people who abuse the efforts of System Operators by *raping* their file directories, and by leaving derogatory, abusive, and even downright slanderous messages in national and international echos. These people are the exception and not the rule, so in order to combat these individuals, some security measures are needed.

**QuickBBS** has a internal callback verifier, eliminating the need for other external utilities. The verifier uses a **TYPE 60** command to activate. While there are many excellent callback verifiers, you'll find that they are simply no longer needed.

### How the Callback Verifier Works

When a caller first logs onto your system, they are prompted to input their home and business phone numbers. Once activated, the verifier reads these numbers, prompts the caller to select a valid number, and attempts to dial it. If the verifier connects to a modem, it prompts the caller to enter the password they had selected at logon. Once the caller inputs the correct password, they are validated and upgraded to regular user status.

In these times of security breaches of major defense installations, computer hacking of credit card and telephone companies, as well as FBI involvement in investigating computer crimes, the callback verifier is one way of fighting back.

## Installation and Operation

From **QCONFIG**, move the cursor to General, then Verifier. The following window will appear:

| <b>Callback Verifier Configuration</b>   |                    |
|--|--------------------|
| <b>Modem initialization string</b>       | ATX3E0H0           |
| <b>Dial string</b>                       | ATDT               |
|  | <b>Dial suffix</b> |
| <b>Check for duplicate phone numbers</b> | Yes                |
| <b>New user security</b>                 | 5                  |
| <b>Validated user security</b>           | 10                 |
| <b>Validated user A flags</b>            | ????????           |
| <b>Validated user B flags</b>            | ????????           |
| <b>Validated user C flags</b>            | ????????           |
| <b>Validated user D flags</b>            | ????????           |
| <b>Resume BBS after local call</b>       | Yes                |
| <b>Maximum cost for local calls</b>      | 0                  |
| <b>Allow long distance calls</b>         | Yes                |
| <b>Resume BBS after LD call</b>          | No                 |
| <b>Long distance start time</b>          |                    |
| <b>Long distance end time</b>            |                    |

Fig. XXV

**String:** The string used by the Verifier to "wake" up the modem prior to dialing. Unless you are certain that the string is incorrect for your particular modem, it is recommended you leave this field as is.

**Dial String:** The string that is commonly used by a variety of modems. It is probably not necessary to modify this field.

**Dial Suffix:** The string used *after* the dial string and the phone number. Very few situations create a need for a dial suffix.

**Character Delay:** The delay in milliseconds between characters in modem commands. Once again, it is probably unnecessary to change this value unless you are experienced with your modem's capabilities.

**Check for Duplicate Phone Numbers:** The most useful field in this window. It allows **QuickBBS** to determine if the number given by the prospective new

caller is a duplicate. If the number is a duplicate, **QuickBBS** will abort the verifier, display a control file, and exit. This gives the caller an opportunity to alter their number via a TYPE 57 or 58 command, and you may want to have these TYPE commands available in your new user menu. If the number the caller entered is a duplicate phone number, **QuickBBS** will write the attempt to **PHONEDUP.LOG**.

**New User Security:** The level of access you allow an unvalidated caller. Only callers with this *exact* security level will be upgraded.

**Validated User Security:** The level of access you allow a caller that has successfully completed the verifier. This level should be high enough to allow access to most menu commands, but still at a level commensurate with first time callers. This enables the System Operator the opportunity to monitor the caller's actions while in a *probationary* period.

**Validated A to D Flags:** Similar to the Flag Sets found in **QCONFIG**; except that you can control these unattended. Each flag defaults to a question mark. Once a caller is validated, you have the option of placing an {X} on a flag to turn it on, place a {-} to turn it off, or the default: {?} to leave the flag as is.

**Resume BBS After Local Calls:** Used by the verifier to control a restart of the BBS after verification. If you would rather the verifier hang up the modem after successful verification, press {Space}. The validated caller will still be able to call back.

**Maximum Cost for Local Calls:** Used by some System Operators that have multiple exchanges in a local calling area. That is, even though the phone call may be local, your phone company still bills you separately for this call in addition to your regular phone charges. You can manipulate this to disable calls to certain exchanges in **PHONE#.CTL**.

**Allow Long Distance Calls:** The most important (*and expensive*) part of the callback verifier. If you totally disallow any long distance verifying, set the field to {No}. However, if you allow verification during certain time frames, **QuickBBS** will display a control file explaining the hours that the caller may attempt verification.

### **Control Of Phone Numbers**

The phone number setup is done in a manner similar to what you are probably familiar with in your nodelist processor. The control file for this purpose is **PHONE#.CTL** and may reside either in your main directory or a node directory. Each line in the file looks like this:

**Prefix\_From\_User    Prefix\_To\_Dial    <Cost>**

The cost field may be omitted, and will be taken as 0 if blank. The Prefix\_To\_Dial may also be omitted if desired. If it is omitted, the corresponding prefix supplied by the user will be stripped out before dialing.

For example, if you wanted to be able to call other systems in the Philadelphia 848 exchange, no matter whether the user entered an area code or not, put the following lines into **PHONE#.CTL**:

**215-848  
848**

Phone numbers will be dealt with based on the first match in the control file. Therefore, if you have a sequence like:

**215    1-215  
215-848    215-848**

**215-848** will be dialed as **1-215-848** which is not what is wanted. If a number is not found, it is treated as long distance. Otherwise, you can control whether each number is long distance or local by using the cost field. This method should provide you with enough flexibility so that you can make the verifier do what you need no matter where in the world you are.

**CONVERT.EXE** will help you convert **LOCAL.CTL** used by other callback verifiers to **PHONE#.CTL**. **LOCAL.CTL** varies slightly in the first few lines depending on which program it was set for. All of these lines must be deleted before using **CONVERT.EXE**. You must specify the local area code on the command line:

### **CONVERT 215**

The callback verifier requires a number of control files for effective operation. These files are discussed later in the documentation (Support Files).



| <b>Miscellaneous System Parameters</b> |  |
|--|--|
| <b>Misc System Parameters</b>          |  |
| <b>Upload Credit Multiplier: 1</b>     | <b>Ansi Graphics: Yes</b>                  |
| <b>Screen Blank Timeout: 120</b>       | <b>Colored Input Fields: Yes</b>           |
| <b>Auto Logon Character: No</b>        | <b>Direct Screen Writes: No</b>            |
| <b>Fast Local Sysop Logon: No</b>      | <b>Snow Check: No</b>                      |
| <b>Swap on ALT-J: No</b>               | <b>Mono Mode: No</b>                       |
| <b>Mail Check: Yes</b>                 | <b>Exit when Net/Echo Mail Entered: No</b> |
| <b>Node: 1</b>                         | <b>Use Extended Lastread Pointers: Yes</b> |

Fig. XXVII

**Upload Credit Multiplier:** Adds 'n' number of minute(s) to every minute a caller uploads a file. It is recommended that you set this to '1.'

**Screen Blank Timeout:** Used on standalone systems. Setting a value (expressed in seconds) to this field will blank the screen if there is no one online, reducing screen burn-in, especially on monochrome monitors.

**ANSI Graphics:** If you have a full screen editor in your system or graphic screens, Ansi Graphics must be toggled on. The system will not check for them or ask users if they want to use them otherwise. **QuickBBS** will, however, automatically detect if a caller has ANSI capability, therefore the caller will be able to take advantage of color if you have it configured for your system.

**Colored Input Fields:** Allows the System Operator to specify a background on the input cursor. If this option is toggled off, colors will not display, otherwise you can set the entry field color elsewhere in the configuration.

**Auto Logon Character:** Allows some communication programs to start a logon sequence if they have that capability. **QuickBBS** will output a 'Ctrl-E' and force the caller's terminal program to initiate the automatic logon sequence. NOTE: If this option is enabled, some terminal programs with ENQ enabled may experience problems manifested by a +0 displaying in the logon sequence.

**Fast Local System Operator Logon:** Allows the System Operator to logon

automatically in local mode. The System Operator must be the first user listed in **USERS.BBS** to utilize this function. To be sure, set the access level to the highest amount (32000) and run **USERSORT**. The System Operator will still be required to enter a password.

**Direct Screen Writes:** Speeds the updating of the status line on the local console. Turn this off if running under a multi-tasker.

**Snow Check:** Attempts to correct problems with snow on direct screen writes that some older PCs with CGA cards experience.

**Mono Mode:** Affects local operation only. Remote callers with color systems will still see the colors configured for the prompts, text files, and menus.

**Swap on Alt-J:** Writes the system contents to disk or EMS (if available). Using the swap method may slow down access of the DOS Shell, especially on XT-Class computers.

**Mail Check:** Scans the message base and flags messages addressed to callers at logon. This enables callers to see what new messages they have waiting and read and respond to them immediately after signing on. If you prefer, you can disable this field and create a TYPE 22 Command in one of your menus.

**Node:** Refers to the multinode line that **QCONFIG** will write its data to. If you operate only one line, leave the default parameter as is. (Multinode Configuration)

**Exit When Net/Echo Mail Entered:** Used when operating **QuickBBS** with a continuous mailer. When operating a standalone system this option is not necessary. **QuickBBS** automatically detects whether or not a caller has entered a message and will execute an entry in your batch file to pack the message(s) for routing. The net/echo errorlevels are listed in the netmail section of this manual.

**Use Extended Last-Read Pointers:** Used to keep track of the last read message of each caller. A file called **LASTREAD.BBS**, will be created. In order for callers to be able to read new messages each call, press **{Space}**. They will have to wade through the entire message base in order to read new messages otherwise. Each entry in **LASTREAD.BBS** takes up 400 bytes.

**Use One-Word User Names:** Allows callers to logon with first names only or aliases. To force callers log on with their real, full names, press **{Space}**. Press **{Done}** to exit.

You have now completed the configuration of **QuickBBS**. As a final failsafe, you can either save the changes to disk, or exit **QCONFIG** without the new configuration information. Move the cursor to the **Quit** window, and press a **{Enter}** on either **Save** or **Exit**.

---

## Menu Configuration

**MENUEDIT**'s purpose is to create and edit menus for your system, and is fairly intuitive to even the novice user. **MENUEDIT** takes advantage of a Windows-like interface and is mouse driven if detected.

In order to use **MENUEDIT**, you must create a configuration file that will be read upon startup. This configuration file is in standard ASCII text and can be written with any DOS text editor. This configuration file must be, upon creation, named **MENUEDIT.CFG**.

```
| TOP.MNU      ; Default Menu to Load |
| 32000       ; Default Security Level |
| XXXXXXXXX   ; [A] Flagset           |
| XXXXXXXXX   ; [B] Flagset           |
| -----    ; [C] Flagset           |
| -----    ; [D] Flagset           |
| ShowData   Off ; Show Menu Data (On/Off) |
| WordWrap   On  ; Word Wrap (On/Off)     |
| LineNumber Off ; Show Line Numbers (On/Off) |
| AutoMode   On  ; Display/Execute TYPE 40's |
| AnsiMode   On  ; ANSI Graphics/Color (On/Off) |
```

Fig. XVIIIX

From DOS ready, type "**MENUEDIT**" and press <**Enter**>. The screen will clear and the following will display:

```
||
||
||      MenuEdit v2.75
||      Menu Editor/Simulator For QuickBBS
||      Copyright (c) 1990, 1991 By Pegasus Software
||
```

```
||
||
||      Registered As:
||
||      Unregistered Evaluation Version
||
```



Fig. XXIX

Press <**Enter**> again. The menu you have selected in the control file will automatically load. Your menu is simulated for you constantly. Every change you make will update the simulation; you will always see exactly what is in your menu at all times. These settings may be overwritten by modifying **MENUEDIT.CFG**.

### Status Line and Function Keys

```
F1:ANSI ON F2:Data Mode OFF 3:Numbers ON F4:Ctrl-A Mode ON F5:Line Wrap
ON
TOP.MNU S:32000 A:XX----- B:----- C:----- D:----- QuickBBS
Fig. XXX
```

The bottom line shows the name of the menu you are editing, the security level, flagsets, the time, and the simulation toggles. The function keys change the simulation toggles.

{**F1**} Toggles ANSI or ASCII mode.

{**F2**} Toggles Data mode. In the Data mode, brief information is given about each menu option instead of the display text. The Data mode is very useful if you are making TYPE 40 text file menus.

{**F3**} Toggles the line numbers. If you have a large number of commands in one menu, toggling this mode will assist in picking the correct menu line to edit.

{**F4**} Toggles Ctrl-A mode. In the Ctrl-A mode, the simulator will display any text file that you may be using for the menu. You must have a Ctrl-A type 40 menu option setup on the first line in the menu for this to work.

{**F5**} Toggles line wrap. If line wrap is ON, you will get a more accurate simulation of what will be displayed to the caller. Disabling the line wrap option will make editing menus with long display lines a little easier.

{**F6**} Allows you to change the security and flags that the simulation is using.

To go to another menu from the one you are currently editing, hit the hotkey that activates it. You can move through your menus just as if you were on your BBS. Certain commands within your menu that do not point to another menu or

display a text file will display a message telling you what that particular option will do on your board.

To activate the main menu, press <**Esc**> or press the right mouse button. You will see the following menu:

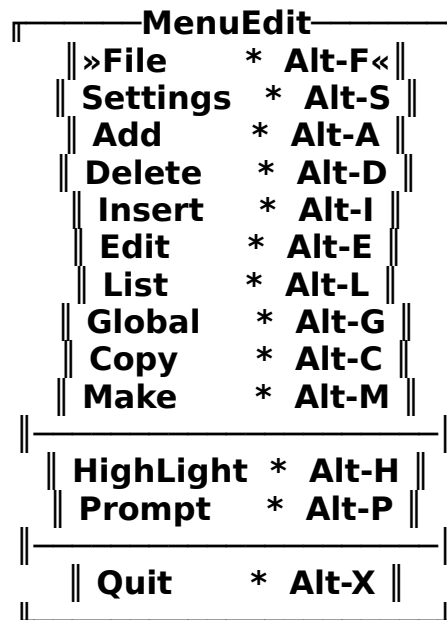


Fig. XXXI

All the above keys are HOT keys that can be called almost anywhere within the program. Selecting {**F**} from the menu, or using {**Alt-F**} will open a second window:

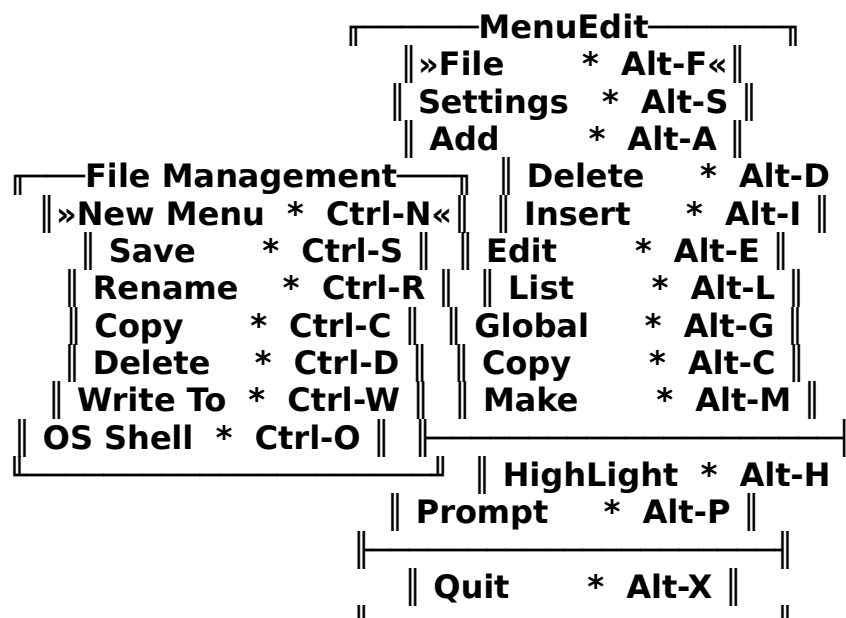


Fig. XXXII



{**Alt-F**} opens the File Management menu.

{**Ctrl-N**} opens a window displaying all of the menus you currently have available for editing. Select the menu you wish to edit or type the name of the menu. You can get help within the menu directory window by pressing {**F1**}.

```

F1 Help          ← Select          Space Toggle ||
C:\QUICKBBS\MENUS\*. *           ||
Matching files: 21                Total bytes: 67468 ||
-----||
APPL.MNU  ARC.MNU  AREAS.MNU  BBSD.MNU  BBSR.MNU  ||
BULLET.MNU  DOOR.MNU  ELECTRO.MNU  EMAIL.MNU  FILE1.MNU  ||
LOGOFF.MNU  MSG2.MNU  NEW.MNU  QUIK.MNU  SYSOP.MNU  ||
TEST.MNU  TOP.MNU  USENET.MNU  UTILITY.MNU  ||

```

Fig. XXXIII

Use your cursor keys to highlight the menu you want to edit and press **<Enter>**. If you prefer, you can type the name of the menu instead of cursoring to it. Entering a name that does not exist will create a new one.

{**Ctrl-S**} Saves current menu.

{**Ctrl-R**} Prompts for the menu to be renamed. Pressing **<Enter>** will open this window:

```

|| Rename what Menu? (.MNU Extention Assumed) : ..... ||

```

Fig. XXXIV

```

|| Enter New Name (.MNU Extension Assumed) : ..... ||

```

Fig. XXXV

Use the cursor keys to highlight the menu you wish to rename. Press **<Enter>** to be prompted for the new name. Press **<Esc>** to abort.

{**Ctrl-C**} Copy Menu enables you to copy one menu over the top of another, or copy to a new menu. A window will open prompting you to select the menu you wish to copy.

```

|| Destination Menu Name (.MNU Extension Assumed) : ..... ||

```

Fig. XXXVI

{**Ctrl-D**} This function is used to delete menu files in your menu

directory or your backup files. Move your cursor to the file you wish to delete and press <**Enter**>. There is no way to recover a deleted menu within **MENUEDIT**. You must use a separate utility not provided in this release.

```

|| C:\QUICKBBS\MENUS\MAIN.MNU Deleted. ||

```

Fig. XXXVII

{**Ctrl-W**} Used to copy the entire menu that is currently loaded to another menu name. Similar to the {**Ctrl-R**} command except that this command will retain the menu with both names.

```

|| Enter Name To Write To. (.MNU Extension Assumed) : ..... ||

```

Fig. XXXIIX

{**Ctrl-O**} Shell to DOS. Allows you to exit to perform a function not related to **MENUEDIT**. **MENUEDIT** will display [**MenuEdit 2.75 Shell**] above the DOS prompt. Type "**EXIT**" <**Enter**> to return.

```

||-----Simulate Settings-----||
|| >ANSI Mode * F1 - On<<||
|| Data Mode * F2 - Off||
|| Line Numbers * F3 - On ||
|| Ctrl-A * F4 - Off||
|| Wrap Lines * F5 - Off||
||-----||
|| Sec/Flags * F6 ||
||-----||

```

Fig. XXXIIX

{**Alt-S**} Selecting this command allows you to override any option that was enabled within **MENUEDIT.CFG**. If you have created a particular function available only to first time callers but do not want the command to display to verified callers, you can change the flagsets or security level accordingly.

{**Alt-A**} Selecting this command will enable you to add a new command to the menu. The following window will display:

```

      Editing Entry #: 1
    1      2      3      4      5      6      7      |
123456789012345678901234567890123456789012345678901234567
890123456789012345 |
.....
Optional Data:
.....
Menu Type....>0..
Security.....>5....
Use-----||-----Keys-----In
Key.....>? ||-?BDEFGMOPQRUVY*? ||
ForeGround...>7.
BackGround...>0.
A      Flags.....>-----||-----Shift-
FKeys-----||-----
B Flags.....>----- || F1-r F2-7 F3-L F4-J F5--- F6-| F7-| F8-| F9-^ F10-T ||
C Flags.....>----- || (Use ALT-FKeys To Change Charset) ||
D      Flags.....>-----
[F1] to Finish and Save Changes
[ESC] To Abort Changes To This Entry
[HOME]-Beginning of Line, [END]-End of Line, [INS]-Toggle Insert
Mode | [F2]-Center Display Line, [F10]-Menu Type Help
    
```

Fig. XXXX

The numbers are used as a guide to help you to format the line correctly. Enter the text that you wish to be displayed to your callers. Menus are built one line at a time.

There are several keys that perform special functions when included on the display line. The caret '^' will highlight the

text string, the tilde '~' will display the time remaining for the caller. The tilde is usually used on the menu command prompt. The semi-colon ';' is used to wrap the next line below to the current line.

Any entries made in the Optional Data line are determined by command type. The Optional Data line is normally used to tell **QuickBBS** what menu to jump to or text file to display.

The Menu Type command indicates what the menu selection will do if the caller presses the associated key. You have a complete list of all available commands by pressing {**F10**}, but a more detailed explanation of the Type command is found later in this section.

The Security level is the level that the caller must have to see this option. In case of message are selections, it is recommended that you set a default security level of all of the menus the same. Even if the read/write security levels as specified in **QCONFIG** are different, the caller will still see the menu option. This is valuable if you want to advertise certain areas of your system but disallow access unless the caller meets certain requirements.

