






Up and running in 10 easy steps

The *Wildcat!* BBS comes pre-configured for the most common system settings and preferences. If you have all the hardware and software you need, and if all goes well with the installation, it is possible to have a single line *Wildcat!* BBS up and running with the pre-configured settings, in as little as one hour.

Please keep in mind that these preconfigured defaults may not be correct for the way you plan to use your BBS. However, if you're anxious to see it working, you can follow these steps to get your system "on the air." You can easily go back and fine-tune your system later.

1. Install *Wildcat!* with the default settings displayed by the Install wizard. Answer "Yes" to all options to perform a full installation.
2. Click here  to start *wcServer*: When *wcServer* has started, you will see its icon next to the clock on the Task bar (Windows 95), or minimized on your desktop (Windows NT).

Note: In most cases, *wcServer* loads within a few seconds. However, on some Windows 95 systems, you may have to wait up to 2 or 3 minutes for *wcServer* to load. This is because of the way your Windows networking is currently set up. Click here  for instructions on how to reduce the waiting time. Click the BACK button to return to this screen.
3. Click here  to start *wcConfig*. Select **General Information**. Fill in your Sysop name and the BBS name. Click **OK** to close the **General Information** property sheet.
4. Select **Node Settings**. Select Node 1 and click **Edit** to select a communication port and a modem.
5. Fill in the following information in the **Node Settings** tab:
Modem node: Checked
Port: COM1 (or the actual com port number for your modem)
Modem: Generic Hayes Compatible

Note that you are not limited to the list of com ports that appears in the selection list. You can type any valid port address in this window. Click **OK** to close the window and return to the **Node Settings** screen.
6. Repeat the procedure to configure a node for local logons. Select Node 2, and click **Edit**. If **Modem node** is checked, uncheck it now. Under **Call types**, select **Local**. Click **OK** to close the window. Click **OK** again to close the **Node Settings** window.
7. Click here  to start *wcLocal*, and log on locally. You will be a new user the first time you log on. Type your name and password when prompted, using the Sysop Name you entered in *wcConfig*.
8. Use the **Security** button on the *wcLocal* Tool Bar to upgrade yourself to Sysop security. You will see the change take effect when you go from the Main menu on the BBS to a different menu, for instance the Message Menu. You will then have full access to all *Wildcat!* Sysop functions. Spend some time looking around the system if you like, then type "G" to log off when you're done.
9. To test your modem connection, click here  to start *wcOnline*, the *Wildcat!* Connection Client. You should see a screen like [this one](#):
After a few seconds, the **Status** display should change to **Waiting for calls**. This means *Wildcat!* is now on line and ready to accept its first modem call.
10. To log on locally with *Wildcat! Navigator*, install the Navigator from the CD. Start *wcNav* and add a new connection. Specify your **BBS name** as the System, **Winsock** as the device to use, and **localhost** as the Phone/Host. You can find more information on *Navigator* on pages 112 through 116 of your *Wildcat!* Sysop Guide.
When you have completed your testing, log off, then shut down *wcOnline*. Before you finish setting up your BBS, please take some time to review the manuals and online help to become familiar with *Wildcat!*'s features.

System requirements

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Hardware

- 486/33 PC compatible. Pentium PC recommended for more than 2 lines.
- 8 MB of memory. 16 MB or more recommended for Windows NT.
- Hard drive with at least 30 megabytes of available disk space.
- Voice grade telephone line and modem (for dial-in connection).
- Standard communications ports (Optional). You can also use other communication devices, including multi-port cards, ISDN and x.25 PADs, provided that they are supported by Windows 95 or Windows NT.
- CD-ROM drive.

Software

- Windows NT version 3.51 or newer.

or

- Windows 95. CD-ROM version strongly recommended.

Windows 3.x and older versions of Windows NT are *not* supported.

Typical Systems

It's hard to describe a "typical" system, and even harder to create an accurate technical specification for the hardware required. Differences in call volume, connection speed, type of system activity and even the hardware itself have an impact on the requirements.

The following general suggestions represent feedback from real system installations. In some cases the minimum hardware and memory will be sufficient while others will require fine tuning and additional RAM or PCs.

We suggest starting any system with the most aggressive hardware configuration supported by your budget and making alterations as the system grows, if needed.

