

KewIPage V2.3

COLLABORATORS

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| | <i>TITLE :</i> KewlPage V2.3 | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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Chapter 1

KewlPage V2.3

1.1 KewlPage V2.3

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1.2 Introduction

KewlPage?

This is a little update of a pager program I did about a year ago, KewlPage adds a nice pager front end to any good chat program, and it does it very nicely too, with lots of features!

Heres a quick feature like:

- o Compatible with MAX's BBS V1.52-V1.54, MAX's Pro and paragon doorports.
- o Nice Page-o-meter while paging - GUI or key press to answer page.
Or new mad bomber pager!
- o Customise screens & change cursor positions.
- o When paging can use the terminal bell, play a sample, play a ST/NT mod, play a Med mod, use the displaybeep(), speak the page or execute a program.
- o For samples: Play a random tune (sad, I know) or play at set frequency.
- o Supports KewlChat/YaanChat.
- o Message leaving option (MAXs only). I have some ideas for other s/w tho, if you know how to do it properly on other paragon compatible systems, please tell me.
- o Included nice ANSI - Intro, paging, answered, no answer and 'busy' screens.
- o Sets 'paged' flag (MAXs only) - checks Chat on/off flag if you are using MAX's Pro too.
- o Detailed & compact log writing (but very kewl!).
- o Extremely configurable!

Anyway, this is a MAXs AND other Paragon doorports door, although you won't get some of the features if your running other than MAXs. You will need a seperate chat program also...

1.3 System Requirements

System Requirements

Kickstart 2.x+

Workbench 2.x+

A paragon compatible BBS, MAX's BBS V1.52-V1.54 or MAX's Pro.

Some memory, requirements increase depending on samples, modules, etc loaded into memory.

** KewlPage has NOT YET been tested with other BBS software!! **

1.4 Disclaimer & Distribution

Licence

KewlPage is licensed to be used free of charge on any system.

This software and accompanying archive must not be altered in any way.

This may only be freely distributed with no additional cost except a small

charge for the media that it is contained on, no charge must be made if downloading via modem or ISDN for example.

This is not a GNU public release, but is licensed as 'freeware'.

NO WARRANTY

THE PROGRAM IS LICENSED FREE OF CHARGE, THERE IS NO WARRANTY FOR THE PROGRAM, TO THE EXTENT PERMITTED BY APPLICABLE LAW. STEVE CLACK PROVIDES THIS PROGRAM "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE PROGRAM IS WITH YOU. SHOULD THE PROGRAM PROVE DEFECTIVE, YOU ASSUME THE COST OF ALL NECESSARY SERVICING, REPAIR OR CORRECTION.

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END OF TERMS AND CONDITIONS

Additional note: This program has been tested and should not damage your system.

1.5 Installation

Installation

Simply copy the entire KewlPage directory to Doors: or unarchive the KewlPage archive to Doors: and you have it now installed :). If you want to use the speech facilities you will need the narrator.device and some other stuff which was only released on Workbench 2.x or below! If you want to use the MED module playing facility, you will need the medplayer.library in LIBS:.

If you don't use or don't intend to use KewlChat or YaanChat (by Niki Murkett) then you can delete the file named "Chatting.text" located in the same directory, if this file exists, KewlPage will check the ENV: bits for KewlChat and see if you are chatting to someone on another node, if you are then it will display the "Chatting.text" screen, set the paged flag (MAXs only), write a log entry (if enabled) and exit.

To get it on to the BBS, run it as a standard door, you'll need to replace your existing page function with this one, if you are using MAX's then the menu function will look something like this for example:

| Key: | Function: | Extra: | Lo acc: | Hi acc: | Filename/Name/Dest/Path: |
|------|-----------|--------|---------|---------|--------------------------|
| P | 34 | 0 | 1 | 10000 | Doors:KewlPage/KewlPage |

If you are using MAX's Pro then enter the following... (add a plus...)

" same as before " Doors:KewlPage/KewlPage +

This will enable the feature that checks the chat on/off status and if you have it turned off then it will display the BUSY screen, this only works on MAX's Pro.

If you are using another software, all you need to do is run a door called Doors:KewlPage/KewlPage, - read your BBS software manuals!

Once thats done it's installed onto the BBS, now, you will want your chat prog! In MAXs you can set an access at 10000 and no user logging in will be able to access it - but you from your side can, even if the user doesn't have the access to.. Get a copy of MC (MaxChat standalone) and try this menu entry (preferably main menu for now):

```
Key:  Function:  Extra:  Lo acc:  Hi acc:  Filename/Name/Dest/Path:
/      34          0        10000   10000   Doors:MaxChat/MC
```

Login as a guest and press /, aha! It should work if u installed it right.