The command key is the key a caller must press in order to activate this option. Almost all of the keys on the keyboard can be used with the exception of the caret, tilde, semi-colon, and the function keys. Letters are not case sensitive. Using a {**Ctrl-A**} as a command key will automatically execute that function one the caller moves to that menu; depending on the security level and flagset. If you are creating a customized menu display, you will need to use the {**Ctrl-A**} for it to automatically display. However, the Command Type must be a Type 40. To take advantage of this option, any command included in the menu must have no visible text line; a semi-colon must be placed there to word wrap each line of the menu.

The foreground and background colors allow you to use different colors for each command on your menus. With a little practice, and using the special tilde and caret keys, you can create some very sharp looking menus. A complete list of the the colors allowed within **QuickBBS** are located in the

appendix.

Flag Settings can aid in restricting access to a menu command by a caller. If this is the first time you have attempted to create menus, it is highly recommended that you do not input any flag sets at this time.

**MENUEDIT** displays all the keys currently in use by menu commands within the menu. Refer to this window frequently to prevent the use of a menu key twice.

**MENUEDIT** also allows you to use high-bit ANSI characters in your menus. The use of these characters will give your menus a professional appearance, but a caller without ANSI capability may see unattractive looking menus. You have a choice of 100 different high-bit characters. Toggle the character selection with **{Alt-n}**, where 'n' is an Fkey.

**[F1]** saves changes to an entry, **[ESC]** aborts any changes made to the entry. **[Home]** goes to the beginning of the edit field, **[End]** goes to the end of the edit field. **[Insert]** toggles the insert mode, **[F2]** centers the text line, and **[F10]** brings up the terse Menu Type command menu.


**{Alt-D}** Deletes a line or lines specified by you. If you select this option you can delete one line or an entire range of lines. When using this option, be sure that you are deleting the right line(s). If you are not sure if you have selected the right lines you wish to delete, press **<Esc>**. Selecting this command opens up a small window:



```
|| Delete Start Entry:1 ||  
|| Delete Ending Entry:1 ||
```

Fig. XXXXI

**{Alt-I}** Insert a line. This option allows you to insert a command anywhere within your menu. Selecting this command opens this window:



```
|| Insert Before What Entry?1 ||
```

Fig. XXXXII

**{Alt-E}** Edit a line. You will be prompted for the line number you wish to edit.

```
|| Edit Which Entry?1 ||
```

Fig. XXXXIII

Press **{F10}** at any time to refer to the Menu Type command help menu. Use the cursor or drag the mouse down to the menu type that you want and the appropriate number will be placed in the menu type field.

**{Alt-L}** List the current menu. You will be prompted to print the menu. If you select no, the menu will be displayed to the screen.

```
|| List To Printer? N ||
```

Fig. XXXXIV

**{Alt-G}** Global functions. The first prompt is for the type of data to globally change. Use the cursor keys to select the type. You will be prompted for the search data and the data to replace it with. After you have finished entering the information, a list of all the available menus will be displayed, and instructions on toggling selected menus.

```
Search/Replace: Display Text ||
Data ||
Type ||
Sec ||
HotKey ||
Fg ||
Bg ||
A Flags ||
B Flags ||
C Flags ||
D Flags ||
```

Fig. XXXXV



**{Alt-C}** Copy menu. This is a very powerful option within **MENUEDIT**; you can move an entry to any line in the menu, or you can copy the entry to another line and save the entry you copied it from, as in the example window:

```
|| Copy Range Start Entry:1· ||
|| Copy Range Ending Entry:1· ||
|| Copy Range Before What Entry:1· ||
|| Delete Source Entries?Y ||
```

Fig. XXXXVI

An example of how to make best use of this option is if you have a text line of dashes used as a separator between commands. Rather than retype the entire line of text, you can use this command to duplicate that on another line.

**{Alt-M}** Make menus. Using this command will enable you to make all your message and file area menus with just a few keystrokes. Upon selecting this command you will be asked if you want to make <M>essage or <F>ile menus. **MENUEDIT** will read **MSGCFG.DAT** and **FILECFG.DAT** to get a list of all the message and file areas you have defined for your system.

**MENUEDIT** will prompt for the name of a source menu that you must have already been created. All menus that are created during this run will be based on this source menu. The source menu should look just like any other menu with a few exceptions. If this is a message area source menu, do not put any board numbers in the data fields for types 23 through 27. **MENUEDIT** will put the correct data in these fields. **MENUEDIT** will ignore any unneeded entries and leave it the same in each menu it makes. If the menu is a file area source menu, do not put any data for types 29 through 34. **MENUEDIT** will fill in the correct path for each menu it makes.

You may want the same path on a certain command. If you want all uploads to go to a certain directory, you must specify this in the source menu. Fill in the path for this command in the data field and **MENUEDIT** will not change it.

During the make run, **MENUEDIT** goes through each area

you have selected to create. It searches each entry in the source menu and checks to see if it needs to have some special information added to the data field. It also checks the display text for a **{Ctrl-A}**. If an entry in the source menu needs some special data, **MENUEEDIT** inserts it.

**{Alt-H}** Selecting this option allows you to change all the highlighted characters of the text line. Any text defined by the caret symbol will be highlighted. Move the cursor to this command and press enter. The following window will appear:

```
|| HighLight ForeGround Color:7· HighLight BackGround Color:0 ||
```

Fig. XXXXVII

**{Alt-P}** Change Prompt String. You can input any text to signify the end of a menu. Normally you would use this line to denote the name of the menu (TOP, UTILITY, MESSAGES), but it is recommended that you also use this line to display the time remaining to the caller. The tilde is used for this function.

```
|| Prompt String:(^~^ Min. Left) Command:..... ||
```

Fig. XXXXIIX

In this example, you'll notice that a caret was placed on each side of the tilde. When displayed to the caller from your system, the caller will know exactly how many minutes are left until the end of the logon session.

**{Alt-X}** Exit **MENUEEDIT**. If you were editing a menu and attempt to exit without saving, **MENUEEDIT** will ask you if you wish to save the menu.

```
|| This menu has been changed. Would you like to save
MENUNAME.MNU? ||
```

Fig. XXXXIIX

## Menu Command TYPES and Optional Data

### Type Description

### Optional Data

#### **0 Text Line ..... <None>**

This is used to display text on the menu and is not considered a command.

#### **1 Goto New Menu ..... <MenuName>[Password][M=n][F=n]**

Go to another menu without saving a path back. The password is optional, one word, not case sensitive, and (if present), will be needed from the caller before the Goto is executed.

Additionally, [M=n] and [F=n] can be placed in the optional data field to Goto the message area specified, where {n} is a numeric character that points to a message board specified in **QCONFIG**. You can increment to the next available area with [M=+] or decrement to the next available base with [M=-]. [F=n] can also be placed in the optional data field for file templating.

#### **2 Gosub New Menu ..... <MenuName>[Password][M=n][F=n]**

Gosub another menu and save the path back. Allows a subsequent Type 3 return. Menus can only be nested 20 levels deep. After that any subsequent Gosub call will not work. The caller will have to return from the current menu via a Type 1, 3, or 4 command. The password is optional, one word, not case sensitive, and (if present) will be needed from the caller before the Gosub will be executed. [M=n] can be placed in the Optional Data field to Gosub the message area specified. [F=n] can also be placed in the optional data field for file templating.

#### **3 Return from Previous Gosub ..... <None>**

Returns to the menu that was last called with a Type 2.

#### **4 Clear Gosub Stack and Goto New Menu ..... <MenuName>**

Goto another menu and clear all return paths. Suggested uses for this could include a "Goto TOP.MNU" command where you do not want the caller to call the previous menu.

**5 Display .ASC/.ANS File ..... <1-8 Character Name>[\*M][\*F]**

Displays an ASCII (ASC) or ANSI (ANS) text file from the Text and ANSI file directory specified in **QCONFIG**. Give only the filename, not extension, as the caller's graphics option will determine whether an ASCII or ANSI file will be shown. If there is no ANSI file default, the ASCII file will be displayed. If the **[\*M]** or **[\*F]** parameter is used anywhere within a valid filename, **QuickBBS** will display it. The filename RULES\*M or RULES\*F placed in the Optional Data line of this command when in message area 1 will call RULES1.A??. \*MRULES would call 1RULES.A??. \*FRULES would also call 1RULES.A??. MSG\*MR or FILE\*FR would call MSG1R.A?? or FILE1R.?? respectively. **QuickBBS** limits the maximum number of characters in a filename, so POLICY\*M or POLICY\*F would work, but MSGRULES\*M or MSGRULES\*F would not.

**6 Selection Menu ..... <1-7 Character Prefix>**

Displays a file that serves as a menu for a group of text files and allows the text files to be selected for viewing. The "Type 6 Command Prompt" as specified in **QCONFIG** is appended to the end of the menu file.

The text files have the same name as the menu file with one alphanumeric character added at the end. This character is the command key to select the specific text file. When the caller selects '1' on a selection menu named BULLET.ANS or BULLET.ASC, the file with the name BULLET1.ANS (or ASC) is displayed. These files must be in the **QuickBBS** text files directory as specified in **QCONFIG**.

**7 Shell Under Board and Run Program ..... <See Text>**

Loads a program to run while the caller is online without removing **QuickBBS** from memory. The program must be able to detect when the carrier has been lost and then exit. For .EXE or .COM programs, place the program name with extension on the command line along with any command line parameters. For example:

**DOORNAME.EXE \*B \*F \*L \*T**

For programs that are not an EXE or COM file, such as batch files or internal DOS commands like DEL, DIR or RENAME, you must use the command processor's /C option, as in this example:

**{COMMAND PROCESSOR} /C RUNFILE.BAT**

**QuickBBS** can pass information to the program with the following command line arguments:

- \*0 Path for the current file area**
- \*1 Number of current message area**
- \*B Passes caller's Baud Rate (300-38400 or 0 for local)**
- \*C Full path to command processor as set in the DOS environment variable COMSPEC. Write the above command argument as:**

**\*C /C RUNFILE.BAT**

- \*F Caller's First Name**
- \*G Graphics Mode (0=Off, 1=On)**
- \*H Shell to DOS with the FOSSIL hot (Open or Active)**
- \*L Caller's Last Name**
- \*M Swap to disk or EMS**
- \*N Node number (in Multinode environment)**
- \*P COM port (\*P1 = COM1)**
- \*R Caller's Record Number**
- \*T Time Left for Call (in minutes)**
- \*! Freeze system timer**
- \*# Disable Want-Chat function**

## **8 Version Information ..... <None>**

Displays the current version of **QuickBBS** operating.

## **9 Logoff the System ..... <None>**

When executed, this command displays **GOODBYE.A??**, and logs the caller off the system.

## **10 Display System Usage Graph ..... <None>**

Displays a bar graph of system usage by hour. The graph is generated from **TIMELOG.BBS**, and can be reset by deleting the file. If **TIMELOG.BBS** is not found, **QuickBBS** will create it. The graph display will respond to [**P**]pause and [**S**]top hot keys, and will automatically detect ANSI capability.

## **11 Page the System Operator for Chat ..... <Page Prompt>**

Allows the user to page the System Operator and request an online chat

session. You have the option of ignoring or answering the page. The duration the computer will ring is set in **QCONFIG**. The value is the number of seconds that the computer will generate a tone. If you fail to respond during the page bell period, **QuickBBS** will display "**(Want-Chat)**" on the status bar and show **PAGED.A??**. If the caller attempts to page more than the specified value in **QCONFIG**, **QuickBBS** will display **MAXPAGE.A??**. To abort page requests, press **[A]**. **PAGEABRT.A??** will display and the page will be canceled. Before **QuickBBS** starts the page, it will prompt the caller one line of text asking for a reason for the chat request. The line is written to the **SYSTEM.LOG** file with the current date and time. To display the reason for the chat, press **{F5}**.

The Optional Data line contains the page prompt. This should be an informational line of text, such as "*Paging The SysOp.*" To answer a page to callers without ANSI capability, press **{Shift}{C}**.

## **12 Execute Questionnaire File ..... <1-8 Character Q-A Name>**

Executes a questionnaire from a file in the **QuickBBS** root directory with a one-to-eight character filename with the extension **.Q-A**, and stores the answers in another file with the same filename with the extension **ASW**. **QuickBBS** will automatically create the answer file if it does not already exist. You create the questionnaire file from the commands listed in the appendix. Each command must be on a separate line. If you create a questionnaire file with the filename **NEWUSER.Q-A**, it will automatically execute it once a new caller logs on. The questionnaire file will execute after **NEWUSER?.A??** files are displayed.

## **13 List/Search User List ..... None or [/R]**

Allows the caller to list or search the user file. Useful for local mail options where the caller may not remember the correct spelling of the name of the person they want to send a message. The real name or alias of your callers are displayed, along with their city and state as well as the last time of logon. In order to suppress the listing of aliases in a userlog listing, the parameter **[/R]** can be placed in the Optional Data field.

## **14 Time Statistics ..... <None>**

Gives the caller's time online for the current call, time remaining and total time online today.

**15 Exit to DOS ..... <DOS Errorlevel><ReturnMenu>**

Exits to the batch file that loaded QuickBBS with the Errorlevel specified in the optional data field. This must be an Errorlevel greater than 5 since Errorlevels 0 to 5 are reserved by **QuickBBS**. Your batchfile will go to the label identified with that Errorlevel (or next lower Errorlevel, if one isn't given for that value). See your DOS manual for more a more detailed explanation regarding batch files and Errorlevels. Upon return to the BBS **QuickBBS** will return to the menu specified in the Optional Data field <**ReturnMenu**> or **TOP.MNU** if **QuickBBS** cannot find it or no menu is specified.

For example:

```

@ECHO OFF
CLS
:START
IF ERRORLEVEL 10 GOTO DOORNAME
IF ERRORLEVEL 5 GOTO NET&ECHO
IF ERRORLEVEL 4 GOTO ECHOMAIL
IF ERRORLEVEL 3 GOTO NETMAIL
IF ERRORLEVEL 0 GOTO START_UP
GOTO START_UP

:DOORNAME
DOORNAME \A \N=5
QUICKBBS -R
GOTO AFTER_QUIK

```

Fig. XXVIII

In this example, a TYPE 15 menu command with an Errorlevel of 10 will make the batch file execute the command following the **:DOORNAME** label. Include the line "**QuickBBS -R**" to return to the board after the external programs have been executed.

**16 Change City and State ..... <None>**

Allows the caller to change their city and state they are calling from. **QuickBBS** will automatically format the data entered to upper and lower case, and the change will be written to **USERS.BBS**.

**17 Change Password ..... <None>**

---

Allows the caller to change their password. The caller will still be required to enter their old password BEFORE they may change it to a new one. Password input is hidden with asterisks and is only visible in **USEREDIT** or in the internal user editor accessible via an **{Alt-E}**.



**18 Change Screen Length ..... <None>**

Allows the caller to change the number of lines displayed, top to bottom, before a "**More Prompt**." The TYPE command can be disabled by the caller via the TYPE 20 command.

**19 Toggle Screen Clearing ..... <None>**

Turns the screen clearing codes on/off. This TYPE command is generally only useful to a caller with ANSI capability, and when the System Operator utilizes TYPE 40 ANSI menus.

**20 Toggle Page Pausing ..... <None>**

Turns the page pausing on/off. If the caller has a 43-line EGA monitor and enables page pausing, **QuickBBS** will display the "**More Prompt**" at then end of each 43-line screen. Disabling this option will force **QuickBBS** continually scroll text on the screen, aborted only by internal message reply prompts.

**21 Toggle Graphics Mode ..... <None>**

Enables or disables ANSI graphics. Unless ANSI capability is auto-detected the graphics are disabled, and the ASCII equivalent of the ANSI files will be displayed when available. Callers must have this TYPE Command enabled in order to use the full screen editor. (Full Screen Editor Interface)

**22 Scan for Personal Mail ..... <None>**

Scans the message base for mail specifically addressed to the caller that has not been received. Useful only if you do not have the automatic mail checking enabled in **QCONFIG**, or if the caller opted not to read their mail at logon.

**23 Read Messages ..... <Board #> or [\*M]**

Starts the message reading routine for the board number listed in the Optional Data field. The board number is the number that was assigned to the message area in **QCONFIG**. An internal menu will allow the caller to select the messages to read and in what mode to read them (forward, reverse, continuous or message-by-message). If <**Board #**> is entered as [**0**] in the Optional Data field, **QuickBBS** will read from all the message bases the caller has access to or has selected via a **TYPE 28** (Select

—  
Combined Boards).

**24 Scan Messages ..... <Board #> or [\*M]**

Starts the message scanning routine for the board number listed in the Optional Data field. The board number is the number that was assigned to the message area in **QCONFIG**. An internal menu will allow the caller to select the messages to scan and in what mode to scan them (forward, reverse, continuous, or message-by-message). Scanning will list the header field of the messages and allows the caller to mark them for later retrieval. If <Board #> is entered as [0] in the Optional Data field, **QuickBBS** will select from all the message bases the caller has access to or has selected via a **TYPE 28** (Select Combined Boards).

**25 QuickScan Messages ..... <Board #> or [\*M]**

Starts the Quick Scan routine for the board number listed in the optional data field. The board number is the number that was assigned to the message area in **QCONFIG**. An internal menu will allow the caller to select which messages to Quick Scan. Quick Scan lists the selected messages, one per line, showing message number, from, to and subject fields (truncated to fit if necessary). If <Board #> is entered as [0] in the Optional Data field, **QuickBBS** will select from all message bases the caller has access to or has selected via a **TYPE 28** (Select Combined Boards).

**26 Delete Selected Message ..... <Board #> or [\*M]**

Allows you to delete a message from the board number listed in the Optional Data field. This TYPE command prompts the caller for the message number, and asks if the caller actually wants to delete the selected message. This TYPE command is similar to the System Operators's <D>elete prompt on the message command line menu.

**27 Post a Message ..... <Board #>[/L][/T=First\_Last] or [\*M]**

Posts a message to the board number listed in the Optional Data field. The board number is the number that you assigned to the message area in **QCONFIG**. [/L] will force a logoff after the message is saved to disk. [/T=] will force the message to be addressed to the person you specify. The name *must not* contain spaces and must be found in **USERS.BBS**. When using a first and last name with this option you must place an underscore character (ALT 95) between the first and last name: (/T=First\_Lastname). Useful to force messages addressed to the System Operator at logoff to be directed automatically to you.

**28 Select Combined Boards ..... <None>**

Allows the caller to select or deselect the boards that they would like to read in combined mode. The default setting is all boards that they currently have access to, and that have their **QCONFIG** combined mode access flag enabled. To allow use of combined mode access, assign read, scan and quick scan commands with board **[0]** as the Optional Data field in a menu.

Board **[0]** is not an actual message area, but directs **QuickBBS** to operate in Combined Board mode.

Your callers can reply to messages in combined mode, but cannot enter new messages. When selected, this **TYPE** command writes the caller's combined board settings to **COMBINED.BBS**. Each time a caller logs on, their previously chosen(combined board settings are retrieved.

**29 Move A File ..... <Full Path>[AreaNmbr] or [\*F]**

Moves a file from one directory to another. The field must contain the full path name for the directory *from* which the file will be moved, in the form:

**DRIVE:\DIR1\DIR2\...DIRn**

You will be prompted for the file area *to* move the file to and asked if you wish to move the entry in the **FILES.BBS** file as well. This command is intended for use by the System Operator on boards that check uploads prior to placing them in the proper download directories.

**30 MS-DOS Directory ..... <Full Path>[AreaNmbr] or [\*F]**

Displays a *raw* DOS "DIR" command for the specified directory to the caller. The Optional Data field must contain a full path name, in the form:

**DRIVE:\DIR1\DIR2\...DIRn**

**31 List FILES.BBS ..... <Full Path> or [\*F]**

Displays the contents of **FILES.BBS** found in the path specified in the Optional Data field. This file should contain the names and descriptions of all files available for download in that file area. It is updated when a caller uploads a file to that area or created if it does not exist. Each file area must have its own **FILES.BBS**, and the file must not end with a **{Ctrl-Z}**.

If you edit these files manually be sure that your ASCII text editor does not add a {**Ctrl-Z**}. The format of **FILES.BBS** is:

### **FILENAME.EXT Description**

The filename occupies character position 1 through 12, and the description should start at column 14. There must be at least one space between the filename and the description. The length of the description is unlimited; any words or characters after the 47th character are automatically word wrapped to the next line. The Optional Data field must contain the full path in the form:

**DRIVE:\DIR1\DIR2\...DIRn**

If the caller has chosen a file area using the TYPE 50 command, the characters [**\*F**] should be in the Optional Data field.

### **32 Download from SubDir ..... <Path>[Password][AreaNmbr] or [\*F]**

Allows the caller to download a file from the directory specified in the Optional Data field. The file does not have to be listed in **FILES.BBS** file for the caller to download it. The Optional Data field must contain the full path name, in the form:

**DRIVE:\DIR1\DIR2\...DIRn**

The password is one word, not case sensitive, and (if present) will be required from the caller before the download is allowed.

### **33 Upload a File to SubDir ..... <Path>[AreaNmbr] or [\*F]**

Allows the caller to upload a file to the directory specified in the Optional Data field. This will modify **FILES.BBS**, or create it if it does not already exist, in the specified directory. The Optional Data field must contain the full path, in the form:

**DRIVE:\DIR1\DIR2\...DIRn**

### **34 List Archive in SubDir ..... <Path>[AreaNmbr] or [\*F]**

Lists the contents of a file compressed by a file archiving utility, including **ARC**, **PKARC**, **PKZIP**, **PAK**, **LHARC**, **ARJ** or **ZOO**, in the directory specified in the Optional Data field. The Optional Data field must contain

—

the full path, in the form:

**DRIVE:\DIR1\DIR2\...DIRn**

The caller will be prompted for the file name to display and they must include the extension when they enter it.

**35 Search for File by Keyword ..... <None>[AreaNmbr List] or [\*F]**

Performs a keyword search in all **FILES.BBS** specified in the paths listed in **FILECFG.DAT**. The keyword is prompted from the user and will be compared to the text of each description in each directory defined in **QCONFIG**. If a match is found, the corresponding line from **FILES.BBS** will be listed for the caller. Each new file area will be listed as it is searched. This TYPE command is not case sensitive; the caller's input is automatically forced to upper case, and is compared to an uppercase conversion of **FILES.BBS**. The System Operator has the option of allowing only certain areas to be used in a search, regardless of security level and flagsets. To implement, place the number of the file area(s) in the Optional Data line. This number coincides with the number of the message area as defined in **QCONFIG**.

**36 Search for File by File Name ... <None>[AreaNmbr List] or [\*F]**

Performs a file name search in **FILES.BBS** that are found in **FILECFG.DAT**. As in a TYPE 35 command, the System Operator has the option of creating a separate file search control file.

**37 List New Files on System ..... <None>[Area Number] or [\*F]**

Performs a search for files that have been added to the system since a specified date. The caller is prompted for the date, or they can use the last time the caller was online. The System Operator has the option of creating a separate file search control file as in a TYPE 35 and TYPE 36 command. The System Operator has the option of allowing only certain areas to be used in a search, regardless of security level and flagsets. To implement, place the number of the file area(s) in the Optional Data line. This number coincides with the number of the message area as defined in **QCONFIG**.

**38 View Text File ..... <Path>[AreaNmbr] or [\*F]**

Prompts for the name of an ASCII text file in the directory listed in the Optional Data field and displays it.

**39 Display a Direct Text File ..... <Full Path and Name>**

Displays the text file listed in the Optional Data field. The file can be anywhere on your system and have any file extension. It may contain the embedded control characters (ASC/ANS File Control Characters). The Optional Data field must contain the full path name, file name and extension, in the form:

**DRIVE:\DIR1\DIR2\...DIRn\FILENAME.EXT**

**40 Display ASC/ANS File w/Hot Keys .. <1-8 Char Filename>[\*M][\*F]**

Identical to the TYPE 5 command, except that the menu hotkeys are active while the file is displayed. This allows you to create special graphics menus without manually entering TYPE 0 commands (text descriptions) on each line. To enable this powerful TYPE command, assign {**Ctrl-A**} as the key for this file at the top of your menu, and place a semi-colon on the display line for all other commands on that menu. Be sure all the commands are described fully in the menu file (Automatic Menu Execution). If the **\*M** parameter is used anywhere within a valid filename, **QuickBBS** will display it. The filename RULES\*M placed in the Optional Data line of this command when in message area 1 will call RULES1.A??. \*MRULES would call 1RULES.A??. MSG\*MR would call MSG1R.A??. **QuickBBS** limits the maximum number of characters in a filename, so POLICY\*M would work, but MSGRULES\*M would not.

**41 Toggle Full Screen Editor ..... <None>**

Toggles the use of the full screen editor. The caller must have the TYPE 21 (Toggle Graphics Mode) enabled in order to take advantage of the editor (Full Screen Editor Interface).

**42 Select Alias ..... <None> or [/D]**

Allows the caller to use an alias or handle for messaging. When the caller first logs on, **QuickBBS** will search for messages addressed to the caller's alias or real name. To allow the user to delete their chosen alias, add an identical TYPE command in your menu with [/D] in the Optional Data field.

**43 (Not Implemented)**



**44 Prompt Caller for Birthday/Gender ..... <B=Birthday S=Sex>[BS]**

The System Operator has the option of monitoring the date of birth as well as the gender of the caller. This is primarily useful if there are certain message or file areas you wish to deny access to callers that do not meet certain criteria. For instance, you don't want your adult callers to have access to the **TEENAGER** echo, and don't want men to access the **WOMENS\_RIGHTS** message area. If a caller logs on the system on their birthday, **BIRTHDAY.A??** will display. You may select either birthday [**B**] or sex [**S**], or a combination of the two [**BS**] as shown.

**45 Display ASC/ANS file w/EOF Prompt ... <1-8 Character Filename>**

Similar to a TYPE 5, except that this command forces a pause at the end of the text file with a command prompt "**Press [Enter] to Continue:**" This prompt prevents the file from rolling off the caller's screen before it can be read.

**46 Display a .GIF File Header ..... <Full Path>[AreaNmbr] or [\*F]**

Allows callers to view the header of a .GIF (Graphics Interchange Format) graphics file, which contains such information as the resolution of the picture, the number of colors, and the recommended monitor. The caller will be prompted for the entire filename of the .GIF file they wish to view.

**47 Create System Log Entry ..... <Text to SYSTEM.LOG>**

When executed, the Optional Data section of this TYPE command will be written to **SYSTEM.LOG** with the current date and time. If you wish to monitor menu accesses, place a {**Ctrl-A**} in the Key field and a semi-colon on the first line of your menu with the desired text in the Optional Data field.

**48 Download A Specific File ..... <Full Path and Name>**

Allows a caller to download a specific file without creating a subdirectory to hold it. You can specify any directory and filename. This enables the caller to download system policies, new user registration, or sales prices.

**49 Select Message Area ..... <None>**

If you are utilizing menu templating, this TYPE command is necessary in order for the caller to be able to change between message areas. All available message areas as defined in the caller's record in **USERS.BBS** and the information as defined in **QCONFIG** are read to determine which areas the caller is allowed to see. (Menu Templating)

**50 Select File Area ..... <None>**

If you are utilizing menu templating, this TYPE command is necessary in order for the caller to be able to change between file areas. All available file areas as defined in the caller's record in **USERS.BBS**, access levels, flagsets and information as defined in **QCONFIG (FILECFG.DAT)** are read to determine which areas the caller is allowed to download. (Menu Templating)

**51 (Not Implemented)****52 Show List of Users Online ..... <None>**

Displays a list of all callers current information, including city and state calling from, baud rate, and the line they are connected to. (Multinode Configuration)

**53 Toggle "Do Not Disturb" Flag ..... <None>**

A caller on one line disable attempts by callers on the other lines to send a TYPE 54 (Send Online Message to Another Node). The System Operator always has the capability to override this TYPE command. (Multinode Configuration)

**54 Send Online Message to Another None ..... <None>**

A caller on one line on your system can send a brief message to another caller on the system by enabling this TYPE command. The message can be up to three lines in length. (Multinode Configuration)

**55 (Not Implemented)****56 (Not Implemented)**

**57 Change Voice/Home Phone Number ..... <None>****58 Change Business/Data Phone Number ..... <None>**

Occasionally at logon, a first time caller may deliberately give an incorrect phone number to avoid verification. However, sometimes giving an incorrect phone number may be accidental. This command enables the caller to alter the entry they made for a valid phone number, so that the callback verifier will be able to phone them. It is not recommended that you keep these TYPE commands on any menu except the new user menu. A caller intent on damaging your system may verify correctly and change to another phone number immediately after.

**59 Update Lastread Pointers ..... <None>**

When this TYPE command is invoked, the last read message pointers are automatically updated. In the event of a power outage or system crash, the caller would not have to read messages from their previous logon.

**60 Activate Callback Verifier ..... <None>**

This command allows the System Operator a measure of security by making certain that the caller is not using a random phone number to avoid verification. **QuickBBS** will dial the numbers that were input by the new caller and attempt to connect. If no connect was made, it can be assumed that the caller does not have a modem with auto-answer capabilities or the number was not valid. (The CallBack Verifier)

**61 Activate Real-Time Multinode Chat..... <None>**

To use this TYPE command, you will need to load **MXR!** provided with **Sabre Chat!** before loading **DesqView**. Set up a menu TYPE 61, with no optional parameters. Most of the optional parameters listed in the **Sabre Chat!** documentation will work with the internal command. The only parameters that will not work are the parameters that **Sabre Chat!** will need to interface to the bulletin board (COM port, and time remaining). If you do not have a copy of **Sabre Chat!** and want to test suitability on your system, file request **SCHAT300.ZIP** from the support sites listed at the beginning of this documentation.

---

## Getting Started

### Logging On In Local Mode

Once you have your menus in place, start up **QuickBBS** by typing "**QuickBBS - L {Enter}**." If you set up all of the files correctly, **QuickBBS** will load and start by asking for your name. Log in with the name you expect to use as the System operator. This will create the first entry in **USERS.BBS**, which contains all the data on the callers on your system. You can now edit your own entry in the user file.

### Bringing The Board Online

To bring the board online, go to the directory that contains the **QuickBBS** programs and type "**QuickBBS {Enter}**." The following screen will appear:

```

┌────────────────────────────────────────────────────────────────────────────────┐
│                                     QuickBBS 2.75 Ovr                             │
│                                     Copyright 1991, Pegasus Software. All Rights Reserved. │
├────────────────────────────────────────────────────────────────────────────────┤
│                                     Status: Waiting for Call   Time: 14:33:49   Date: 31-Jul-91   │
│                                     Next Event: 23:50 at errorlevel 6   Memory available: 307824k   │
│                                     │                                     │                                     │
│                                     │                                     │                                     │
├────────────────────────────────────────────────────────────────────────────────┤
│                                     Last System Caller: System Operator   Active Messages: 3323   │
│                                     Total System Calls: 51517               Lpt Active: OFF   │
│                                     │                                     │                                     │
│                                     │                                     │                                     │
├────────────────────────────────────────────────────────────────────────────────┤
│                                     Press [L] to logon locally or [ESC] to exit   │
└────────────────────────────────────────────────────────────────────────────────┘
```

Fig. L

The local screen displays some very important information to the System Operator. The **Status** message reports whether or not the system is idle, (Waiting for Call), or active, (Answering). The **Next Event** message gives you

information concerning your next external DOS event, normally backing up data or packing mail. The local screen also displays the system's **Time** and **Date**, and **Memory Available**. The **Last System Caller** and **Total System Calls** are read directly from **SYSINFO.BBS**. You can alter the total amount of callers with the utility **SETNUM.EXE**. Information about this utility can be found elsewhere in this documentation.

Finally, the local screen displays the total number of **Active Messages**. This value does not necessarily mean that it is the last message in your system; it means that this is the total number of *active* messages. **Lpt Active** means that you have your line printer activated to dump the **SYSTEM.LOG**.

To drop to DOS Ready, press {**Esc**}. To log on the system locally while the board is online, press {**L**}. After you have entered your password, the screen should clear and **WELCOME.A??** will display. At the bottom of your screen is the System Operator status bar. This shows you useful information regarding the state of the BBS, the status of the caller currently online, and a terse help screen.

```
Eric Greene           Orlando, Florida   Local  |
Security: 100 Time: 97 Line: 1 (Graphics)  [F9]=Help |
```

Fig. LI

On this status bar, the current caller's name, location, and baud rate (or local if calling from the console) is displayed, as well as the caller's security level and time limit as specified in **LIMITS.CTL**. In addition, the line, or node the caller is on, the graphics display (if the caller has ANSI capability) as well as a prompt for bringing up the terse help-screen. Press {**F2**} or {**PgDn**} to bring up the second status bar:

```
Business/Data Phone: 407-555-0987   Home/Voice Phone: 407-555-
7890 |
A: XXX----- B: ----- C: ----- D: -----X |
```

Fig. LII

This status bar displays the current caller's business/data and home/voice phone numbers, and the flagsets you have assigned. Press {**F3**} or {**PgDn**} to bring up the third status bar:

**Uploads: 938k in 10 files Downloads: 710k in 650 files (0k today) |**  
**Times Called: 5000 Last Call: 21:45 on 24-Jul-91 |**

Fig. LIII

In this status bar, the caller's file transfer upload and download statistics, the number of times this particular caller has logged on, and the last time and date of logon. Press **{F4}** or **{PgDn}** to bring up the fourth status bar:

```

Last Caller: System Operator                Time now: 10:18 |
Total Calls: 0 [Printer: OFF] [Local Screen: ON] [PageBell: ON] |
  
```

Fig. LIV

The last caller on your system is displayed, as well as the total number of calls to your system. In addition, the status of your printer, screen and page bell are shown. Finally, the current time expressed in a 24-hour format is displayed. Press **{F5}** to bring up the fifth status bar:

```

No chat request pending.                |
Age: 32 Sex: M Alias:                |
  
```

Fig. LV

The top line on this status bar displays any chat requests pending. When the caller initiates a TYPE 11 command, a small window prompts them for the reason for the chat. The caller can enter the reason for the request, press **{Enter}**, and the reason will be displayed. The caller's age, gender, and alias (if selected) is also displayed here. Press **{F9}** to display the System Operator status bar:

```

Alt C=Chat D=SnP F=Flags H=HngUp J=Dos L=Lock P=Prn S=Sec
T=Time |
Alt E=Edit [Pgup], [Pgdn], [Home], [End], [F1]-[F5] Change Window |
  
```

Fig. LVI

The following functions are available to you:

### SysOp Function Keys

**Alt-C** - Begin CHAT mode. This will allow you to talk (type) to the caller currently on line. Press "**{Esc}**" to end the chat mode. An optional keystroke to initiate the chat routine without ANSI enabled is **{Shift}{C}**.

**Alt-D** - DISPLAY toggle. This is for multitasking environments where you may not want to see what the caller is doing. **Alt-D** will turn the display on or off.

**Alt-E** - Edit the user currently online. Executing this keystroke opens a window to the caller's userbase record and allows you to make changes to their userbase entry.

**Alt-F** - Changes any of the 32 privilege flags (**A1** through **D8**) of the current caller.

**Alt-G** - Produces a stream of high-bit ASCII characters on the screen. Useful if you need to drop a caller with something more significant than ALT-H.

**Alt-H** - HANGS UP now! Disconnects the caller.

**Alt-J** - JUMPS to DOS, while the caller is still on line, to perform some task. Type **{Exit}** to return to **QuickBBS**.

**Alt-L** - **LOCKOUT** the caller. This logs the caller off and changes the caller's security level to 0 so that they no longer have access to the board.

**Alt-P** - Toggles the printer log switch, and sends all **SYSTEM.LOG** entries to the printer. If the printer is not online this will have no effect and you will generate an entry in **ERRORS.LOG**, based on error codes provided in the appendix. Enabling the printer log can also be done from a command line parameter.

**Alt-S** - Changes the security level of the caller currently online. The caller's current security level will display, and you will be prompted to input a new level for the caller. These security level changes are saved permanently in **USERS.BBS**.



- 
- Up arrow** - Increases the users time limit by 1 minute.
  - Down arrow** - Decreases the users time limit by 1 minute.
  - End** - Removes windows and returns to normal screen.
  - PgDn** - Toggle **DOWN** between status bar windows.
  - PgUp** - Toggle **UP** between status bar windows.
  - ScrollLock** - Disable Chat page bell (current call only).
  - F1** - Display caller's name, city and state calling from, baud rate (or local), security level, time allowed for caller, line number (node), and graphics (if available).
  - F2** - Display business/data, home/voice phones, and flagsets.
  - F3** - Display Upload/Download statistics, number of times called, and the last time called.
  - F4** - Display last caller, printer/screen/pagebell status, total number of system calls, and current time.
  - F5** - Display any chat requests pending, age, gender, and alias.
  - F9** - Display the terse help screen on status bar.

### Calling Up the Board from a Batch File

You may eventually wish to call up your board from a batch file. Even if you do not implement netmail or echomail, you may find it convenient to have the board periodically exit to a batch file to run maintenance functions, such as the utilities described next. Here is a list of command line parameters that **QuickBBS** accepts:

|     |   |  |
|-----|---|--|
| -Bx | Baud Rate of Caller is x (i.e. -B2400)  |  |
| -Ex | Exit After Caller at ERRORLEVELx  |  |
| -Tx | Time in Minutes Until Next Event  |  |
| -L  | Logon in Local Mode   |  |
| -M  | Swap to disk or EMS   |  |
| -N  | Node number the user is calling from<br>(Multinode configuration)                         |  |
| -P  | Log System Activity to the Printer<br>if Printer is Online                                |  |
| -R  | Relogon After a TYPE 15 Exit  |  |
| -S  | Snoop Mode Default to OFF (Helpful for<br>Multitasking) Stops Display to Local<br>Console |  |

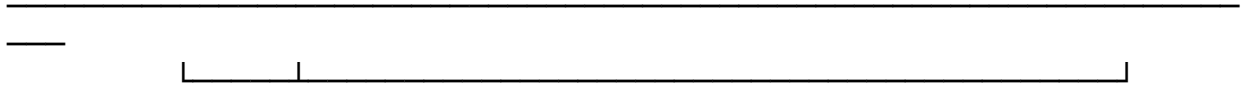


Fig. LVII

Examples of these parameters for use in batch files are in the appendix.

## **Multinode Configuration**

**QuickBBS** has multinode capability, but it is not multiline, since multiline software has some limitations. Among these limitations are the inability to run most external programs (doors), or even the ability of the System Operator to shell to DOS while callers are online. Multinode bulletin boards have none of these limitations.

Multinode operation essentially allows two or more callers to log on to your bulletin board at the same time. The only additional hardware required to operate a multinode system would be a phone line and a modem. Sufficient memory for each additional node you operate is also necessary.

Multinode operation requires, in addition to **QuickBBS**, a LAN environment or a multitasker such as **DesqView**, **DoubleDos**, or **Windows**. Multitasking software is not included in the **QuickBBS** package and must be purchased separately.

The documentation will attempt to make a rudimentary description of how to set up a multinode system; but it is not recommended that a novice System Operator begin with a multinode system. Operate a single node until you are comfortable with the basic operation of the software.

This section will deal with the problems and procedures inherent when converting from a single node to a multinode system.

### **Adding Another Node**

**Step 1:** Create a subdirectory that will contain the files unique to the additional node, and then change to the newly created directory.

**Step 2:** Copy the file **QUICKCFG.DAT** from one of your existing node directories to this directory.

**Step 3:** Set the DOS environment variable **QUICK** to point to your main **QuickBBS** directory. If you have your system set up according to this documentation's recommendation, this can be done with this statement:

```
SET QUICK=C:\QUICKBBS
```

If your configuration is different from the example above, replace the environment variable with the appropriate path for your system.

---

**Step 4:** Execute **QCONFIG**, and make any necessary changes to reflect the new node. Two fields in particular will need to be changed; the modem port number (General, Modem) and the node number (General, Other).

**Step 5:** Copy the batch files you are currently using to the directory and edit it as necessary to reflect the node subdirectory.

**Step 6:** Insure that **SHARE.EXE** is loaded, and that the FILES parameter in **CONFIG.SYS** is adequate. **QuickBBS** requires 20 files per node as a minimum. You must alter the command line to account for the additional port; consult your fossil manual for specific instructions on implementation.

Be sure the back up **CONFIG.SYS** and **AUTOEXEC.BAT** before making any changes to these files. WARNING: Be sure to have a BOOTABLE diskette anytime after you alter these files! You must reboot your system after any changes in order for the changes to take effect.

Beware of certain third party utilities, since they may not be multinode aware. If you are in doubt as to the compatibility of a certain software product, either backup your system entirely, or do not use that particular product, It is also recommended that you contact the author to inquire about its capability under a multinode environment.

**Step 7:** You're finished!

## **Internal Node Chat Utility**

### **What is Sabre Chat!**

**Sabre Chat!** is a cross-node/cross-environment chat utility for bulletin board systems providing a means for users on different nodes to conduct 'real-time' communication. Through an agreement with the author, **Shawn Gresham**, and **Pegasus Software**, **Sabre Chat!** has been added to **QuickBBS** as an internal TYPE 61 command. No other files are necessary for implementation with the exception of **MXR!.COM** and **WIPE!.COM**. This chapter is a condensed version of the original documentation provided with **SCHAT!** release files. For a more detailed description of the node chat utility, obtain a copy of the latest release file, **SCHAT300.ZIP**.

**Sabre Chat!** provides the following options:

- Character-by-character communications instead of a confusing, jerky, line-by-line method.
- Operation on nodes separated by **DESQview**, Networks supporting NetBios, **Windows**, or a RS232 cable.
- Support of remote ANSI on/off (High/low intensity) and 40/80 column displays.
- Local screen can be updated with an optional direct screen write mode with an CGA Snow Removal option for faster text display as well as a BIOS update mode and the traditional text output method.
- Support for up to 49 nodes.
- Allows paging to a caller on another node.
- Optionally, there are two modes of name-prompting to reduce the confusion in conversations of 3 or more callers that can be changed by the caller to fit their needs.
- It can be used to create Conference menus for more than one concurrent chat session under a network.