Well there it is, you have your chat interrupt (and u can put it on many menus if u like) and well you have a nice chat system setup and nearly ready for action.

Now, let's go to the
configuration section!

1.6 Configuration

Configuration

The configuration file is held in the same directory as KewlPage and is oddly enough called 'KewlPage.cfg' ! Use a text editor to edit this :)...

This is how the config file should be set up:

1: Number of times the page sound is played
(Only applicable to bell, beep and samples)

- 0 = Play no sound whatsoever.
- 1 = Play only once when first paged.
- 2 = Continually repeat playing as you are being paged.

2: Your pager audio:

- 0 = Terminal 'bell' (built in internal, equiv. CTRL+G / Ascii code 7).
 - 1 = External RAW sample (not IFF, these have headers).
 - 2 = Soundtracker/Noisetracker compatible music module.
 - 3 = Med (4 channel) music module (plays MMD0 and MMD1).
 - 4 = System beep (via. DisplayBeep().., the Workbench one).
 - 5 = Speak the users reason to page (requires narrator.device in DEVS:).
 - 6 = Execute external command.
-

3: Filename of sample, module, command OR speech rate.

Sample, module or command to execute:
(path+filename)

Speech:
The rate at which the speech is said in words per minute, from 40-400.
Defaults at around 200 if this is left blank.

4: Sample playing frequency OR speech frequency:

Samples:
A BLANK LINE = Random frequencies (quite funny this one).
Otherwise a rate in hz. E.g. 11000. Sensible rates are from 6000 to 22000hz.

Speech:
The frequency (pitch) of the speech, from 65-320.
Defaults at around 180 if this is left blank.

5: How to answer page/page window settings:

0 = Press (as in KEY!) 'A' to ANSWER, 'B' for BUSY & 'C' for Cancel. This will not open any windows and will use the BBS screen instead for excepting the keys. The above requires MAX's BBS, and the screen must be open to press anything.

1 = Open the GUI, click buttons to for actions or keyboard shortcut.

6: Workbench flipping
(For GUI only)

0 = Don't flip anything.
1 = Workbench to front when paging begins.
2 = Workbench to back when paging has finished.
3 = Both 1 & 2.

Big note: If you use a highly recommended program like MCP and set POPPUBSCR function, then it is not worth setting flip screen to front, because POPPUBSCR will automatically pop it for you.

7: Want to allow the user to leave if a message if you don't answer?
(MAX's BBS only)

A BLANK LINE to disable.
Otherwise the person to leave message to. E.g. YOU!

8: What kind of BBS you are running this door on:

0 = A paragon compatible BBS software other than MAX's BBS.
1 = MAX's BBS (set to enable all the MAXs features here).

9: Paging log:

A BLANK LINE to disable.
Otherwise (path+filename) of log. E.g. BBS:Logfiles/Pagelog.text
See

here
for more info.

10: Speed it draws the page gauge:

A value must be set here, 12 is the standard, this is the speed at which it draws the gauge on the screen (and when the continuous playing is taken into account, note: not always played, see next one..)

11: Number of seconds before playing sound:

(For continuous playing, samples, beep and bell only)

This allows the bell, sample or beep if set to continuously play to be played at certain intervals while paging, it will draw 2 blocks of gauge to every second of the pager, note that it is timed with the seconds of the page, this lets you set how many seconds before playing sound. You could have like a drum beat playing seamlessly by tweaking the speed of the page, and the number of seconds to wait.

(number of seconds)

E.g. 2 for play the sound every 2 seconds, 3 for every 3, etc.

12: Pager mode:

This selects between standard gauge or MAD BOMBER PAGER mode :).

0 (or blank line) = random choice!

1 = gauge mode every time.

2 = mad bomber pager every time.

** If you want to change the ANSI screens then read
this section

**

Thats it!

P.S. All the MAXs options are enabled only if line #8 is set.

1.7 In use

In use..

When KewlPage first loads, the user is requested to enter a reason to page you, it hasta be over 7 characters, a blank line will quit. Now it will ask if they really want to bother you :), it will then page if they press yes and the pager will start, with your sound settings and your page thingy, either a window will open or text will be displayed on the MAXs screen, if you are using MAX's Pro and have Chat turned off (from the MAX's menu) then it will display the BUSY screen, if you have KewlChat or YaanChat and are chatting on another node then it will display a "Chatting.text" which is the same as the BUSY screen except with different text.