## **Requirements**

Sabre Chat! requires the following to operate correctly.

- A Communication Fossil.
- ANSI.SYS - If you use the S3 option. (ASCII/ANSI Text Output function explained later.)
- A network supporting netbios, a multitasker, OR a communications port link by cable.
- 25k of available RAM to operate.

## **Installing Sabre Chat!**

To use **Sabre Chat!**, you'll need to create a environment variable called SCHAT! and point it toward the main directory of your bulletin board system. This directory must be accessible by all nodes.

For example: SET SCHAT!=C:\QUICKBBS

You may also need to clean **USERON.BBS** by executing **WIPE!.COM**. **WIPE!.COM** requires the maximum node number that you are using as a parameter. Example:

**WIPE! N3 For a system with a highest node of 3**

**WIPE!** assures that the **USERON.BBS** is the correct size and does not contain garbage in the unused node records. If you add an additional node you will need to run the utility again.

## **Command Line Options**

The following is a table of all available command line parameters to be used in the Optional Data field to execute Sabre Chat!.

### **A    Ansi Usage**

Determines whether ANSI commands are sent to an online caller. ANSI is always sent to the local system.

**A<0 or 1> where 1 = ON and 0 = OFF.**

**Default: A0                - Ansi Off**

**Example: SCHAT! A1        - Ansi On**  
**SCHAT! A0        - Ansi Off**

### **C    Select Talk Port**

Select communication port to be used for cross-node communications. This parameter is not to be confused with **P (Call Com Port)** that determines the communication port for the caller. Use this command if you wish to use a communications port for cross-node chatting; Do not include it on the command line.

**C<port> Where port is a valid communications port 1-8.**

**Default: None**

**Example: SCHAT! C2        - Use COM2**

### **D    NetBios Double Checking Mode (NETBIOS ONLY)**

This command enables the character double check mode. Netbios has a tendency to lose characters on systems with four or more nodes due to Netbios communication when network drives are heavily used. By using this command line parameter, Sabre Chat! will try to double check each character sent to help cut down on the character loss. NOTE: Use this command only if you are experiencing character loss problems.

**Default: Disabled**



**Example: SCHAT! D - enable netbios double checking**

**L Use NetBios and Specify LANA Card Number. (NETBIOS ONLY)**

Allows Sabre Chat! to run on systems running NetBios without having to use an RS232 cable. Do not include if you wish to use **C <talk port>** or **V<Memory Buffers>** options.

**L<LANA Card>** where LANA Card is 0 or greater.

**Default: None**

**Example: SCHAT! L0 - activates netbios with LANA 1**

**M Set Name Prompting Default**

This parameter sets the prompt type that will be the default when a caller enters **Sabre Chat!**. The caller can later change the prompt with a **{^T}** Toggle Prompting mode command, if another prompt is desired.

**M<0,1,or 2>** where 0 is NONE (disabled)  
1 is First Name

**Example: --Shawn--**

2 is initial mode  
**Example: SG>**

**Default: M0 - Disabled**

**Example: SCHAT! M1 - First Name prompting enabled**

**N Assign Node**

Selects node to use when reading **USERON.BBS** for the caller information.

**N<node> where node is a valid node from 1-49.**

**Default: N1 - Node 1**

**Example: SCHAT! N3 - Node 3**

**O Select Conference Name. (NETBIOS ONLY)**

Used with the **L <NetBios>** parameter to allow a multi-conference system. Allows the SysOp to specify the name used by NetBios for communication. The name must be valid to netbios (alphanumeric characters only).

**O<conference name> where conference name is a valid netbios name.**

**Default: OSCHAT!**

**Example: SCHAT! L0 OTEST - use netbios with the name TEST.**

**P Select Caller Communications Port.**

Specifies the COM port to be used for the online caller. Be careful not to confuse this command with the **C <talk port>** parameter. This parameter is ignored if the caller is local and should be the same port as being used by the bulletin board.

**P<port> where port is a valid communications port 1-8.**

**Default: None (local)**

**Example: SCHAT! P1 - Use COM1**

**S Display Mode**

Sets the local screen update mode. Modes available are: **Direct Screen Update** (the fastest), **Direct Screen Update** with CGA Snow Removal, **Bios Output Routines** (slightly slower than direct) and normal ASCII/ANSI text prints (the slowest). The Direct Screen Update and BIOS modes should automatically

adapt to your video environment (80x25, 80x43, 80x50, etc...) and place the status bar at the bottom. If you have problems with the direct display, try downgrading to BIOS or to the text output routine. The status bar is not available in the text output mode.

**S<0, 1, 2, or 3> where 0 is direct**  
**1 is direct with CGA Snow Removal**  
**2 is Bios Output**  
**3 is ASCII/ANSI text output**

**Default: S0 Direct**

**Example: SCHAT! S2 - Use Bios**

**T Set Minutes Remaining**

Sets the maximum amount of time allowed in chat in minutes before Sabre Chat! will return the caller to the system.

**T<minutes> where minutes is 0-255.**

**Default: T20 - 20 minutes**

**Example: T90 - 1 Hr 30 Minutes**

**U Allow User-Defined Conference Names (NETBIOS ONLY)**

Allows callers to create their own conference names so that two callers may have a 'private' chat. The caller is prompted for a eight character name and enters that conference area. This requires that both callers know the name they wish to communicate with. See 'Using NetBios' in the **SCHAT300.ZIP** package for menu examples. This option requires NetBios to operate.

**Default: None**

**Example: SCHAT! L0 U - use NetBios with User-Defined Conference Names.**

**V Use Memory Buffers (MULTITASKER ONLY)**

Allows Sabre Chat! to communicate across windows on a multitasking system. This option requires **MXR!.COM** to be executed before entering the multitasker. Be careful using this option with **C <talk port>** or **L <netbios>** options.

**Default: None**

**Example: SCHAT! V - allows operation under a multitasker.**

## Z Set Screen Length

Set the screen length in lines for the direct and BIOS output modes. Does not affect the text output routines or the output to an online user. The function is included in case auto-detection (default) fails to correctly estimate the video mode. Useful for setting smaller number of lines in **DESQview** so that the SChat! status bar will be visible in the **DESQview** window.

**Default: Detect**

**Example: SCHAT! Z10 - sets number of lines to 10.**

### Using Sabre Chat! With QuickBBS

The following is a table of parameters used with the internal chat utility:

- \*G ANSI Graphics 0=Off/1=On  
used with A option as A\*G
- \*N Current Node  
used with N option as N\*N
- \*P Communications Port  
used with P option as P\*P
- \*T Time remaining in minutes  
used with T option as T\*T

These commands are the exact counterpart to Sabre Chat!'s command line options. Sabre Chat! can be executed by a TYPE 61 command. Example:

```

|-----|
|      | 1 2
|1234567890123456789012345
| <^C^>hat with other node!
|
| Optional Data:
| N*N P*P T*T A*G.....
|
| Menu Type....>61

```

```
| Security.....>20...
|   | Key.....>C
| ForeGround...>14
| BackGround...>0
|   | A Flags.....>XX-----
|   | B Flags.....>-----
|   | C Flags.....>-----
|   | D Flags.....>-----
|
```

Fig. LVIIIX

### Using A Multitasker

Sabre Chat! operates under a multitasker using the **V <memory buffers>** option. To use the V option, you must first execute **MXR!.COM** before entering the multitasker (such as DV.COM). This utility creates the TSR's and buffers to be used later to communicate between windows.

**MXR!.COM** allocates a 1K buffer to support up to 49 nodes, and should work under any multitasking environment using the V command line option.

You may have difficulty using direct screen updating with a multitasker. Switching to the BIOS output mode should help prevent confusing local displays and still retain the status line. Use **Z<screen lines>** option to the size of your windows (if any) so that you can locally see the status bars for each node without the windows scrolling. Example:

**SCHAT!.EXE N\*N P\*P A\*G V**

or

**SCHAT!.EXE N\*N P\*P A\*G S2 Z10 V (bios screen update half  
screen size)**

### Internal SysOp Command Keys

|                 |                              |
|-----------------|------------------------------|
| <b>{Ctrl A}</b> | <b>Toggle ANSI On/Off</b>    |
| <b>{Ctrl C}</b> | <b>40/80 column switch</b>   |
| <b>{Ctrl F}</b> | <b>Change conferences</b>    |
| <b>{Ctrl G}</b> | <b>Get online messages</b>   |
| <b>{Ctrl N}</b> | <b>Toggle ANSI intensity</b> |
| <b>{Ctrl O}</b> | <b>Currently online</b>      |
| <b>{Ctrl P}</b> | <b>Page online user</b>      |
| <b>{Ctrl R}</b> | <b>List Node Chat users</b>  |
| <b>{Ctrl T}</b> | <b>Toggle prompting</b>      |
| <b>{Ctrl W}</b> | <b>Wrist watch</b>           |
| <b>{Ctrl X}</b> | <b>Exit Node Chat</b>        |
| <b>{Ctrl Z}</b> | <b>This help list</b>        |

### **Courtesy Commands**

|                 |                       |
|-----------------|-----------------------|
| <b>{Ctrl L}</b> | <b>To laugh</b>       |
| <b>{Ctrl E}</b> | <b>To smile</b>       |
| <b>{Alt 1}</b>  | <b>Help</b>           |
| <b>{Alt 2}</b>  | <b>Identify Users</b> |



|                |                          |
|----------------|--------------------------|
| <b>{Alt 3}</b> | <b>List SChat! Users</b> |
| <b>{Alt 4}</b> | <b>Setup Info</b>        |
| <b>{Alt 5}</b> | <b>Join Chat Message</b> |
| <b>{Alt 6}</b> | <b>Exit Chat Message</b> |

### The Message Base

Included in the main release archive is a separate archive called **MENUS275.ZIP**. This file contains sample menus to be used as a tool to set up your bulletin board's menu areas. Menu creation documentation will not be covered in this manual; the **QuickBBS** menu editor **MENUEEDIT** is covered in a separate manual. There are over 55 menu commands giving you great flexibility in the look and feel of your system. You have complete control over color selection and can create custom graphic menus. **QuickBBS** has its own built-in ANSI routines so you don't need to have **ANSI.SYS** loaded.

### Message Submenus

**QuickBBS** has built-in submenus to handle message reading, scanning and quick-scanning.

#### **Read/Scan/Quick-Scan Method Selection**

If a command to read, scan or quick-scan a message base (TYPEs 23 through 25) is selected this submenu appears:

```

<F>orward Order      <R>everse Order      <I>ndividual Msgs
<N>ew Messages      <S>electd Messages  <M>arked Messages
  <H>elp With Commands <Q>uit (Abort)

```

Fig. XXXVII

The first three selections provide a prompt asking for specific message number. **<F>orward** accepts **{Enter}** as the default to the first message, **<R>everse** will default to the last message. This is the only place where you can choose to read messages in reverse order.

**<N>ew Messages** will probably be the most frequently chosen selection. It allows callers to start reading at the point they left off on their last call, provided Extended Last Read Pointers are enabled in **QCONFIG**. **QuickBBS** saves last read pointers in **LASTREAD.BBS** (Support Files).

When **<S>elect** is chosen, another submenu appears allowing the caller to select the **<F>rom**, **<T>o** or **<S>ubject** areas of message headers.

Callers can **<M>ark** messages to read later when Scanning through messages. Unread new mail for the caller is automatically **<M>arked** as well.

A final prompt follows the above selections for Read or Scan, asking the caller if they want to **"Pause After Each Message (Y/n)?"** {Enter} defaults to Yes.

Selecting **<H>elp** displays **READHELP.A??** (Auto-Display Files) elsewhere in this manual. **<Q>uit** returns the caller to the menu.

### **Read/Scan After-Each-Message Selection**

If the System Operator answered **<Y>** to **"Pause After Each Message?"** this menu is displayed below the message:

**[A]gain [N]ext [B]ack [R]eply [D]elete  
[H]idden [!]Private [U]nread [M]ove [F]wd [X]port [S]top?**

Fig. XXXVIII

The caller sees:

**<A>gain, <N>ext, <R>eply, <S>top**

Fig. XXXIX

On a Read Only board, or if the caller does not have write privileges, the **<R>eply** prompt is inaccessible.

**<D>elete** will display only if the message is addressed to them or if the caller wrote it. Most of these commands are self-explanatory. **<N>ext** goes to the next message in direction they are reading. There is no command to change directions, call up the previous message displayed, or to post a new message while in read or scan routines. Upon exiting a **<R>ead** routine to enter a message and return to **<R>ead**, they will start over from the beginning. Last Read Pointers are not updated in the user record until log off.

**<H>idden** repeats the last message similar to **<A>gain**, except that it displays the IFNA "kludge" information on echomail. This may help when trouble-shooting problems with echomail delivery. A message **EID** will display at the top of the message, **PATH** and **SEEN-BYs** will display at the bottom of the text.

**<!>Private** toggles the message public if it's privileged, or privileged if it is public.

**<U>nread** toggles the received bit in the message. If you would like to read your mail but not reply at that time, this option will toggle the received bit off. Each time you logon, that message will be in your personal mail scan.

**<M>ove** allows you to move the displayed message to another message board. **<F>orward** allows you to send a copy of the message to someone else. Both of these commands provide a series of prompts, some of which apply only to netmail but which appear nonetheless.

**<X>port** allows you to print a copy of the displayed message or copy it to a file. You may select any valid subdirectory or drive to write the message to a text file. If the filename already exists, **QuickBBS** will ask if you wish to append or overwrite the new information to that file.

### **Additional Command Options For Linked Messages**

If the message is part of a thread, additional choices may appear one line above the other options. If there are previous messages in the thread, **<->** allows you to read reverse through the thread. If there are subsequent messages in the thread, you may read forward through them by selecting **<+>**. Both **<->** and **<+>** appear when the message is in the middle of a thread. A new line between the header and message text gives the numbers of the messages immediately linked to the one you are reading.

Once you have entered into a linked message thread, you will not see **<+>** or **<->**. You can continue reading through the thread in the direction you have selected by entering **<N>ext** or **{Enter}**. You have a command option allowing you to **<Q>uit** reading the thread and return to the original message, but you cannot change directions from within the thread.

When you are finished reading a thread, either by reading through to the end or pressing **<Q>uit**, the original message is redisplayed. While this may seem redundant, it allows you to respond to the original message after reading what others have already typed. And you can always interrupt with the hot key **<N>ext** to go on to the next sequential message. Your Last Read Pointers do not advance when you read forward through a thread, so you will not risk missing messages when using the **<R>ead <N>ew** command.

## Message Base Maintenance

### Cleaning and Packing the Message Base

**MSGUTILS** does not remove deleted messages and is no longer supported. Run **MSGPACK** to remove deleted messages. **MSGPACK** removes the messages that are marked for deletion by writing out a new set of files. It has eight command line options. They are:

- ? Displays a terse help screen.
- C **Cleans** RE: text out of subject headers. **QLINK** adds the reference remark to all reply chains when linking. This command line switch removes these remarks.
- Del **Deletes** messages using the information provided in **MSGCFG.DAT**.
- I Rebuilds the message base **Index**. This is used in cases where the **Index** has been corrupted by a power failure or other catastrophic problem.
- Log **Logs** all information, including errors, to **MSGPACK.LOG**. This is primarily useful if you need an accurate listing of message area usage and traffic.
- P **Packs** the message base. You may use any of the command line parameters listed here with the exception of the **-I** switch.
- R **Renumber** messages during processing. It is not necessary to renumber your message base each time you use **MSGPACK**. It is, however, recommended that you renumber at least weekly, depending on the size of your message areas. **MSGPACK** will automatically renumber your message base once the message count exceeds 25,000.
- W **Write In Place** runs **MSGPACK** without writing backups. **MSGPACK** will automatically write in place if there is not enough disk space for the new set of files. Although **Write In Place** saves space on disks with limited free space, there is a real danger of message base corruption if the operation is interrupted in any way.

Example: **MSGPACK -DEL -P -R -W -LOG**

## **Message Linking**

**QuickBBS** links messages together by subject in two ways.

Messages entered as replies on the local BBS are automatically linked when they are saved. Incoming echomail can be linked by running the **QLINK** utility. This links all messages in the same board with the same subject together. If two separate conversations in the same boards have the same subject, those messages will be linked as well. There is no way for **QLINK** to differentiate between the two.

There are two command line parameters for use with **QLINK**;

**-Ffilename** where "filename" is a list of areanames of the message boards you wish to be linked. This linking list file can be generated by **QECHO**'s corresponding **LOGPATH** parameter. **QLINK** defaults to the areas listed in **AREAS.BBS**, but by specifying an alternate areas file on the command line, **QECHO** will use that name.

**-Lfilename** where "filename" uses the logfile created by **QECHO**.

**MSGPACK** now updates message links after packing the message base, and **MSGPACK** has an option to remove all reply chains.

## The User Base

### Editing the User Base

**USEREDIT** is the user editor for **QuickBBS**. While you may use certain third-party user editors, the new structures of **USERS.BBS** makes editing user records with those utilities difficult. Since there are attribute fields within **USERS.BBS** that other user editors are not capable of editing, it is recommended you use **USEREDIT** exclusively.

From the **QuickBBS** system directory, type **USEREDIT**, and press {**Enter**}. The following window will appear:

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```

QuickBBS User Editor, Version 2.75
Name: David Small          Record: 0
Alias: (None)
Password: *****          Age: 32
Location: Orlando, Florida
Security: 32000
A Flags: XX-----X-    Voice Phone: 407-555-7890
B Flags: X-----XX    Data Phone: 407-555-1234
C Flags: -XX--XX-      Birthday: 01-01-60    Gender: M
D Flags: X--XX--X
Credit: 5000           Last Date: 12-31-90    Deleted: N
Pending: 20           Last Time: 15:48      No-Kill: Y
Uploads: 167          Time Today: 26       Clear Screen: Y
Dnloads: 38           Times Called: 4804    Page Pausing: Y
UploadK: 14841        Messages Posted: 6597 ANSI Graphics: Y
DnLoadK: 792         High Message Read: 15876 Full Scr Editor: Y
TodayK: 0            Screen Length: 50    Xfer Priority: Y

```

**F)first L)ast P)rev N)ext E)dit S)earch G)oto A)dd D)el Q)uit** Fig. LIX

**USEREDIT** provides the System Operator with detailed information about their callers. From the first time a caller logs on, data concerning their "visits" are constantly updated and saved in **USERS.BBS**. Each field is extended with blocks. To edit a particular field, move your cursor with the {**PgUp**} or {**PgDn**} keys, or you may use a mouse. On a standard two-button mouse, move the pointer to the desired edit function at the bottom. Click the {**Left-Button**} twice to open the window, {**Right-Button**} to move between fields.

Most of the fields are self explanatory, but some discussion is necessary. Each caller is assigned a record number, but this number is not a constant except for the first record in **USERS.BBS**, usually the System Operator. If you clean the userbase during nightly maintenance, the record number may change based on the access level of the caller.

**Alias:** Each caller is allowed one alias, which can be activated or deleted with a TYPE 42 Command. Only one caller can use a specific alias; if someone else selects the same alias, **QuickBBS** display a message informing the caller to select another alias. (Menu Command TYPEs and Optional Data)

**Password:** This field is currently concealed with asterisks. If you attempt to edit this caller's user record, the asterisks will disappear and the caller's password is shown. This is a minor security feature in case there may be others nearby while you are editing or scanning the userbase.

**Security Level:** May be set to any value from 0 to 32000. If you set this caller's security level to 0, that caller will not have access to the board. Only the System Operator should have the highest allowable security level of 32000.

**Age/Birthday:** **USEREDIT** allows the System Operator to keep track of the caller's age and date of birth. This feature can be activated by the caller via a TYPE 44 Command. If any of the callers in the userbase call on their birthday, and they have already input their date of birth, an auto-display file called **BIRTHDAY.A??** will display for them at logon. (Auto-Display Files) This field can also be considered a security measure, since with the knowledge of a caller's age, access can be blocked or enabled to certain message or file areas.

**A to D Flags:** To change flags on a record, move the cursor down to the field to modify. Place an **{X}** to enable a flag, or a **{-}** to disable the flag.

**Credit:** The value (expressed in cents) that a caller must have in order to send netmail outside of the local calling area. Most System Operators require the caller to send a deposit so that the netmail feature is not abused. Charges for the cost of these calls will be deducted from this amount, if **QNODE** is supplied with the rates (Compiling the Nodelist).

**Pending:** Lists the costs of all netmail messages the caller has entered that have not been exported to packets. Once the message(s) have be extracted and are placed in the outbound directory, this field will have a value of 0.

**Uploads/Dnloads/UploadK/DnloadK/TodayK:** Refer to the number of files a

caller has either sent to or taken from the system. The 'K' value is the total number of bytes. TodayK shows the total number of bytes downloaded on that day.

**USEREDIT** also gives the caller's last date and time online, the amount of time they were on today, number of messages posted, as well as the highest message the read last. This value is stored in **LASTREAD.BBS**, and is updated if the message base is renumbered.

The caller's screen length is also shown. Don't be concerned if this value is an unusual number; the caller may have a monitor that displays 43 lines per page (EGA), or 50 lines per page (VGA).

Finally, the userbase contains certain flags about the caller's computer capability. If the caller has ANSI graphics, this flag would be on. Additionally, the caller may have the Full Screen Editor flag on. Callers that do not have ANSI capability will not be able to use the full screen editor.

Optionally, the System Operator can alter a userbase record to toggle No-Kill. The flag defeats **USERPACK** from deleting this record if the caller has not called in 'n' number of days. The System Operator can also defeat the maximum number of files a caller can download in one session by setting Xfer Priority on. This means that the download hours you set in **QCONFIG** would have no effect, and the limits you have established in **LIMITS.CTL** would also be ineffective.

At the bottom of each user record are keystrokes allowed within **USEREDIT**. **F**irst will move you to the first record in **USERS.BBS**. Alternately, **L**ast will display the last record. **P**rev goes to the previous record, and **N**ext moves on to the next available record. With the **E**dit command enabled, you can now make changes to a caller's user record. **S**earch will let you scan the entire user record for a specific name. For instance:

A screenshot of a search string input field. The field is a rectangular box with a double-line border. Inside the box, the text "Search String: Sm" is displayed in a bold, monospaced font. There are two vertical lines to the right of the text, one near the end of the line and one further to the right, possibly indicating cursor positions or field boundaries.

Fig. LX

Searches the entire userlog for names beginning with SM, and will retrieve SMALL, SMITH, SMART, or any name that contains the two characters listed in the search string. **A**dd adds a new caller to the userbase, **D**el marks a caller



for deletion. **Q**uit exits **USEREDIT**.

### **Packing The User Base**

**USERPACK** will remove all users that were deleted from **USERS.BBS**, either by the System Operator, or based on a time value. **USERPACK** will only accept two command line parameters:

{**-B**} Deletes the backup file (**USERS.BAK**) that is created after **USERPACK** is completed.

{**-D<n>**} Deletes callers that have not logged onto the system in **<n>** days, where **<n>** is any value from 1-32000. If you have set a caller's **NO-KILL** flag to ON, **USERPACK** will not delete the caller no matter how many days since their last logon. An example of the parameters for **USERPACK**:

**USERPACK -B -D21**

### **Sorting the User Base**

**USERSORT** sorts the userbase by security level and name. **USERSORT** also creates a backup file, but before sorting. **USERSORT** has only one command line parameter, and it is used to delete the backup file:

**USERSORT -B**

## Support Files

### Files QuickBBS Creates

**QuickBBS** stores all messages for its message boards together in a single database consisting of five files. These are **MSGTXT.BBS**, **MSGHDR.BBS**, **MSGINFO.BBS**, **MSGIDX.BBS** and **MSGTOIDX.BBS**. These are described fully in the accompanying structures document. In addition, if you set **QCONFIG** to keep "Extended Last Read Pointers" a **LASTREAD.BBS** file is created. **QCONFIG**'s setting are stored in **QUICKCFG.DAT**, the user records are in **USERS.BBS**.

**QuickBBS** keeps a log of all errors that are generated by **QuickBBS** in a logfile, **ERRORS.LOG**. This log however, does not include errors encountered while running any external programs. If you are unable to determine the reason for the error, send the logfile to one of the support systems with a detailed description of how the error occurred. This will enable Pegasus Software to alter code that may be causing these errors. A list of Turbo Pascal error messages are included in the appendix.

**QuickBBS** also keeps track of uploads designated private by the caller. If a caller inputs [/] at the beginning of the description of a file just uploaded, the text will be written to **PVTUPLD.LOG**.

The System Operator has the option of writing the contents of a chat discussion from a caller to **CAPTURE.LOG**. This feature is enabled and disabled by pressing {**Ctrl-A**}. See "Internal Chat Utility" for more information.

**TIMELOG.BBS** contains all of the information used to create the system usage graph. To reset this graph, erase the file. **ALIAS.BBS** keeps track of each caller's handle, or alias that they use. Only one alias per person is allowed.

The current number of callers to your system is stored in **SYSINFO.BBS**. **SETNUM** is an offline utility used to change the total number of callers. To change the value, type: **SETNUM <n>**, where **<n>** is the amount of callers that you want the system to have currently recorded.

## Control Files

**QuickBBS** reads information from eight external files, that either the System Operator or **QCONFIG** creates, and should be in the same directory as **QuickBBS**. They are **QUICKCFG.DAT**, **MSGCFG.DAT**, **FILECFG.DAT**, **EVENTCFG.DAT**, **LIMITS.CTL**, **PHONENUM.CTL** and **TRASHCAN.CTL**. **LIMITS.CTL** is required, the rest are optional. All data items in the control files can be spread out into even columns.

**FILECFG.DAT** contains the full path name, security level, and description used for the search for file by keyword and search for file by name menu options.

**LIMITS.CTL** determines the time limit and download limit for the security levels. This file uses the following format:

**<Sec Level> <Time Allowed Per Day> <Download Limit (In KB)>**

or

**<Sec Level> <Time> <Download Limit (with Baud Rate ratio)>**

If **LIMITS.CTL** contained:

|     |     |      |  |  |
|-----|-----|------|--|--|
| 5   | 45  | 200  |  |  |
| 10  | 60  | 400  |  |  |
| 100 | 200 | 1024 |  |  |

Fig. LXI

|     |     |      |     |     |  |  |
|-----|-----|------|-----|-----|--|--|
| 10  | 60  | 400  | 500 | 600 |  |  |
| 20  | 60  | 500  | 600 | 700 |  |  |
| 100 | 200 | 1024 |     |     |  |  |

Fig. LXII

In Fig. LXI, security level 5 would be allowed 45 minutes per day and 200K in downloads, security level 10 would be allowed 60 minutes per day and 400K in downloads, and security level 100 would be allowed 200 minutes per day and 1024K in downloads.

In Fig. LXII, security level 10 would be allowed 60 minutes per day, 400K in downloads at 300 baud, 500K at 1200 Baud, and 600K at 2400 Baud. Security Level 20 would be allowed 60 minutes per day, 500K in downloads at 300 baud, 600K at 1200 Baud, and 700K at 2400 Baud. Note: The columns listing security levels, and downloads area for display purposes only. It is not recommended

that you create **LIMITS.CTL** this way.

**PHONE#.CTL** is used by the TYPE 60 callback verifier. See the documentation for more information about this control file.

**PHONENUM.CTL** is used to specify phone numbers that you know to be bad or unacceptable, such as numbers of other bulletin boards, phone numbers with the 976 exchange, directory assistance, and time/temperature/weather. These are popular entries used by persons attempting to gain access to your system without revealing their real phone number. To implement, you place the phone numbers in an ASCII file in the format nnn-xxx-nnnn. **QuickBBS** will scan the phone numbers in the list against the phone numbers entered. If a bad number is found the user is not allowed on the system.

You may enter partial phone numbers. If the partial number matches the first digits of the entered phone number, it is considered to be bad.

For example, if **PHONENUM.CTL** contained:

```
| 407-976 |
| 407-555-1212 |
| 999-555-1212 |
| 123- |
| ? |
| ???-555 |
```

Fig. LXIII

A caller could not enter a phone number that began with 407-976. Any number containing 555-1212 (information) including area code 999 has been blocked as well as 123. **PHONENUM.CTL** can also use a question mark as a wildcard. System Operators should be cautious when entering a number string as it may in fact be part of a caller's phone number. Use your own discretion when editing this file.

**TRASHCAN.CTL** contains a list of names you deem unacceptable on your system. If you are trying to screen callers to prevent the use of aliases, or want the system to hang up the first time a caller uses "System Operator" to log on, create this ASCII file accordingly. This file is optional. Each line contains a first name, last name, or a full alias.

For example, if **TRASHCAN.CTL** contained:

```
| Dr. Hacker |  
| Mad       |  
| SysOp    |  
| Destroyer|  
| John Doe |
```

Fig. LXIV

A caller could not logon with a name that contained the words: Dr., Hacker, Mad, System Operator or Destroyer as a first or last name. Once again, use your own discretion when creating this file.

After the caller had input one of the offending names listed in **TRASHCAN.CTL**, **QuickBBS** will display **TRASHCAN.A??**, a description of which is in "Auto-Display Files."

### **Auto-Display Files**

These following files will be automatically displayed by **QuickBBS** at an appropriate time. These files belong in the custom text and ANSI files subdirectory that you specified in **QCONFIG**. All of these files can have an \*.ANS version for your graphics callers. You only need to create those you want your system to have. **QuickBBS** has built-in default displays for some of them and provides ready-to-use versions of some of the others.

**BIRTHDAY.A??** is displayed if the caller happens to log on your system on their birthday. **QuickBBS** gets the information from their user record in **USERS.BBS**. A sample file is included in this release, complete with ANSI music. You can be as elaborate as you like if you decide to create your own birthday greetings file.

**DATAPHON.A??** is displayed before asking for a data phone number.

**DNLDHRS.A??** is displayed if the user attempts to download a file during hours that downloading is not allowed as specified in **QCONFIG**.

**EDITHELP.A??** is displayed if the user selects the help option from the message editor built-in to **QuickBBS**.

**GOODBYE.A??** is the text that displays to a user as they log off.

**LOGO.A??** is displayed just before the system asks for the caller's name. This file is used to identify your system.

**MAXPAGE.A??** is displayed if the caller attempts to page more times than is allowed. The number of pages allowed is specified in **QCONFIG**.

**NEWS.A??** is displayed after **NEWUSER2.A??** or **WELCOME.A??** and after the system checks for mail. Put any announcements you want all users to see here.

**NEWUSER1.A??** is displayed after the caller has verified that their name is typed correctly but before any questions specified in **QCONFIG** are asked.

**NEWUSER2.A??** is displayed after a new user has selected a password. This file might contain information about your system that would be of interest to a first time caller.

**NO300.A??** is displayed if a user attempts to call in when 300 baud is not allowed, as defined in **QCONFIG**. The user is logged off after this file is displayed.

**NODEnn.A??** is displayed to a caller based on the node they are connected to. This enables the System Operator to display a separate file for each node they have. When creating these files, it is *essential* that you remember not to use any leading zeros, (NODE01.ANS). NODE2.ANS and NODE10.ANS however, are acceptable names.

**NOTAVAIL.A??** is displayed if the System Operator is paged outside of the times that paging is allowed, as set in **QCONFIG**. There is a default message that displays if you don't create this file.

**NOTFOUND.A??** is displayed if the system cannot find the user's name before they are asked if they typed their name correctly. This file might be used to tell the caller what names are not allowed on the system.

**PAGEABRT.A??** is displayed if the System Operator aborted the page. There is a default display for this.

**PAGED.A??** is displayed after the page has been made but before the System Operator answers. There is a default.

**PASSWORD.A??** is displayed before the system asks the user for the password they will use on the system. Use this file to explain to the caller about the necessity of having a unique password that is not easily cracked.

**PRIVATE.A??** is displayed if the system is a private system and a non-registered user attempts to call in. The caller will be logged off after this is displayed.

**PVTLINE.A??** is displayed to callers if they have logged on to a secondary node without the proper access levels as defined in **QCONFIG**.

**READHELP.A??** is displayed if the user selects help from the read/scan/quick-scan options. This file should explain what each of the options do.

**SECnn.A??** is displayed to each caller with the security level indicated by lower case {nn}, where {nn} is a number from 1 to 31999. (A security level of 32000 is not a recommended security level for any caller except the System Operator.) **SEC10.ASC** will be displayed to callers that have a



— security level of 10 and ONLY to users with that security level.

Conversely, **SEC21000.ASC** will only be displayed to callers with that security level. You can still control which callers will see the **SECnn.A??** by assigning flag sets. This is displayed after **WELCOME.A??**, but before checking for mail.

**TIMEWARN.A??** is displayed when the user's time limit has been adjusted because of an upcoming system event. There is a default warning if you do not create this file.

**TOOSLOW.A??** is displayed if a user attempts to log onto the system with a modem that is too slow as defined in **QCONFIG**. The system will log the user off.

**TRASHCAN.A??** is displayed if the system finds the user's name in **TRASHCAN.CTL**. After displaying this file, the system will log the user off.

**WELCOME.A??** is displayed to callers once they have entered their name and password, and after the display of any new user files and **SECnn.A??**. This file is not the same as **LOGO.A??**, and should be the most elaborate screen online.

**XFERHELP.A??** is displayed when a user requests help with the file transfer functions. It should explain what each of the protocols do and how they work.

### Verifier Control Files

You completely control the look of the verifier by placing these files in your text files directory (each may have ANSI and ASCII versions).

**S-INTRO.A??** The first file the caller sees. After this file is displayed, a prompt is made to get phone number selection or confirmation. **S-INTRO.A??** can be a short introduction into the system to explain uses.

**S-TRASH.A??** This file is displayed if the phone number the caller has selected is found in **PHONENUM.CTL**. This would indicate that you have blocked the number out for some reason.

**S-DUPE.A??** This file is displayed if another caller has the same phone number as the one chosen by the current caller, and you have selected dupe checking in the configuration.

**S-DISC.A??** This file is displayed after the prompt, and before hanging up.

The purpose of **S-DISC.A??** is to inform the caller that they are about to be disconnected. Use this file to remind the caller how to make their modem answer for them.

**S-LOGIN.A??** This is file that is displayed after the caller answers the callback. **S-LOGIN.A??** should be edited to customize the look and style of your board.

**S-VALID.A??** This file is displayed after the caller properly enters their password. **S-VALID.A??** will welcome the caller back into the system.

**S-LONGD.A??** This file is displayed if the caller is long distance, and you have either disabled long distance calls or the time frame is not active for a long distance callback. If you have configured for long distance during limited hours, you will want to indicate in this file the time period when the caller should and try again. Be specific on the time frame that the caller can attempt the verifier. For example, 10pm to 3am East Standard Time (EST). Do not assume that everyone is on your time zone when allowing long distance call backs.

**S-USERM.ASC** This file contains the User Manual for online help to the caller. **S-USERM.ASC** is called in from **VERIFY.MNU**, as a List ASCII File option. This is the only text file that is not *hard-coded*, meaning that the user manual can be any filename you desire.

## Netmail and Echomail

### Overview of Netmail Operation

Netmail is the automatic exchange of information between systems in a network. More specifically, netmail refers to the mailing of messages or files directly between two systems (although netmail can be routed through other boards along the way). Echomail is the sharing of a message base among several bulletin boards, with the messages usually limited to a specific topic. These echoes are sometimes called conferences. The term netmail will be used in the comprehensive sense in section headers, but will refer specifically to privileged netmail in the following text.

Echomail is almost always public, with privileged messages being sent by netmail. System Operators routing your echomail do not wish to pay to send privileged messages, so be sure to set your echomail boards to Public only. Certain echoes are only open to System Operators. Be sure that you do not allow users other than System Operators to enter messages in them.

In order to prevent duplicate postings of messages in an echo, you will receive and send mail for an echo from just one board. This board is your echo host, also known as a hub. You should not forward the echo to any other board without approval of your echo host.

The first netmail systems exchanged mail only at specific times. Mailers have since evolved to the point that they now send and receive mail at any time. If you run a continuous mail system you must use a "front-end" program (usually the same as your mailer) to answer the phone and determine whether the call is from another system or from one of your users. **QuickBBS** cannot handle incoming mail transfers. If you run non-continuous mail you need to set an event in **QCONFIG** to exit with an errorlevel that calls up your mailer from your batch file.

Outgoing net and echomail messages are placed in the netmail directory for the mailer by **QuickBBS**-compatible mail scanning utilities. Messages are bundled up with other messages destined for the same board. The mailer then calls the destination board and sends the bundle. Mailers usually also require specific inbound ("FILE") and outbound ("HOLD") directories. **QuickBBS** does not concern itself directly with them.

Incoming net and echomail are delivered to the netmail directory by the mailer or its utilities and unpacked by **QuickBBS** compatible mail tossing utilities.

### **Required Software for Netmail**

In order to run netmail and echomail, **QuickBBS** requires a separate mailer program such as **Binkley**, **D'Bridge**, or **Front Door**. Please refer to the mailer's documentation for instructions on installation and use. There are example batch files for several mailers included in the appendix of this manual. You will need to alter these files to suit your needs, (i.e. subdirectory statements, message pack/squeeze and user edit options, etc).

You will need certain utility programs to extract netmail and echomail ("scanning") from the **QuickBBS** message base for access by your mailer program and to "toss" netmail and echomail into your message base.

Mail utilities were provided with earlier versions of **QuickBBS**. In **QNET\_275.ZIP**, you'll find the last release of **MAILTOSS** and **MAILSCAN** which toss and scan messages to and from the netmail board. Future releases of **MAILSCAN** and **MAILTOSS** will support multiple ZONES, and **MAILTOSS** will no longer require the netmail board number parameter.

**ECHOGEN** fails to toss echomail messages that have more than one space after the colon in the origin line. It will toss them if you edit the space out. In the first two months of non-leap years, **ECHOGEN** also incorrectly dates outbound messages, and is no longer supported. **QECHO** is now the supported echomail tosser. However, **QECHO** is sensitive to extra spaces or tabs in **AREAS.BBS**, so it is recommended that you only place one space between the board number and area name. System Operators report they must also type their messages areas in caps in their **AREAS.BBS** file.

You will need a file compressing utility such as **PKARC**, **ARC**, or **ARCA**. **ECHOGEN** is hard-coded to use **PKARC.EXE**. If you have the **.COM** version or one of the other programs you must rename it to **PKARC.EXE** for use with **ECHOGEN**. The other programs do not have that restriction.

## **An Overview of the Net Organization**

The largest PC BBS network is **FIDONET**. Other networks have formed, such as **AlterNet**, **EggNet**, and **RBBS-Net**. The information here is specific to **Fidonet**. We cannot provide complete information on Fidonet here; your local Net Host or Regional Coordinator can provide that. For information specific to any other net structure contact a System Operator of a board within that net. They should be quite similar in structure.

Fidonet is divided geographically into three zones. Zone 1 is North America, Zone 2 is Europe, Zone 3 is the Pacific Basin, Far East, Zone 5 is South America, and Zone 6 is Africa. Zones are further divided into regions, which are divided into nets. Each individual bulletin board is a node within a net or, if located in a rural area not covered by a net, assigned directly to a region. Addresses are written in the form:

### **ZONE:NET/NODE.POINT or ZONE:REGION/NODE.POINT**

Many software packages don't require you to include the zone number in the address, they default to the current zone. Regions have two digit numbers, nets have three digit numbers. Net Hosts and Regional Coordinators are always assigned Node 0. **NODELISTs**, listing all boards with Fidonet addresses, and **NODEDIFF** files, which list all changes from a specific nodelist, are published weekly.

Contact your local Net Host or Regional Coordinator for instructions on applying for a net/node address. If you do not know who your Net Host is, log on to a local Fidonet board and note what net the board operates in. Send a message to "System Operator" at Node 0 of that net. If you have no netmail boards operating in your area you can search the **NODELIST** file for a Regional Coordinator that covers your area. To qualify for a net/node address you must be able to send and receive mail during **Zone Mail Hour** (ZMH, formerly called NMH). This is 9:00 to 10:00 GMT, regardless of local daylight savings time. Your Net Host or Regional Coordinator will tell you what net/node address to use when applying.

## **Configuring QuickBBS for Netmail**

The **QuickBBS** netmail utilities interface with your mailer by placing outgoing messages in a netmail directory where your mailer picks them up and bundles them for mailing. Likewise, the mailer places incoming mail in this directory for the **QuickBBS** utilities to toss into your message base. **QuickBBS** and your mailer must both point to the same directory.

Some mailers do not handle the bundling and unbundling of mail. **QECHO** can accommodate them and take over these functions. The documentation for your mailer should tell you which approach to use.

Refer to the **QCONFIG** section above on setting up your netmail board and entering your zone number and net/node address.

You will need to set up a menu to access the netmail area. You can copy a local board menu using **MENUEEDIT** and edit the netmail menu so that the commands point to the netmail message board number. Be sure to raise the access levels so that users cannot run up your phone bill with unauthorized netmail.

---

### **Compiling the Nodelist for QuickBBS**

**QuickBBS** must have access to the **NODELIST** files compiled by **QNODE**. **NODEINC.DAT** and **NODEIDX.DAT** are the compiled nodelist files **QuickBBS** uses in order for you to enter netmail messages. The raw **NODELIST** needs to be processed by **XLAXDIFF** or a similar program before **QNODE** can compile it. You should run **QNODE** whenever you get an update to the **NODELIST**. The update file is usually called **NODEDIFF.###**, where '###' is the julian date that **NODEDIFF** was created. Archived versions are called **NODEDIFF.A##**.

**QNODE** must be executed from your nodelist directory. **QNODE** will find your **NODELIST** file and create the index files that QuickBBS needs. Optionally, you may include the names of other network nodelists for **QNODE** to process. For example:

#### **QNODE EGGLIST TREKLIST**

would compile **NODELIST.###**, **EGGLIST.###**, and **TREKLIST.###**.

It isn't necessary to include file extensions as long as the filenames are standardized. For non-standard file names, you must specify the extension. **QNODE** also provides a Compile Summary at the completion of nodelist processing. This summary contains useful information as in this example:

```

|-----|
| QuickBBS Nodelist Compiler v2.75 |
| Copyright (c)1991, Pegasus Software |
|-----|
| Including: Nodelist.341 |
|-----|
| Compile summary: |
|-----|
| Zones : 6 |
| Regions : 44 |
| Nets : 351 |
|-----|
| Total : 401 |
|-----|
| Hubs : 510 |
| Nodes : 8555 |
| Down : 181 |
|-----|
```





Fig. LXV

**QuickBBS** can automatically deduct the cost of long distance netmail messages from your users' Net Mail Credit account. To implement, the nodelist preprocessor must be supplied by you with this information, usually in the form of a control text file.

You can assign costs to your nodelist configuration. This can be done for entire zones, regions, nets - or just certain phone numbers or prefixes. To implement, you need to create a control file, **NODECOST.CTL**, in the nodelist directory when you run Qnode. This is an ASCII file and contains one or more lines, each with one of the following keywords:

```

|   DEFAULT   |
| ZONE <number> <cost> |
| REGION <number> <cost> |
| NET <number> <cost> |
| PREFIX <prefix> <cost> |

```

Fig. LXVI

The statements in the control file must be implemented in the order shown here, since a control file statement similar to:

```

NET 363 15
REGION 18 25

```

would assign a cost of 25 cents to Net 363 since it is contained in, and listed before, Region 18.

### **Continuous Mailers**

Continuous mailers will always answer the phone in case another system is calling. When a human calls, the mailer turns things over to **QuickBBS**. It can do this by "spawning," where the mailer stays in memory and calls the board as a child process, or by Exiting. Spawning may be faster but requires more memory. QuickBBS needs some information passed to it on the command line.

The **QuickBBS** command line parameters are:

- Bx = Baud rate of caller is x (i.e. -B2400)
- Ex = Exit After Caller at ERRORLEVELx
- Tx = Time (in minutes) until the next event
- L = Logon in Local Mode
- M = Swap To Disk or EMS
- Nx = Node number the caller is connected to  
(Multinode Configuration)
- P = Log System Activity to Printer if Online
- R = Regolon a User After a TYPE 15 Exit
- S = Snoop Mode Default to Off (For Multitasking)

If you use the spawn option you will need to create a batch file in the directory that you run the mailer. To use this option the mailer will have to allow you to send the baud rate of the caller. If the mailer allows the time to the next event to be passed, **QuickBBS** can adjust the caller's time accordingly.

Some mailers exit to run the bulletin board. With these you need to place the commands to run **QuickBBS** in the batch file that runs the mailer. Mailers such as **Binkley** exit with an errorlevel equal to the baud rate divided by 10 (i.e. errorlevel 12=1200), while others may require you to assign the errorlevels yourself. To ensure that **QuickBBS** doesn't allow callers to overrun external events you can duplicate the mailer's schedule in **QCONFIG**'s event section. Examples of both spawn and exit batch files for several mailers are found in **BATCHFIL.ZIP**.

### Non-Continuous Mailers

Non-continuous mailers only send and receive mail during specified time slots called events. **QuickBBS** answers the phone during the non-mail events and exits to the mailer for the mail events. To perform this, the **QuickBBS** event schedule must be set up to exit at the proper times with errorlevels set so a batch file can start the mailer. The event schedules are set with **QCONFIG**. Similarly, the mailer must exit at the end of its event and call **QuickBBS** from its batch file.

### Sending Mail into the Net

If you run a continuous mailer you will want new net and echomail sent at the end of the calls in which they are entered. **MAILSCAN** is used to scan the Quickbase for outgoing netmail, and has no command line parameters. **MAILSCAN** begins by reading information contained in

**MSGCFG.DAT** and **QUICKCFG.DAT**; scanning for the network mail path, your node address, the number of messages in your netmail directory, and the total number of messages in the Quickbase. **MAILSCAN** automatically locks and unlocks the message base in the event that you are operating in a multinode environment to prevent the system from crashing the Quickbase. If there are messages that need to be sent out, **MAILSCAN** will prepare them as outgoing packets, and the caller's user credit as defined in **USERS.BBS** is updated. Finally, **MAILSCAN** reports the total amount of netmail messages exported.

**QuickBBS** exits after calls with the following errorlevels:

- 0 = Normal Exit**
- 1 = Important File Missing (TOP.MNU, etc.)**
- 2 = Fatal System Error Occurred (Logged in ERRORS.LOG)**
- 3 = New Netmail was Entered**
- 4 = New Echomail was Entered**
- 5 = Both Netmail and Echomail were entered**

You will want to have your batch file call the appropriate netmail and echomail scanning utilities for errorlevels 3, 4 and 5. You must set "Exit When Net/Echomail is Entered" ON in **QCONFIG** in order to have **QuickBBS** return these errorlevels.

If you run a non-continuous mailer, your batch file will only have to call the mail utilities during the specific mail events.

### Getting Messages from the Net

When your mailer gets mail from another board it will most likely be in "bundles". You can unbundle them to recreate the messages as files with the extension **.MSG**. **MAILTOSS** is used to extract the messages from the incoming packets and toss them to your netmail directory. **MAILTOSS** has five command line parameters. They are:

- C** Keep a **copy** of the message(s) in the net mail directory.
- F** Import mail **from** our node not marked Kill/Sent.
- K** **Kill** null messages. Incoming packets sometimes use a null message to send bundles of mail. Null messages contain no text.
- L** Operate in Multinode mode.

**-P** Set the **Private** bit on all netmail.

Example: **MAILTOSS -K -F -P -C -L**

### **QECHO Configuration File**

**QECHO** can reside in almost any directory of your drive (or drives), but the configuration file must be located in the current directory you run **QECHO** from.

The configuration file is called **QECHO.CTL**. It is a text file that can be edited/created by using most any text editor or word processor. Here is a sample configuration file:

Explanations of control file statements are as follows:

```
;QECHO Control file
```

```
;
```

```
;
```

```
; ■ NODE
```

```
;
```

```
; The NODE statement allows you to tell QECHO the address you are  
; using. You may have up to 10 addresses, and the order is  
; important! The first address listed should be your primary  
; address, followed by your aka addresses. QECHO uses the closest  
; address system when tossing mail.
```

```
;
```

```
; Example:
```

```
; If you had the node line listed as this 'NODE 1:300/5 2:200/2  
; and the system was sending mail to '2:200/7,' QECHO would use  
; the '2:200/2' address. If you were sending to '2:400/7,' QECHO  
; would use 2:200/2. If you were sending to '3:400/4,' QECHO  
; would use 1:300/5...etc.
```

```
;
```

```
; QECHO defaults to the ZONE listed in the first address or ZONE  
; 1 if not listed.
```

```
;
```

```
; Example:
```

```
; NODE 300/5 400/4 600/6 = 1:300/5 1:400/4 1:600/6
```

```
;
```

```
; or
```

```
;
```

```
; NODE 2:300/5 400/4 600/6 = 2:300/5 2:400/4 2:600/6
```

```
;
```

```
; A valid NODE line looks like this, and is required.
```

```
;
```

```
; NODE 1:300/5 400/4 3:300/6
```

```
;
```

```
NODE 1:300/5 1:7102/300
```

```
;  
;  
; ■ LOCK  
; Allow Quickbbs to use the message base while tossing and  
; exporting mail (Must use SHARE).  
LOCK  
;  
  
; ■ ARCHIVER  
;  
; The ARCHIVER statement allows you to set the default archiver  
; QECHO will use to archive echomail to outbound systems. It can  
; be overwritten by the 'PACKERS' 'ENDPACKERS' statement. If this  
; line is omitted, 'PKPAK -OCT -A' will be used.  
;  
ARCHIVER PKPAK -OCT -A  
;  
; ■ PACKERS & ENDPACKERS  
;  
; This statement allows you to tell QECHO the archiver to use for  
; a certain address. A valid statement is shown on the next page.  
;  
PACKERS  
1:300/11.0 PKZIP -A  
1:300/12.0 PKZIP -A  
1:300/8.0 PKPAK -O -A  
1:300/20.0 PKZIP -A  
1:300/2.0 PKZIP -A  
ENDPACKERS  
;  
; ■ ZONESEENBY  
;  
; This statement allows you to strip SEEN-BYs on all echomail  
; exported across ZONEs. To enable, uncomment the ZONESTRIP line.  
;  
;ZONESTRIP  
;  
; ■ ZOO, ZIP, LHARC, PAK, ARC, PKPAK  
;  
; All control over ARCHIVERS that QECHO uses is now configurable.  
; These statements allow you to choose QECHO's DEARC string for  
; each supported archiver. You may use PAK 2.51 to unZIP, etc.  
; The default settings below are what QECHO used before v2.75.
```

```
;  
ZIP  PKUNZIP/ON  
ZOO  ZOO EO  
LHARC LHARC E /M  
PAK  PAK E /WA  
ARC  PKUNPAK/R  
PKPAK PKUNPAK/R  
;  
; ■ POINTNET  
;  
; A POINTNET function is used for cases where you can't use true  
; 4D addressing. If one of your points is using an older echomail  
; program, it probably doesn't understand 4D addressing.  
;  
;  
; To set up POINTNET:  
;  
; For two points, use the node statement 'nnnn/n and nnnn/n,'  
; where 'nnnn' is your pointnet address and 'n' is the address  
; of each point. The points must address you using the first  
; address in this control file. You'll also need to place the  
; statement 'BOSSNODE' in the control file.  
;  
; BOSSNODE  
; POINTNET 2400  
;  
; ■ PACKETPATH  
;  
; This path points to the directory QECHO will put the packets it  
; creates during runtime. If not defined, QECHO will create the  
; packets in your system directory.  
;  
; Example:  
; PACKETPATH F:\TEMP  
; ■ KDP-PATH  
;  
; This path points to the directory that QECHO will place  
; AREAS.KDP, the file that contains the duplicate messages  
; signatures.  
;  
; Example:  
; KDP-PATH F:\TEMP  
;
```



```
; ■ USELOG
;
; This command will generate a log file (QECHO.LOG).
;
USELOG
;
; ■ LOGPATH
;
; This path points to the directory that QECHO will write the
; logfile. If this line is commented, QECHO will write to the
; correct directory.
;
; Example:
; LOGPATH F:\TEMP
;
LOGPATH
;
; FRONT DOOR Example
;
; DUPPATH    C:\DUPS           ; duplicate message path
; MAILPATH   C:\FD\MAIL       ; netmail (*.MSG) files
; FILESPATH  C:\FD\FILE       ; inbound ARCmail
; ARCHIVEPATH C:\FD\PACKET     ; outbound ARCmail
; QUICKBBSPATH C:\QUICKBBS    ; QuickBBS system files
; BINKLEY Example
;
; DUPPATH    C:\DUPS
; MAILPATH   C:\BINKLEY\MAIL
; FILESPATH  C:\BINKLEY\FILE
; OUTBOUNDPATH C:\BINKLEY\OUTBOUND
; QUICKBBSPATH C:\QUICKBBS
;
; D'BRIDGE Example
;
; DUPPATH    C:\DB\BAD
; MAILPATH   C:\DB\MAIL
; FILESPATH  C:\DB\FILES
; OUTBOUNDPATH C:\DB\QUEUE
; ARCHIVEPATH C:\DB\PACKETS
; QUICKBBSPATH C:\QUICKBBS
```

### QECHO Command Line Parameters

**QECHO** has many command line parameters. They are as follows:

- A**           **Archives all mail generated**
- C**           **Marks mail generated as (CRASH) priority**
- E**           **Exports outbound messages. This disables QECHO**

**from processing inbound mail**

- F[name]**   **Uses an alternate areas file rather than AREAS.BBS**
- G**           **Processes only inbound messages from nodes listed**

**for the specific board in the areas file**

- H**           **Deleted. Hidden SEEN-Bys are no longer supported**
- J**           **QECHO needs at least 350K to run, not including the RAM required by the archiver. This parameter will swap to disk or EMS. If you are in a multitasking environment, it is suggested that you use this parameter for export and import**
- I**           **Import SEEN-BYs and PATHs, normally hidden by Ctrl-A**
- K**           **Disables checking for duplicate echomail messages**
- L[name]**   **Generates the text file [name] with a list of area**

**names QECHO tossed to. Used in conjunction with the -T option**

- N**           **Disables processing of any stray echomail located in the network mail directory**
- P**           **Deleted. Echomail tossers always add PATH statements**
- R**           **Strip SEEN-BY: lines down to your own network and any addresses you forward to**
- S[x]**       **Checks free space and only processes mail if at least [x] kilobytes are available**

- T**           **Imports all echomail processed into the message**

**base**

- U**           **Processes any mail archives or stray packets**
- V**           **Disables forwarding of any echomail to new nodes**
- X**           **Marks all mail generated as HOLD FOR PICKUP**
- Z**           **Operating in an oMMM environment (BinkleyTerm)**
- ?**           **Displays a terse help screen.**

### Defining Echomail Areas

**QECHO** needs to know the echomail areas you carry and where to forward them. To command **QECHO** to do so, create a file called **AREAS.BBS** (see **-F** command line parameter). **QECHO** parses the areas file line by line. All text to the right of a semi-colon is considered to be a comment and is ignored.

Here is a sample **AREAS.BBS** file:

```
;AREAS.BBS - 24 September 1991  
;  
1 4DOS      363/340  
2 BATPOWER  363/340  
3 ECHO_REQ  363/340  
4 DBRIDGE   363/340  
5 TRS-MOD134 363/340 15/18 104/114 115  
7 VIDEO_REVIEW 363/340  
8 QUICKBBS  363/340  
9 NET363    363/340  
10 ALIAS363  363/340  
11 USER363  363/340  
12 Alt.CYBERPUNK 363/100  
13 QUICKBBS_BETA 363/340  
14 ORLSYSOP  363/340  
15 ZZYZX     363/340  
16 ALT.MUSIC 363/61  
30 E_SYSOP   99:9014/32  
31 E_USER    99:9014/32  
50 Z_FLORIDAZE 81:14051/1  
51 Z_NEWAGE  81:14051/1  
P BAD_JOKES 150/301
```

Fig. LXVII

The first argument on each line is the **QuickBBS** board number defined in **QCONFIG**. This argument is used by the **-T** toss command line option. If **'P'** is specified the area is considered to be a pass-thru area. All messages in that area are forwarded and deleted.

The second argument is the EchoMail area name. Area names can be up to 20 characters long.

All other arguments are considered network mail addresses you forward that specific message area to. Up to 50 network addresses may be specified for each

message area.

**QECHO** can handle up to 200 EchoMail areas. If you use more than this you must employ the **-F** command line parameter to manipulate multiple areas files.

## **Appendices**

The following pages are designed to be used as quick reference sheets. These pages will assist the System Operator in keeping track of flag sets, access levels, and offline utility parameters, as well as ASCII/ANSI file control characters and Menu Types and Optional Data.

Further, supplementary information regarding the external full screen editor, color codes used by **QuickBBS**, Pascal error codes, and sample modem initialization strings are included.

Finally, detailed instruction regarding the creation of questionnaire command language may also be found in the following pages.

## **Acknowledgements**

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Special thanks to Ken Wall for his work on the system offline utilities, Tom Bradford for his help in implementing the internal split screen chat routines, and Adam Hudson, for making **QuickBBS** possible.

### **QuickBBS v2.75 Structures**

```
{--=>Revision History<=--}  
{--=>Revision History<=--}
```

```
(*****  
(*      Structures document for QuickBBS version 2.75      *)  
(*      Copyright 1991, Pegasus Software                    *)  
(*      All Rights Reserved.                                *)  
(*****)
```

Const

```
MaxMsgAreas = 200;  
MaxFileAreas = 200;  
MaxEvents   = 30;
```

type

```
FlagType = array[1..4] of Byte;
```

UserRecord = record

```
    Name      : String[35];  
    City      : String[25];  
    Pwd       : String[15];  
    DataPhone,  
    HomePhone : String[12];  
    LastTime  : String[5];  
    LastDate  : String[8];  
    Attrib    : Byte;  
    Flags     : FlagType;  
    Credit,  
    Pending,  
    TimesPosted,  
    HighMsgRead,  
    SecLvl,  
    Times,  
    Ups,  
    Downs,  
    UpK,  
    DownK,  
    TodayK   : Word;  
    Elapsed,
```

---

```

    Len      : Integer;
    CombinedPtr : Word; (* Record number in
                        COMBINED.BBS *)
    AliasPtr   : Word; (* Record number in ALIAS.BBS
*)
    Birthday  : LongInt;
end;
```

(\* Attrib:

```

    Bit 0: Deleted
    Bit 1: Screen Clear Codes
    Bit 2: More Prompt
    Bit 3: ANSI
    Bit 4: No-Kill
    Bit 5: Ignore Download Hours
    Bit 6: ANSI Full Screen Editor
    Bit 7: Sex (0=male, 1=female)
```

\*)

type

```

USERONrecord = record
    Name      : String[35];
    Line      : Byte;
    Baud      : Word;
    City      : String[25];
    DoNotDisturb : Boolean;
end;
```

```
AliasRecord = String[35]; (* for ALIAS.BBS *)
```

```
{ Nodelist Records ***** }
```

```
NodeTypes = (ntZone, ntRegion, ntNet, ntNode);
```

```

NodeIdxRecord = record
    NodeType   : NodeTypes;
    Number,
    Cost       : Word;
    RawFile    : Byte;
    RawPos     : LongInt;
```



```
end;
```

```
FileNameType = String[12];
```

```
NodeIncRecord = record
    FileName    : FileNameType;
    DateStamp   : LongInt;
end;
```

```
NodelistRecord = record
    NodeType : Byte;
    Zone,
    Net,
    Node     : Integer;
    Name     : String[20];
    City     : String[40];
    Phone    : String[40];
    Sysop    : String[40];
    Flags    : Integer;
    BaudRate : Integer;
    Cost     : Integer;
end;
```

```
{ Message Records ***** }
```

```
CombSelectType = array[1..MaxMsgAreas] of Boolean; (* for COMBINED.BBS *)
```

```
InfoRecord = record
    LowMsg : Integer; { Lowest Message in File }
    HighMsg : Integer; { Highest Message in File }

    TotalActive : Integer; { Total Active Messages }

    ActiveMsgs : array[1..MaxMsgAreas] of Integer;
end;
```

```
IdxRecord = record
    MsgNum : Integer;
    Board  : Byte;
end;
```

```
HdrRecord = record
```

```
MsgNum,  
ReplyTo,  
SeeAlsoNum,  
Tread  : Integer;  
StartRec : Word;  
NumRecs,  
DestNet,  
DestNode,  
OrigNet,  
OrigNode : Integer;  
DestZone,  
OrigZone : Byte;  
Cost    : Integer;  
MsgAttr,  
NetAttr,  
Board   : Byte;  
PostTime : String[5];  
PostDate : String[8];  
WhoTo,  
WhoFrom  : String[35];  
Subj     : String[72];  
end;
```

(\* Msg Attributes:

- Bit 0: Deleted
- Bit 1: Unmoved Outgoing Net Message
- Bit 2: Is a Net Mail Message
- Bit 3: Private
- Bit 4: Received
- Bit 5: Unmoved Outgoing Echo Message
- Bit 6: Local Bit
- Bit 7: [ Reserved ]

Net Attributes:

- Bit 0: Kill Message after it's been sent
- Bit 1: Sent OK
- Bit 2: File(s) Attached
- Bit 3: Crash Priority
- Bit 4: Request Receipt
- Bit 5: Audit Request

Bit 6: Is a Return Receipt  
Bit 7: [ Reserved ]

\*)

{ Other Stuff \*\*\*\*\* }

```
SysInfoRecord = record
    CallCount : LongInt;
    LastCaller : String[35];
    ExtraSpace : array[1..128] of Byte;
end;
```

```
TimeLogRecord = record
    StartDate : String[8];
    BusyPerHour : array[0..23] of Integer;
    BusyPerDay : array[0..6] of Integer;
end;
```

```
MenuRecord = record
    Typ : Byte;
    Sec : Integer;
    Flags : FlagType;
    Str : String[75];
    Key : Char;
    Data : String[80];
    Fg,
    Bg : Byte;
end;
```

{ Configuration Information \*\*\*\*\* }

```
TypeMsgs = (Standard,Netmail,EMail,EchoMail);
KindMsgs = (Both,Private,Public,ROnly);
EventStat = (Deleted, Enabled, Disabled);
AskType = (No, Maybe, Yes);
```

```
SecurityRecord = Record
    Security : Word;
    Flags : FlagType;
End;
```

```
FileAreaRecord = Record (* FILECFG.DAT *)
```

```

AreaName,
FilePath,
ListPath  : String[66];
AllowUploads,
IgnoreKlimit,
IgnoreRatio : Boolean;
DIsec      : SecurityRecord;
SearchSec  : SecurityRecord;
TemplateSec : SecurityRecord;
Spare      : Array[1..12] of Byte;
End;

```

```

BoardRecord = record (* MSGCFG.DAT *)

```

```

    Name      : String[40];
    Typ       : TypeMsgs;
    Kinds     : KindMsgs;
    Combined  : Boolean;
    Aliases   : AskType;
    Aka       : Byte;
    OriginLine : String[58];
    AllowDelete : Boolean;
    KeepCnt,

```

```

(* Max # of Msgs to keep

```

```

*)

```

```

    KillRcvd,

```

```

(* Kill rcvd msgs after

```

```

this many days *)

```

```

    KillOld

```

```

: Word; (* Kill msgs after this

```

```

many days *)

```

```

    ReadSec   : SecurityRecord;
    WriteSec  : SecurityRecord;
    TemplateSec : SecurityRecord;
    SysopSec  : SecurityRecord;
    Spare     : Array[1..12] of Byte;
end;

```

```

EventRecord = record (* EVENTCFG.DAT *)

```

```

    Status    : EventStat;
    RunTime   : LongInt;
    ErrorLevel : Byte;
    Days      : Byte;
    Forced    : Boolean;
    LastTimeRun : LongInt;
    Spare     : Array[1..7] of Byte;
end;

```

ConfigRecord = record (\* QUICKCFG.DAT \*)

VersionID : Word;

Node : Byte;

(\* Modem Parameters \*)

CommPort : Integer;

InitBaud : Word;

ModemDelay : Word;

InitTimes,

AnswerWait : Integer;

ModemInitStr,

ModemBusyStr : String[70];

ModemInitResp,

ModemBusyResp,

Resp300,

Resp1200,

Resp2400,

Resp9600,

Resp19200,

Resp38400 : String[40];

(\* System Paths \*)

EditorCmdStr : String[70];

MenuPath,

TextPath,

NetPath,

NodelistPath,

MsgPath,

SwapPath,

OverlayPath : String[66];

(\* System misc strings \*)

LoadingMessage : String[70];

SelectionPrompt : String[70];

NoMailString : String[70];

OriginLine : String[58];

QuoteStr : String[3];

(\* User Restrictions \*)

LowBaudStart,

LowBaudEnd,  
DownloadStart,  
DownloadEnd : LongInt;  
MaxPageTimes,  
PageBellLen : Integer;  
PagingStart,  
PagingEnd : LongInt;  
MinBaud,  
GraphicsBaud,  
XferBaud : Integer;

(\* Matrix Information \*)

MatrixZone,  
MatrixNet,  
MatrixNode,  
MatrixPoint : array[0..10] of Integer;  
NetMailBoard : Integer;

(\* Default Information for New Users \*)

DefaultSec : SecurityRecord;  
MinimumSec : SecurityRecord;  
DefaultCredit : Integer;

(\* Sysop Security Etc. \*)

SysopSecurity : SecurityRecord;  
SysopName : String[35];  
SystemName : String[40];  
RegKey : LongInt;

(\* Misc System Parameters \*)

TextFileShells,  
AltJswap,  
Editorswap,  
AutoLogonChar,  
FastLogon,  
UseLastRead,  
MonoMode,  
DirectWrite,  
SnowCheck,  
NetEchoExit,  
OneWordNames,  
CheckMail,

---

```

    AskHomePhone,
    AskDataPhone,
    AskBirthday,
    AskSex,
    Use_Xmodem,
    Use_Xmodem1k,
    Use_Ymodem,
    Use_YmodemG,
    Use_Sealink,
    Use_Zmodem,
    Inp_Fields,
    GraphicsAvail,
    ForceUS_Phone : Boolean;
    InactiveTimeOut : Integer;
    LogonTime      : Integer;
    DefFgColor     : Integer;
    DefBgColor     : Integer;
    PasswordTries  : Integer;
    EntFldColor    : Byte; (* Color for entry
fields *)
    BorderColor    : Byte; (* Color for menu
borders *)
    WindowColor   : Byte;
    StatusBarColor : Byte;
    UploadCredit   : Integer;
    ScreenBlank    : Byte;

    (* Callback verifier *)
    VerifierInit   : string[35];
    DialString     : string[15];
    DialSuffix     : string[15];
    DupeCheck      : Boolean;
    NewUserSec,
    MemberSec      : Word;
    MemberFlags    : Array[1..4,1..8] of Char;
    LDcost         : Word;
    LDenable,
    ResumeLocal,
    ResumeLD       : Boolean;
    LDstart,
    LDend          : Longint;

    ExtraSpace     : Array[1..400] of Byte;

```

```
end;
```

```
GosubDataType = array[1..20] of String[8];
```

```
ExitRecord = record
```

```
    BaudRate      : Integer;  
    SysInfo       : SysInfoRecord;  
    TimeLogInfo   : TimeLogRecord;  
    UserInfo      : UserRecord;  
    EventInfo     : EventRecord;  
    NetMailEntered : Boolean;  
    EchoMailEntered : Boolean;  
    LoginTime     : String[5];  
    LoginDate     : String[8];  
    TmLimit       : Integer;  
    LoginSec      : LongInt;  
    Credit        : LongInt;  
    UserRecNum    : Integer;  
    ReadThru      : Integer;  
    PageTimes     : Integer;  
    DownLimit     : Integer;  
    WantChat      : Boolean;  
    GosubLevel    : Byte;  
    GosubData     : GosubDataType;  
    Menu          : String[8];
```

```
end;
```



**QuickBBS Setup Information and Notes**

*It is recommended that you make multiple copies of these pages as frequent configuration changes are very common.*

System Name: \_\_\_\_\_

Net/Node(s): \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

System Key: \_\_\_\_\_

Origin Line: \_\_\_\_\_

Modem Init: \_\_\_\_\_

Text Path: \_\_\_\_\_ Menu Path: \_\_\_\_\_

Msgs Path: \_\_\_\_\_ Mail Path: \_\_\_\_\_

Swap Path: \_\_\_\_\_ Node Path: \_\_\_\_\_

Qecho: \_\_\_\_\_

EchoKDup: \_\_\_\_\_

MsgPack: \_\_\_\_\_

MsgUtils: \_\_\_\_\_

QNode: \_\_\_\_\_

Access Level \_\_\_\_\_

Flag Sets: A \_\_\_\_\_ A \_\_\_\_\_

B \_\_\_\_\_ B \_\_\_\_\_

C \_\_\_\_\_ C \_\_\_\_\_

D \_\_\_\_\_ D \_\_\_\_\_

1 2 3 4 5 6 7 8 1 2 3 4 5 6 7 8

---

—

Sec. Level: \_\_\_\_\_  
Time Limit: \_\_\_\_\_

Access Level \_\_\_\_\_

Flag Sets: A \_\_\_\_\_ A \_\_\_\_\_  
B \_\_\_\_\_ B \_\_\_\_\_  
C \_\_\_\_\_ C \_\_\_\_\_  
D \_\_\_\_\_ D \_\_\_\_\_  
1 2 3 4 5 6 7 8 1 2 3 4 5 6 7 8

Sec. Level: \_\_\_\_\_  
Time Limit: \_\_\_\_\_

**Notes**

### **QuickBBS Error Report**

If you are having problems with **QuickBBS**, or have found an error within either the documentation or program, we would like to know about it. Please be as specific as possible when pointing out any problems you have encountered. **Pegasus Software** may not be able to respond to error report messages in the **QUICKBBS** conference, and this error report will assure that corrections are made.

Name : \_\_\_\_\_

Address : \_\_\_\_\_

\_\_\_\_\_

Phone : \_\_\_\_\_ (Data)      Key : \_\_\_\_\_  
          \_\_\_\_\_ (Home)

Net/Node: \_\_\_\_\_ or \_\_\_\_\_

\_\_\_\_\_

I have discovered an error in: \_\_\_\_\_

QuickBBS/OVR    QuickBBS/EXE    Utilities    Documentation

Explain exactly how this error has occurred. List hardware and software configurations, modem initialization string, **QuickBBS** version or offline utility version you are using, batch file examples, **ERRORS.LOG** etc...

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

Send page to Pegasus Software, PO Box 678255, Orlando, FL 32867

### **Pascal Error Codes**

The following list of error codes is designed to assist the System Operator in determining problems before issuing bug reports to **Pegasus Software**.

|     |                                    |
|-----|------------------------------------|
| 2   | File not found                     |
| 3   | Path not found                     |
| 4   | Too many open files                |
| 5   | File access denied                 |
| 6   | Invalid file handle                |
| 12  | Invalid file access code           |
| 15  | Invalid drive number               |
| 16  | Cannot remove current directory    |
| 17  | Cannot rename across drives        |
| 100 | Disk read error                    |
| 102 | File not assigned                  |
| 103 | File not open                      |
| 104 | File not open for input            |
| 105 | File not open for output           |
| 106 | Error in numeric format            |
| 150 | Disk is write protected            |
| 151 | Unknown unit                       |
| 152 | Drive not ready                    |
| 153 | Unknown command                    |
| 154 | CRC error in data                  |
| 155 | Bad drive request structure length |
| 156 | Disk seek error                    |
| 157 | Unknown media type                 |
| 158 | Sector not found                   |
| 159 | Printer out of paper               |
| 160 | Device write fault                 |
| 161 | Device read fault                  |
| 162 | Hardware failure/Share violation   |
| 200 | Division by zero                   |
| 201 | Range check error                  |
| 202 | Stack overflow error               |
| 203 | Heap overflow error                |
| 204 | Invalid pointer operation          |
| 205 | Floating point overflow            |
| 206 | Floating point underflow           |
| 207 | Invalid floating point operation   |

| 208 | **Overlay manager not installed** | |  
| 209 | **Overlay file read error** | |

Fig. LXVII

### **Sample Modem Initialization Strings**

The following modem initialization strings are parameters known to work on Fido-Net style front-end mailers. They may or may not be suitable in a standalone (barefoot) **QuickBBS** environment; but are offered here to assist the novice System Operator in bringing their bulletin board online. Please pay special attention to the modem strings listed here, since a string that is even one character off can produce unpredictable results.

USRobotics Sportster - 2400 NRAM Settings

Initialization String - ATM1X3Q0V1H0S0=0&G2&C1

|  |     |     |    |    |    |     |     |    |    |     |  |
|--|-----|-----|----|----|----|-----|-----|----|----|-----|--|
|  | 01  | 02  | 03 | 04 | 05 | 06  | 07  | 08 | 09 | 10  |  |
|  | OFF | OFF | ON | ON | ON | OFF | OFF | ON | OH | OFF |  |

Fig. LXVIII

USRobotics Courier HST - 14400 HST NRAM Settings

Initialization String - ATZ

|  |    |     |     |    |     |    |     |     |    |    |    |  |
|--|----|-----|-----|----|-----|----|-----|-----|----|----|----|--|
|  | 00 | 01  | 02  | 03 | 04  | 05 | 06  | 07  | 08 | 09 | 10 |  |
|  | ON | OFF | OFF | ON | OFF | ON | OFF | OFF | ON | ON | ON |  |

Fig. LXVIII



---

### **ASC/ANS File Control Characters**

You may place certain commands into your text screens that will automatically execute them when the display reaches them. They allow you to provide information from the system to the caller and to control the display of the text file. These control characters do not work on questionnaires or on standard menu (\*.MNU) files, you must use a TYPE 40 command to use them on a menu. Check the documentation on your word processor or text editor to see how you can incorporate these commands to your files.

The "**ASCII**" column shows the decimal **ASCII** value of the corresponding character. The "^" in the "**Char**" column represents the control key.

#### **ASCII #s Char Function**