If you are in, ANSWER the page, if your busy, BUSY the page and if your just annoyed, CANCEL the page, otherwise it will automaticly CANCEL after about 20 page bits, as its paging a little gauge thingy goes across the screen that looks quite nice, or if MAD BOMBER PAGER mode is on then a fuse will slowly go

down.

If you answer then it'll display a screen and wait for you to press return (or the user, but in my experience they just sit and wait..), it will also set a variable called ENV:Chat so you can use this in a script to launch a chatter in MAXs Pro or something, otherwise you should run the chat door at this time, If you busy the page, it will just say that your are busy and ask the user if they want to leave a message, they won't be able to page you again unless they reload the pager.

If the page times out or is cancelled then it displays a "Not in" screen and asks them if they want to page again, if they do, it does it all again, except if you are using a MED module, it will continue the module instead of replaying it altogether :), anyway if they dont want to page again it asks them if they want to leave a message to you.

Thats about all it does, theres lots of configuration features and the bits like the

```
page log
and stuff.
```

1.8 The ANSI Screens

The ANSI Screens

There are a bunch of ANSI screens, a couple of the screens let you set the cursor position of certain parts of the pager, heres the list of em:

Busy.text - Displayed when you are BUSY, or when you have chat switched off when using MAX's Pro.

NoAnswer.text - Displayed when you don't answer or CANCEL.

Answer.text - Displayed when you answer the page.

Chatting.text - Displayed if you are chatting on another node using KewlChat or YaanChat, this file is removable if you do not want this feature.

The below are displayed for the MAD BOMBER PAGER mode...

MadBomber.text - Displayed instead of Page.text.

Boom.text - Displayed instead of NoAnswer.text.

BoomAnswer.text - Displayed instead of Answer.text.

BoomBusy.text - Displayed instead of Busy.text.

These two have something special...

Intro.text - Displayed right at the start (should not have screen clears)

Page.text - Displayed as it is paging.

...They have cursor positioning things in their file comments (set by filenote) these numbers are in the format of:

X,Y = X position (column),Y position (row)

For the Intro.text this is the position of the bit to enter the reason to

page (note: this is the position in an ANSI editor, as KewlPage adds 5 lines itself to the top and adjusts the positions accordingly) make sure this text doesn't have any screen clearing codes and stuff otherwise it won't work properly.

For the Page.text this is the position of the page gauge, this screen should have a screen clear in it.

Use an ANSI editor that gives the position of the cursor, click where you want the bit to be, record it down and enter it into the file's comment using filenote from the shell.

The texts already have ANSI positions in them, if you clear this position by accident it will default to some values (that are right with the default screens by wrong for anything you changed yourself).

1.9 The Page Log

The Page Log

The page log is a little text file which records who paged and when, I mean, it only records it if you didn't answer the page or said you were busy, it writes to a file you setup in the config file (or if you turn it off then it won't record a log). This is an example:

```
1: Joe Bloggs paged you on 20-02-1997 at 03:02. You were chatting.  
1: Reason = "your a little man!", left msg.
```

```
2: Santa Claus blew you up on 20-02-1997 at 14:13. Paged twice.  
2: Reason = "Happy birthday to you..."
```

```
1: Steve Clack paged you on 20-02-1997 at 03:06. You were busy.  
1: Reason = "I wrote this you idiot!", left msg.
```

^

The number at the far left is the node number on which the page was done on (to keep in standard with the rest of the logs).

The first line contains the person who paged, the date and time, and if you were busy or the number of times they said YES to the page again prompt, if you were chatting on another node using KewlChat or YaanChat and a file named "Chatting.text" exists in the KewlPage directory it will append "You were chatting." on the end as it won't actually page you, if you have enabled the MAD BOMBER PAGER mode or its selected it randomly it will tell you if it blew you up or not :).

The second line contains the reason they used for paging, and some text is added to the end if they said YES to leave a message (it says ",left msg."), although if they hung up or aborted the message, then this will still say that they left you a msg, even if they didn't (sorry about that, but the page log is written before the message editor is called).

1.10 Bugs and Problems

Known Bugs

Not this! Yes its the known bugs section...

WorkbenchToBack feature is a bit bugged cos it does just that, flips Workbench to back, not very handy if MAXs is iconified or its not the second screen of the stack, as it'll flip another screen u may have open instead to front. You can turn this off, see Configuration.

Sample playback doesn't reserve any channels via. audio.device before hand, so if you are playing a mod or something it'll so some weird effects - this could be a feature tho, if you left a mod playing and went downstairs - the mod would mess up!