```
-----
001   ^A  Pause and wait for the ENTER key to be pressed
002   ^B  Turn <S>top Aborting Off
003   ^C  Turn <S>top Aborting On
004   ^D  Turn More Prompts On
005   ^E  Turn More Prompts Off
006   ^F  Combination Command (User Parameters)
007   ^G  Ring Caller's Bell
008   ^H  Backspace
009   ^I  Tab
010   ^J  Linefeed
011   ^K  Combination Command (System Parameters)
012   ^L  Clear Screen
013   ^M  Carriage Return
017   ^Q  Used for XON/XOFF. NEVER USE THIS.
019   ^S  Used for XON/XOFF. NEVER USE THIS.
026   ^Z  MS-DOS end of file marker. NEVER USE THIS.
042 033  *!  Suspend System Timer (TYPE 7 Commands)
042 049  *1  Number of Current Message Area When Used With
          a TYPE 7 Command
042 067  *C  Center menu text line (*.MNU)
042 049  ^F1  Displays Full-Screen Editor status (On/Off)
006 050  ^F2  Displays Current Setting of the "Do Not Disturb"
          flag in a multinode configuration
006 051  ^F3  Displays Caller's Download Ratio
006 052  ^F4  Displays Caller's Download K Ratio
006 053  ^F5  Displays Caller's Alias Name
006 054  ^F6  Displays Caller's Age
006 055  ^F7  Displays Caller's Date of Birth
```

006 065 ^FA Full User Name (Or Alias)  
006 066 ^FB City and State  
006 067 ^FC Password (Not recommended)  
006 068 ^FD Business/Data Phone Number

---

## ASC/ANS File Control Characters

### ASCII #s Char Function

---

|         |     |   |
|---------|-----|---|
| 006 069 | ^FE | Home/Voice Phone Number   |
| 006 070 | ^FF | Last Date User Logged On  |
| 006 071 | ^FG | Last Time User Logged On  |
| 006 072 | ^FH | Displays Caller's A Flags   |
| 006 073 | ^FI | Displays Caller's B Flags   |
| 006 074 | ^Fj | Displays Caller's C Flags   |
| 006 075 | ^FK | Displays Caller's D Flags   |
| 006 076 | ^FL | Netmail Credit Value (in cents)   |
| 006 077 | ^FM | Number of Messages User Has Posted  |
| 006 078 | ^FN | Highest Message User Has Read   |
| 006 079 | ^FO | Security level of user  |
| 006 080 | ^FP | Number of Times User Has Logged On  |
| 006 081 | ^FQ | Number of Uploads User Has Sent   |
| 006 082 | ^FR | Amount User Uploaded in KiloBytes   |
| 006 083 | ^FS | Number of Downloads User Has Received                                     |
| 006 084 | ^FT | Amount User Downloaded in Kilobytes                                       |
| 006 085 | ^FU | Elapsed Time (in minutes)   |
| 006 086 | ^FV | Screen Length (number of lines)   |
| 006 087 | ^FW | User's First Name   |
| 006 088 | ^FX | Returns ON or OFF - ANSI Setting  |
| 006 089 | ^FY | Returns ON or OFF - More Prompt   |
| 006 090 | ^FZ | Returns ON or OFF - Screen Clear  |
| 011 047 | ^K0 | Total Number of Messages in Selected Message Area                         |
| 011 048 | ^K1 | Number of Currently Selected Message Base as Defined in <b>MSGCFG.DAT</b> |
| 011 049 | ^K2 | Number of Currently Selected File Area as Defined in <b>FILECFG.DAT</b>   |
| 011 065 | ^KA | Total Number of Calls Logged  |
| 011 066 | ^KB | Last Caller's Name  |
| 011 067 | ^KC | Number of Active Messages   |
| 011 068 | ^KD | Lowest Message Number   |
| 011 069 | ^KE | Highest Message Number  |
| 011 070 | ^KF | Number of Times User has Paged Sysop This Call                            |
| 011 071 | ^KG | Day of the Week (Monday, Tuesday, etc)                                    |
| 011 072 | ^KH | Total Number of Users   |
| 011 073 | ^KI | Current time in 24-Hour Format (HH:MM)                                    |
| 011 074 | ^KJ | Current date in DD-MM-YY form   |
| 011 075 | ^KK | Minutes Connected   |

011 076 ^KL Seconds Connected  
011 077 ^KM Minutes Used Against Time Limit  
011 078 ^KN Seconds Used Against Time Limit  
011 079 ^KO Minutes Remaining  
011 080 ^KP Seconds Remaining  
011 081 ^KQ Time Limit Expressed in Minutes

**ASC/ANS File Control Characters****ASCII #s Char Function**  
-----

011 082 ^KR Current Baud Rate (300-38400)  
011 083 ^KS Abbreviated Day of Week (Mon, Tue, etc)  
011 084 ^KT Download Limit Expressed in Kilobytes  
011 085 ^KU Number of Minutes Until Next System Event  
011 086 ^KV Time of Next System Event. (24 hour format)  
011 087 ^KW Node number as determined by the -N parameter  
in a multinode configuration  
011 089 ^KY Name of Currently Selected Message Area  
011 090 ^KZ Name of Currently Selected File Area

---

### **System Operator Functions Keys While Caller Is Online**

| <b>Key</b> | <b>Usage</b>  |
|------------|---|
| ---        | -----   |
| Alt-C      | Begin <b>CHAT</b> mode. This will allow you to talk (type) to the caller currently on line. Press { <b>Esc</b> } to end the chat mode.  |
| Alt-D      | <b>Display</b> toggle. For multitasking environments where you may not want to see what the caller is doing. <b>Alt-D</b> will turn the display on or off.  |
| Alt-E      | <b>Edit</b> caller's user record while caller is online.  |
| Alt-F      | Change any of the 32 privilege <b>flags (A1 through D8)</b> of the current caller.  |
| Alt-G      | Produces a stream of high-bit ASCII characters on the screen. Useful if you need to drop a caller with something more significant than Alt-H.   |
| Alt-H      | HANGS UP now! Disconnects the caller.   |
| Alt-J      | JUMPS to DOS, while the caller is still on line, to perform some task. Type { <b>Enter</b> } to return to <b>QuickBBS</b> .   |
| Alt-L      | <b>LOCKOUT</b> the caller. This logs the caller off and changes the caller's security level to 0 so that they no longer have access to the board.   |
| Alt-P      | Toggles the PRINTER log switch. This sends <b>SYSTEM.LOG</b> entries to the to the printer. If the printer is not online this will have no effect. This can also be done from a command line parameter. |
| Alt-S      | Changes the <b>security level</b> of the caller currently on line. The current security level will display. Input a new level for the caller.   |
| Up arrow   | Increases the users time limit by 1 minute.   |
| Dn arrow   | Decreases the users time limit by 1 minute.   |
| End        | Removes any windows and returns to the normal screen.   |
| PgDn       | Toggle down between status bar windows.   |
| PgUp       | Toggle up between status bar windows.   |
| F1         | Display first status bar screen.  |
| F2         | Display second status bar screen.   |
| F3         | Display third status bar screen.  |
| F4         | Display fourth status bar screen.   |
| F5         | Displays fifth status bar screen.   |
| F9         | Displays a help menu locally.   |
| ScrlLock   | Turns off SysOp Page bell. The caller will still be able to page, but the tone generated from the sound port will not be audible to the SysOp.  |

All other keys work as though typed by the caller. This means that you can answer a page, chat with the caller, and assist the caller through the menus by pressing the appropriate keys.

### Menu Types and Optional Data

| <u>Type</u>  | <u>Description</u>                | <u>Optional Data</u>     |
|--|-----------------------------------|--------------------------|
| 0 ...  | Text Line .....                   | None                     |
| 1 ...  | Goto New Menu .....               | <MenuName>[Password]     |
| 2 ...  | Gosub New Menu .....              | <MenuName>[Password]     |
| 3 ...  | Return from Previous Gosub .....  | None                     |
| 4 ...  | Clear Gosub Stack, Goto New Menu. | <Menu Name>              |
| 5 ...  | Display .ASC/.ANS File .....      | <1-8 Character Name>     |
| 6 ...  | Selection Menu .....              | <1-7 Character Prefix>   |
| 7 ...  | Shell To DOS, Run Program .....   | See Text                 |
| <ul style="list-style-type: none"> <li>*0 Path for the current file area</li> <li>*1 Number of current message area</li> <li>*B Passes caller's Baud Rate (300-38400 or 0 for local)</li> <li>*C Full path to command processor as set in the DOS environment variable COMSPEC. Write the above command argument as: <ul style="list-style-type: none"> <li>*C /C RUNFILE.BAT</li> </ul> </li> <li>*F Caller's First Name</li> <li>*G Graphics Mode (0=Off, 1=On)</li> <li>*H Shell to DOS with the FOSSIL hot (Open or Active)</li> <li>*L Caller's Last Name</li> <li>*M Swap to disk or EMS</li> <li>*N Node number (in Multinode environment)</li> <li>*P COM port (*P1 = COM1)</li> <li>*R Caller's Record Number</li> <li>*T Time Left for Call (in minutes)</li> <li>*! Freeze system timer</li> <li>*# Disable Want-Chat function</li> </ul> |                                   |                          |
| 8 ...  | Version Information .....         | None                     |
| 9 ...  | Logoff the System .....           | None                     |
| 10 ...   | Display System Usage Graph .....  | None                     |
| 11 ...   | Page the SysOp for Chat .....     | Page Prompt              |
| 12 ...   | Execute Questionnaire File .....  | <1-8 Character Q-A Name> |
| 13 ...   | List/Search User List .....       | None                     |
| 14 ...   | Time Statistics .....             | None                     |
| 15 ...   | Exit to DOS .....                 | <DOS Errorlevel>         |
| 16 ...   | Change City and State .....       | None                     |

- 17 ... Change Password ..... None
- 18 ... Change Length of Screen ..... None
- 19 ... Toggle Screen Clearing ..... None
- 20 ... Toggle Page Pausing ..... None
- 21 ... Toggle Graphics Mode ..... None
- 22 ... Check for Personal Mail ..... None



---

### Menu Types and Optional Data

| <u>Type</u> | <u>Description</u>                | <u>Optional Data</u>     |
|-------------|-----------------------------------|--------------------------|
| 23 ...      | Read Messages .....               | <Board #>                |
| 24 ...      | Scan Messages .....               | <Board #>                |
| 25 ...      | Quick-Scan Messages .....         | <Board #>                |
| 26 ...      | Delete Selected Messages .....    | <Board #>                |
| 27 ...      | Post a New Message .....          | <Board #>[/L]/[T=<Name>] |
| 28 ...      | Select Combined Boards .....      | None                     |
| 29 ...      | Move A File .....                 | <Full Path>              |
| 30 ...      | MSDOS Directory .....             | <Full Path>              |
| 31 ...      | List <b>FILES.BBS</b> .....       | <Full Path>              |
| 32 ...      | Download a File from SubDir ..... | <Full Path>[Password]    |
| 33 ...      | Upload a File to SubDir .....     | <Full Path>              |
| 34 ...      | List Archive in SubDir .....      | <Full Path>              |
| 35 ...      | Search for File by Keyword .....  | None or <AreaNmbr>       |
| 36 ...      | Search for File by FileName ..... | None or <AreaNmbr>       |
| 37 ...      | List New Files on System .....    | None or <AreaNmbr>       |
| 38 ...      | View a Text File .....            | <Full Path and Name>     |
| 39 ...      | Display a Direct Text File .....  | <Full Path and Name>     |
| 40 ...      | Display ASC/ANS File W/Hot Keys.. | <1-8 Character Name>     |
| 41 ...      | Toggle Full Screen Editor .....   | None                     |
| 42 ...      | Allows User To Pick An Alias..... | None                     |
| 44 ...      | Prompt User For Birthday/Gender.. | <B=Birthday, S=Sex>      |
| 45 ...      | Display ASC/ANS File w/EOF.....   | <1-8 Character Name>     |
| 46 ...      | Display .GIF file header data ... | None or <AreaNmbr>       |
| 48 ...      | Download A Specific File.....     | <Full Path and Name>     |
| 49 ...      | Select Message Area.....          | None                     |
| 50 ...      | Select File Area.....             | None                     |
| 52 ...      | Show List of Users Now Online.... | None                     |
| 53 ...      | Toggle "Do Not Disturb" Flag..... | None                     |
| 54 ...      | Send Online Message to Other Node | None                     |
| 57 ...      | Change Home/Voice Phone Number... | None                     |
| 58 ...      | Change Business/Data Phone Number | None                     |
| 59 ...      | Update Lastread Pointers.....     | None                     |
| 60 ...      | Activate Call-back Verifier.....  | None                     |
| 61 ...      | Activate Internal Multinode Chat. | None                     |

## **Questionnaire Command Language**

### **Ask <Len> <Var Num> <Min Char>**

Reads a user's response of up to <Len> characters and stores it in variable number <Var Num>. <Len> can be from 1 to 255. <Min Char> allows you to specify the minimum number of characters in user response for the answer to be valid.

Example: Display "Question #1: What is your real name? "      Ask 60 1 20  
OutputAnswer "NAME: " 1

### **ChangeColor <Foreground> <Background>**

Changes the current color if the user has ANSI selected, the <Foreground> can be from 0 to 15 and the <Background> can be from 0 to 7.

Example: ChangeColor 15 1

### **ClearScreen**

Clears the callers screen, but only if the caller has selected screen clearing.

Example: ClearScreen

### **Display "<String>"**

Displays the character string <String>. It MUST have quotes around the output string.

Example: Display "Question #1: What is your real name?"

### **Else**

Secondary function to IF statement. This command must be terminated with an ENDIF statement.

Example: If 1 = "Yes" SetFlag A3 Off Else SetSecurity 30

### **Endif**

Terminates the If statement (see IF below)

### **If <Var Num> = "<Test String>"**

Compares a variable number to the Test String. The test is not case sensitive. If the comparison is true then the following questionnaire lines are processed until an Endif is reached, otherwise all lines through the Endif are skipped. You must have a space before and after the equal sign, and you must end an IF with an ENDIF statement.

Example: If 3 = "Yes" SetSecurity 3000

—  
EndIf

## **Questionnaire Command Language**

### **GetChoice <Choices> <Var Num>**

Inputs one character which will consist of an item in the <Choices>. The result is stored in variable number <Var Num>.

Example: Display "What is the speed of your modem? |

Display "1: 300 baud |"

Display "2: 1200 baud |"

Display "3: 2400 baud |"

Display "4: Over 2400 |"

GetChoices 1234 9

### **ListAnswer <Var Num>**

Displays the contents of <Var Num> to the user's screen. This makes it possible to list the user's answers so far and ask if they are correct.

### **LogEntry "<String>"**

Writes a line of text to **SYSTEM.LOG**.

Example: "Caller aborted questionnaire without saving."

### **OutputAnswer "<Descriptor>" <Var Num>**

Outputs the contents of <Var Num> to the answer file and labels it with the string <Descriptor>.

Example: OutputAnswer "NAME: " 2

### **PostInfo**

Posts the user's name and city and state and the date and time of the entry in the answer file. You may wish to put this command at the top of your questionnaire so that you have a header for each entry in the answer file.

### **Quit**

Ends the questionnaire immediately and closes the answer file.

### **SetFlag <Flag Set><Flag Number> <ON|OFF>**

Changes the user's flag on or off as indicated. <Flag Set> is A through D. <Flag Number> is 1 through 8, counting left to right through the flagset. The changed flag setting takes immediate effect on flags in menus, but does not take effect on flag settings in Qconfig until the user's next call.

Example: SetFlag D5 ON

**SetSecurity <Level>**

Changes the caller's security level to <Level>. This can be any valid security level, from 1 to 32000.

Enter a pipe symbol '|' character inside a text string such as the display command to send a carriage return to the user's screen. You have up to twenty variables to work with, each of which can be up to 255 characters long.

**UpdateBoards**

Used to update the caller after the SetFlag or SetSecurity command. If this parameter is not included in the questionnaire file, the caller's flags will not be updated until their next call.

## The Full Screen Editor Interface

**QuickBBS** provides a standard interface between itself and the external full screen editor. The editor must use the temporary work file called **MSGTMP** (no extension) in the **QuickBBS** directory. If the caller is replying to a message, **QuickBBS** will assume the caller will be quoting message text. The **MSGTMP** file will be created before calling the editor and quoted text will be placed in the file with a hard return/line feed sequence after each quoted line.

The editor should be able to insert *soft* returns (ASCII 141) in the file when lines are wrapped and *hard* returns when the caller actually hits the carriage return key. **QuickBBS** gets the name of the editor's program file from its configuration file. When the editor is called, several command line parameters are passed to it. They are:

ED.EXE <Port x> <Baud Rate> <Time Remaining> <Inactive Limit>

<Port x> is the communications port number.

<Baud Rate> is the callers baud rate. 0 is passed when in local mode.

<Time Remaining> is the number of minutes remaining for the user on their call.

<Inactive Limit> is the number of seconds the user is allowed to stay idle before the system will disconnect.

This value is retrieved from the **QuickBBS** configuration file.

When the editor returns to **QuickBBS**, certain errorlevel codes must be passed. They are:

**0 = Normal exit, message edited and ready to save**

**1 = User aborted the message, do not save**

**2 = User inactivity timeout, instructs QuickBBS to hang up**

If **QuickBBS** sees there is no carrier after the editor has returned control, it assumes the caller hung up and discards the message text. The editor is called directly; another copy of **COMMAND.COM** is NOT loaded. This is found to be much faster and takes up less memory. This interface was designed for the SysOp to install or write their own full screen message editor for **QuickBBS**.

**QuickBBS** will only allow ANSI Graphics users access to the editor. The editor will most likely use the VT-100/ANSI screen control codes to handle such tasks as locating the cursor and erasing the screen. The editor must be able to handle its own communications

I/O by using either the **FOSSIL** driver or its own routines. **QuickBBS** will automatically append the origin line to Echomail messages.

## Colors

**QuickBBS** allows you to set the colors that will be used when displaying the menus. The colors are set by placing the desired color code number in the foreground and background color options for the menu line using **MENUEEDIT** or third party utilities. The color codes are:

| Dark Colors |            | Light Colors |               |
|-------------|------------|--------------|---------------|
| Code        | Color      | Code         | Color         |
| 0           | Black      | 8            | Dark Gray     |
| 1           | Blue       | 9            | Light Blue    |
| 2           | Green      | 10           | Light Green   |
| 3           | Cyan       | 11           | Light Cyan    |
| 4           | Red        | 12           | Light Red     |
| 5           | Magenta    | 13           | Light Magenta |
| 6           | Brown      | 14           | Yellow        |
| 7           | Light Gray | 15           | White         |

Fig. LXX

Background colors may only be dark colors, foreground colors may be either dark or light. Monochrome screens will display colors as intensities. On some screens it is not possible to display intensity. In this case light and dark colors will appear the same. On some systems the blue colors will appear underlined. As a general rule do not display dark colors on dark colors or light colors on light colors. This should make it possible for all callers to see your menus.



+037  
A to D Flags Required to Logon30  
Active Messages65  
Adding Another Node69  
Alias4, 13, 28, 38, 53, 86, 91  
ALIAS.BBS89  
Allow Delete13  
Allow One Word User Names28  
Alt-179  
Alt-279  
Alt-379  
Alt-479  
Alt-579  
Alt-A41, 43  
Alt-C41, 47, 66, 67  
Alt-D41, 46, 66, 67  
Alt-E41, 46, 54, 66, 67  
Alt-F41, 66, 67  
Alt-G12, 14, 16, 17, 41, 47, 67  
Alt-H41, 48, 66, 67  
Alt-I41, 46  
Alt-J37, 38, 66  
Alt-L41, 46, 66, 67  
Alt-M41, 47  
Alt-P41, 48, 66, 67  
Alt-S41, 43, 66, 67  
Alt-T66  
Alt-X41, 49  
Alternate addresses11  
AlterNet99, 112  
ANSI 27, 45, 51-53, 55, 60, 65, 72, 80, 93, 95, 111, 128, 133, 136  
    ANSI graphic screens27  
    ANSI graphic(screens87  
    ANSI.COM4, 112  
    ANSI.SYS4, 73, 80  
    Auto-detect feature of QuickBBS37  
    DVANSI.COM4, 112  
    Minimum Speed to Use ANSI Graphics29  
    Mono Mode38  
    TYPE 40 ANSI Menus55  
Appendices111  
Area Name12  
AREAS.BBS98, 110

---

ASCII15, 39, 51, 55, 58, 59, 73, 95, 96, 111

Auto Logon Character37

Auto-Display Files

BIRTHDAY.A??61, 86, 93

DATAPHON.A??93

DNLDHRS.A??93

EDITHELP.A??93

FILES.BBS16

GOODBYE.A??52, 93

LOGO.A??93, 95

MAXPAGE.A??29, 53, 93

NEWS.A??93

NEWUSER?.A??53

NEWUSER1.A??93

NEWUSER2.A??93

NO300.A??94

NODEnn.A??94

NOTAVAIL.A??29, 94

NOTFOUND.A??94

PAGEABRT.A??53, 94

PAGED.A??52, 94

PASSWORD.A??94

PRIVATE.A??94

PVTLINE.A??94

READHELP.A??81, 94

SECnn.A??94

TIMEWARN.A??95

TOOSLOW.A??95

TRASHCAN.A??92, 95

WELCOME.A??65, 93, 95

XFERHELP.A??95

AUTOEXEC.BAT5, 71

Batch file19, 38, 68, 97

Binkley98, 103, 112

Bios Output Routines76

BNU112

Callback Verifier8, 20, 34, 63

Installation34

New user security35

Operation34

Validated A to D Flags35

Validated User Security35

Callback Verifier Control Files

LOCAL.CTL36  
PHONE#.CTL35, 36, 90  
S-DISC.A??95  
S-DUPE.A??95  
S-INTRO.A??95  
S-LOGIN.A??95  
S-LONGD.A??96  
S-TRASH.A??95  
S-VALID.A??96  
S-VERM.ASC96  
CGA snow removal72  
CoCo18  
Colored Input Fields37  
Colors26, 137  
Combined Mode13  
COMMAND.COM51  
Commodore18  
Compression Utilities  
  ARC/ARCA58, 98, 112  
  ARJ58, 112  
  LHARC58, 112  
  PAK58, 112  
  PKARC58, 98, 112  
  PKUNZIP112  
  PKZIP58, 112  
  ZOO58, 112  
CONFIG.SYS5, 71  
Continuous mail38, 102, 103  
Control Characters60, 127  
Control Files  
  EVENTCFG.DAT8, 19  
  FILECFG.DAT8, 16, 48, 59, 90, 128  
  LIMITS.CTL65, 87, 90  
  MENUEDIT.CFG39, 40, 43  
  MSGCFG.DAT8, 13, 48, 83, 103, 128  
  NODECOST.CTL102  
  PHONENUM.CTL90, 91, 95  
  QUICKCFG.DAT8, 69, 89, 103  
  TRASHCAN.CTL90, 91, 95  
  USERS.BBS14, 32, 37, 54, 56, 62, 64, 67, 85, 87-89, 93, 104  
Courier126  
CrossTalk112  
Ctrl-A15, 40, 43, 45, 48, 60, 61, 79, 89, 109

Ctrl-C41, 42, 79  
Ctrl-D41, 42  
Ctrl-E37, 79  
Ctrl-Enter4  
Ctrl-F79  
Ctrl-G79  
Ctrl-L79  
Ctrl-N41, 79  
Ctrl-O41, 43, 79  
Ctrl-P79  
Ctrl-R41-43, 79  
Ctrl-S41, 42  
Ctrl-T79  
Ctrl-W41, 43, 79  
Ctrl-X27, 79  
Ctrl-Z57, 58, 79  
D'Bridge98, 112  
Default Origin Line15  
Deleting messages81  
DESVIEW63, 69, 72, 78, 112  
Direct Screen Update76  
Direct Screen Writes38  
Disk Caching5  
Done Key9  
DOS environment variable69  
DoubleDos69, 112  
DTR - Dropping22  
DTR - Raise/Lower22  
Duplicate messages97  
Duplicate phone numbers34  
Echomail10, 11, 68, 81, 84, 97, 104, 110  
EggNet11, 99, 112  
Errorlevel19, 20, 53, 131  
Event Editing19  
Event schedule8  
Exit When Net/Echo Mail Entered38  
eXport Messages to a Disk File/Printer81  
Extended Last Read Pointers38, 80, 81, 89  
External Editor15  
External message editor15, 37  
External programs4, 17, 18, 33  
FASTOPEN5  
FidoNet11, 99, 112

File transfer protocols95  
FILES.BBS16, 57-59  
Flags16, 30, 32, 35, 38, 86-88  
Forwarding messages81  
Fossil5, 71, 73  
Front Door98, 112  
Front-end20-22, 97, 126  
Full Screen Editor87  
Full screen editors29  
Functions Keys130  
Geographical zones99  
GIF16, 61, 112  
Graphics Interchange Format61, 112  
Hayes4, 112  
Hot keys82  
Hours for 300 Baud Access29  
IFNA kludge information81  
Inactivity Time Out28  
Installing the Software6  
Internal Node Chat Utility72  
Keep Count13, 14  
Kill Old13  
Kill Rec'd14  
Last System Caller64  
Licensing7, 8  
Log files4  
    CAPTURE.LOG89  
    ERRORS.LOG67, 89, 124  
    MSGPACK.LOG83  
    PHONEDUP.LOG35  
    PVTUPLD.LOG89  
    SYSTEM.LOG28, 53, 61, 65, 67, 130, 134  
    TIMELOG.BBS52, 89  
Logon Time Limit28  
Lpt Active65  
Maintenance events68  
Marking messages for retrieval80  
Maximum Cost for Local Calls35  
Memory Available64  
Menu Path23  
MENUS275.ZIP6, 80  
Message .BBS Files  
    COMBINED.BBS57

---

LASTREAD.BBS38, 87, 89  
MSGHDR.BBS89  
MSGIDX.BBS89  
MSGINFO.BBS89  
MSGTOIDX.BBS89  
MSGTXT.BBS89  
Message Base80  
Message base index83  
Message Base Maintenance83  
Message Base Packing19  
Message boards8  
Message EID81  
Message Linking82, 84  
Message moving81  
Message Reply Quoting String15  
Message Submenus80  
Minimum Baud Rate to Logon30  
Minimum memory requirements5  
Minimum Speed for File Transfer30  
Miscellaneous parameters8  
Modem Busy Command String22  
Modem Busy Response22  
Modem Character Delay34  
Modem Characters22  
Modem COM Port Settings21  
Modem Command Strings4  
Modem Dial String34  
Modem Dial Suffix34  
Modem Initialization22  
Modem Initialization Response22  
Modem Initialization String22, 34, 126  
Modem Parameters8  
Modem Seconds to Wait for Connect21  
MS-DOS112  
Multinode5, 38, 52, 62, 131  
Multitasking38  
MXR!.COM77  
Net Address12  
Net Coordinator11  
Net or regional coordinator11  
Net/node address10, 11, 15  
Netmail6, 10, 11, 31, 38, 68, 81, 97, 99, 100  
Netmail Board Number10

Netmail Credit31  
Netmail Directory10  
Netmail pending86  
Network mail path103  
NEWUSER.Q-A53  
Next Event message64  
NODELIST101  
Non-continuous mail97, 103  
Notation Conventions4  
    Done Key4  
Numeric result codes22  
Offline Utilities  
    266TO275.EXE8  
    CONVERT36  
    ECHOGEN98  
    MAILSCAN98, 103, 104  
    MAILTOSS98  
    MENUEDIT48, 80, 100  
    MSGPACK13, 14, 83, 84  
    MXR!63, 72, 79  
    QCONFIG6-8, 28, 32, 34, 35, 38, 45, 50-52, 55-57, 59, 69,  
        80, 87, 89, 90, 93, 94, 95, 97, 100, 103, 110  
    QECHO84, 98  
    QLINK83, 84  
    QNODE86, 101  
    SETNUM64, 89  
    USEREDIT32, 54, 85, 87  
    USERPACK87, 88  
    USERSORT37, 88  
    WIPE!72, 73  
One-Word User Names38  
Optional Data50  
Origin Line12  
Overlay23  
Page Attempts29  
Page Bell Length29  
Page function4  
Password86  
Password Tries28  
Path10  
PATH and SEEN-BYs 81  
Paths8  
Power failure5, 83

Procomm112  
Public messaging81, 97  
PUNTER18  
QEMM112  
QMODEM112  
QNET\_275.ZIP98  
QNODE  
    Compile Summary101  
    EGGLIST101  
    NODEIDX.DAT101  
    NODEINC.DAT101  
    Nodelist Processing19  
    TREKLIST101  
Questionnaire command language4  
Questionnaire file32  
QuickEd4, 7, 15, 112  
Ram drive usage5  
RBBS-Net99  
Read Only board81  
Real-time communication72  
Recommended buffers5  
Recommended files5  
Regional Coordinator11  
Resetting received bit81  
Resume BBS After Local Calls35  
Sabre Chat!63  
SCHAT300.ZIP63, 72  
Screen burn-in37  
SEALINK18  
Security63  
    Computer hacking33  
    New user security20, 35  
    Operating a Private Board30, 94  
    Privileged messaging81, 97  
    Read Security14  
    Security breaches33  
    Security feature86  
    Security Level31  
    Security Level Required to Logon30  
    Security levels4, 17, 20, 30, 32, 67, 86, 88, 90, 94, 128,  
    Sysop Security14  
    Template Security14



Write Security14  
SetFlag32  
SHARE71  
Share violation125  
Shareware7  
Shell out4  
Snow Check38  
Standalone21, 23  
Standalone system11, 15, 37, 38  
Status bar65  
Status message64  
Swap to disk52, 131  
SYSINFO.BBS64, 89  
SysOp Paging Hours29  
System events19  
System usage graph89  
TeleMate112  
TELIX112  
TEXTF275.ZIP6  
TOP.MNU54  
TosScan112  
Total System Calls64  
TRS-8018, 112  
TYPE Commands4, 18, 25, 27, 33, 38, 50, 80, 86, 90  
Upload Time Credit Multiplier37  
US Robotics126  
User restrictions8  
Windows69, 72  
Write In Place83  
X005, 112  
Xlatlist112  
XMODEM18  
ZmailQ112  
ZMODEM18  
Zone Number11