You might get a weird crash sometimes, however i've never had one since I put in the answer screen (it used to just quit after you answered which for some reason would get the Amiga frustrated if a sample or something was just playing).

1.11 Contacting me, Greetings and Thanks

Contacting me, Greetings and Thanks

This version was an updated version of the very old one, this one is much better! I decided to release this due to popular demand (??!) and the fact that Techn!x was getting his PowerPAGE underway, check that out if you like, its got about 4 or 5 (random) different page types in it!

Thanks to Ari Tsironis for the door extension for AMOS, and to Niki Murkett for the AMOS patcher :), he can be reached at Redrum BBS (2 node, 24 hour) Node 1 - 01635 826720 - upto 33.6k : Node 2 - 01635 827203 - upto 14.4k, also thanks to Niki for the MAD BOMBER PAGER design (which he suggested infact), although in the end I didn't use any of your sourcecode Niki (note: try and make your sourcecode a bit more understandable and less messy ;)..)

Mega thanx to Niki again for finding the Chat flag out!! Took him ages and it was worth doing ;).. Quite handy that is..

Contacts

I can be reached at:

Total Eclipse BBS: +44(0)1983 522428 - 24 hours - 33.6k - I'm the sysop
Internet E-Mail: steevc@ndirect.co.uk
FluffyNet: 888:104/0
Soon going multinode!

Greetings

Niki Murkett, Techn!x, Leigh Russ (try and check this out, it should work on your little A600 now), Dr. X, Umm, everyone else!! This is kinda stuck ATM cos i'm trying to write this guide and think up people quickly so I kinda forget some, if I forgot you, contact me :).

1.12 History

History

- V1.0b - First release! Oooo!! BUGS, no? YEH RIGHT! Spot the beta sign!
- V1.0 - Not released, just fixed some bugs.
- V1.1 - Added speech and Displaybeep for pager audio. Plus execute function. Both the main window and console now open on the default public screen which means that if you have something like MultiCX running, you can set it so the frontmost screen (if public) is the default public screen :). You can now use your own intro text and define the cursor of both the page.text and the new intro.text and some other stuff too. I think i've fixed the crashing bug on A600s and A1200s with low ram.. Used direct library calls to make things smaller + faster. No longer need to use AvoidTask, this program will run on MultiNode systems with Niki's AMOS Multitasking patcher, call my BBS for info. Colourful bar page instead of boring dots, looks better and the page length has been slightly extended. Added 2 xtra chars for calc reasons. Removed Kewlpage Prefs, hope you don't mind!
- V2.0 - Changed the GUI, there is just one window now with the info in it, and this window is done with a new GUI extension so it is a bit nicer now. I rewrote the GUIDE and changed all the ANSI screens. Changed some text in the actual door, and a few more page features. The page log has some new features now. More configuration options. Added "ANSWER" screen. More multitasking friendly. Extended MED support, and speech is now handled internally. Lots & lots of other new features!! Too many to list (Well, erm I forgot what I changed actually, its been such a long time...)
- V2.1 - Forgot some screen pauses for non-MAXs systems. Enhanced Kewl/Yaan chat support, now writes log entry properly. If you are using MAX's Pro it will test the Chat on/off status so you will be able to turn off chat and it will bring up a BUSY screen :). Fixed a few things, sometimes I tend to write KewlChat instead of KewlPage so oops :), also KewlChat is the same as YaanChat just that Yaan is a newer and unreleased version.
- V2.2 - Fixed code where it would call MAXs specific functions even when MAX's mode isn't enabled, should be fine now! Added MAD BOMBER PAGER mode! This can be used instead of the normal progress meter pager or have KewlPage randomly chose between each! This comes with several screens from the original MAD BOMBER PAGER (written by Niki Murkett) although this version has been coded by me instead, its slightly different and the screens have been customised, also note that the prompts and text will change to suit explosion style stuff if this mode is on :).
New config file entry, see
 configuration
 section.
Took out the "sure you want to page?" prompt if you have turned chat off or you are chatting on another node.
-

V2.3 - Page sysop changed to Set page light so KewlPage will no longer touch the page function if using MAXs (and you can leave the page lines). Enhanced the MAD BOMBER PAGER mode, the fuse is now in colour and the cursor stays on top of the fuse the users end and sometimes won't be displayed (depending on software) which looks better. Added BoomAnswer.text and BoomBusy.text that are displayed instead of the standard ones if it is on MAD BOMBER PAGER mode. Now sets a variable called 'ENV:Chat' if the page was answered (deletes it when KewlPage is first run), this can be used in a script to then launch a chat door if you are using MAXs Pro or anything else you might want to experiment with.