- Small dial-up system (1-4 lines) and/or a small network.
486/66 with 8MB RAM running Windows 95 using standard serial ports COM1 and COM2, and an optional local TCP/IP LAN connection.
- Medium dial-up system and/or LAN (Local Area Network)/ICP (Internet Connectivity Pack) system. 2-25 connections
Pentium 90 with 16-32 MB RAM running Windows 95 or NT using an 8 or 16-port Equinox, Stallion or other compatible multi-port card.
- Large dial-up and/or LAN/ICP system. 16-60 connections
Pentium 100 with 48+ MB RAM for *wcServer* operations, and an optional Pentium 90 with 16 MB RAM for off-loading some of the dial-in or telnet activity. The need for a second PC depends on the number and type of connections and user activity.
- Extensive dial-up, LAN and ICP system. 50-100+ connections
Pentium 133 or Dual-Pentium with 64+ MB RAM for *wcServer*, and optional additional P90 systems to off-load some of the dial-in or telnet activity. A second or third system running the *wcOnline* connection module will probably be needed for very large installations.

Upgrading from Wildcat! 4

Upgrading an existing configuration means that a previous version of *Wildcat! 4* is currently installed on your machine. Earlier versions of *Wildcat!* (Test Drive, 1.x, 2.x, 3.x and *Wildcat! Lite*) require a multi-step upgrade process. If you are upgrading from *Wildcat! 3* or earlier, please go to the last section of this chapter, *Upgrading from earlier versions of Wildcat!*.

PROTECT YOUR EXISTING FILES AND DATA!

If you are upgrading from *Wildcat! 4* to *Wildcat! 5*, first make a backup of your existing *Wildcat! 4* system. DO NOT SKIP THIS STEP.

Install *Wildcat! 5* in a new directory, NOT in your existing *Wildcat! 4* directory. The upgrade program will convert your existing *Wildcat! 4* files for you automatically when the *Wildcat! 5* installation is complete.

To upgrade from *Wildcat! 4* to *Wildcat! 5*:

- Follow the "Installing *Wildcat!* BBS instructions on the preceding page. **You must install *Wildcat! 5* in a NEW directory, not in your existing *Wildcat! 4* directory!**
- When the installation wizard finishes copying files, it prompts you to select setup options. Select "Upgrade an existing configuration", then click **Next**.
- Select your upgrade options.



You can convert all or part of your *Wildcat! 4* system at any time.

- For a complete upgrade, select all options, then click **Next**.
- For a partial upgrade, select only the options to upgrade during the current session. You can go back and run *wcSetup* again later to convert the rest of your settings.

Allow plenty of time for the conversion, particularly if you have a large number of users, files and messages. The setup wizard displays a progress gauge during the conversion process.

When the upgrade is complete, the setup wizard starts *wcServer*. You can now turn to Chapter 3 to begin customizing your BBS.

Uninstalling Wildcat!

Windows 95

To uninstall *Wildcat!*:

- Go to the Taskbar and open the **Start** menu
- Select **Settings/Control Panel**.
- Select **Add/Remove programs**.
- Select *Wildcat! 5* from the list of programs in the window.
- Click the **Add/Remove** button.

Your *Wildcat!* program and support files, start menu icons and all related subdirectories will be removed.

Windows NT

To uninstall *Wildcat!*:

- Open the Program Manager
- Open the *Wildcat!* Program Group
- Double-click the Uninstall icon.

Your *Wildcat!* program and support files, program group icons and all related subdirectories will be removed.

Upgrading from earlier versions of Wildcat!

The installation program supplied with *Wildcat!* 5 does not directly upgrade versions of *Wildcat!* earlier than 4.0. You can, however, use the programs supplied with the *Wildcat!* 4 Demo to upgrade your older *Wildcat!* system to version 4, then use the *wcSetup* utility with *Wildcat!* 5 to upgrade from there.

Because of the extent of the changes and new features in *Wildcat!* 5, some aspects of your earlier system will not be upgraded. Only the following components will be upgraded in this procedure:

- User database
- Message database(s)
- File database

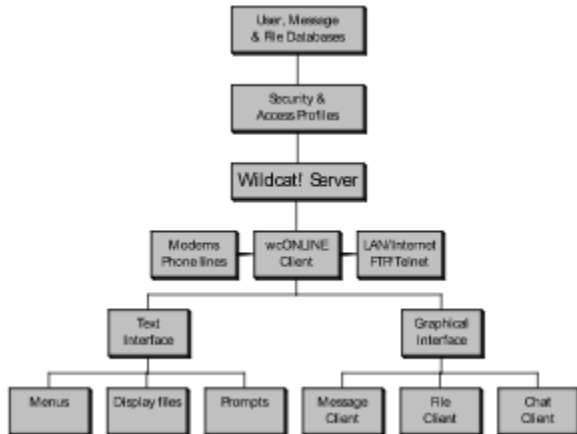
To upgrade your earlier *Wildcat!* system to *Wildcat!* version 4 format:

- Back up your existing *Wildcat!* system. **DO NOT SKIP THIS STEP!**
- **Be sure you have enough disk space to proceed!** The installation process will require up to 20 megabytes of free space. The conversion process will require as much additional free space as your current installation now occupies.
- Download the *Wildcat!* 4 Demo from Mustang Online. The file name is WC4DEMO.EXE. This file is a self-extracting archive approximately 3.5 megabytes in size.
- Create a temporary directory on your hard drive, for instance C:\wctemp, and move WC4DEMO.EXE into that directory.
- Start WC4DEMO.EXE in the temporary directory you created. This unpacks the installation program. You can delete this directory and its contents when the installation is complete.
- Start WINSTALL.EXE in the temporary directory, and follow the installation instructions. **Do NOT install the program in your existing *Wildcat!* directory, or you risk losing important data and files!**
- When the installation is complete, start WUPGRADE.EXE. Type the path to your existing *Wildcat!* installation, and select **OK** to complete the upgrade. Depending on the number of users, files and messages converted, this procedure may take quite some time, possibly several hours if you are converting a large system.
- Immediately make a **BACKUP** of your new *Wildcat!* 4 system.

When the upgrade to *Wildcat!* 4 has been successfully completed, you will then be ready to upgrade to *Wildcat!* 5. Return to the section of this chapter titled *Upgrading from Wildcat! 4*.

How Wildcat! is organized

Wildcat! is a Client/Server based system. The **Server** module runs continuously while the BBS is on line, receiving and processing requests from the **Client** modules for data and services.



As you can see from the diagram above, all requests from Clients for information in the user, message and file databases are validated by the Server, according to the access rights of individual users.

Callers can connect over modems and telephone lines, Local Area Networks, and, with optional connectivity packages, through the Internet. The type of interface callers will see depends on how they connect to your system:

- Callers with regular terminal software (for instance *QmodemPro*) will see a traditional text based bulletin board system, which looks much like previous versions of *Wildcat!*.
- Callers connecting with the new *Wildcat! Navigator* will see an all-new graphical interface, with a Home Page linked to auto-starting message, file and chat clients.

Both interfaces offer file uploading and downloading, messaging and E-mail, external programs and doors, questionnaires and multi-user and private chat rooms.

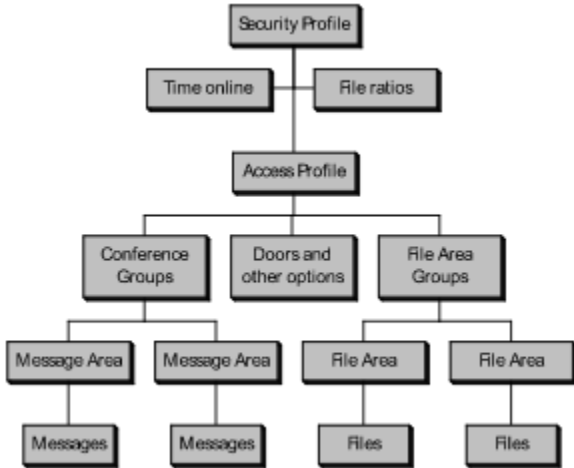
Besides the *wcOnline* client, other client modules can run at the same time, for local logons, mail importing and exporting, and maintenance functions. Optional client modules, from MSI and from third parties, provide additional connectivity options and other functions.

You can use a Local Area Network to distribute client processing among a number of machines. *wcServer* only needs to be started on your primary *Wildcat!* Server machine. The various clients can run from any other machine on the network.

Internal structure

Wildcat!'s internal organization is based on security and access profiles, which define access to message and file areas, daily and per-call time limits, and file uploading and downloading ratios.

You define security and access profiles, and message and file areas from the *Wildcat!* Control Panel program, *wcConfig*. Later in this chapter, we'll provide an overview of how to configure your BBS, and how to design and set up the Graphical and Text interfaces.



Message and file areas can be organized into groups, for instance "Internet newsgroups" or "CD-ROM files". Any message area or file area can belong to any number of groups.

Doors, questionnaires, multi-user chat and other options can be added to *Wildcat!*, and are available to both the graphical and text-based interfaces. You can find a complete reference to *wcConfig*, and other *Wildcat!* configuration and support programs, in the *Reference Guide*.

Hardware configuration

Modems

[Using TAPI with Windows 95](#)

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Modems

A computer and the supporting peripherals that constitute a bulletin board system represent a chain of equipment that rarely gets to rest. Even while idle, the system is working. Most BBSs are on call twenty-four hours a day, seven days a week. A BBS system's modem is the most important link to the outside world. We strongly recommend purchasing a name brand modem that has proven itself a reliable performer under long term use.

By far the largest proportion of calls received weekly by MSI's Technical Support department have to do with modem setup problems. The simple fact is, most modems leave the factory configured incorrectly for most communications software, including *Wildcat!*. For the software to work properly, it needs to be able to see and control certain critical modem signals which, in most new modems, are disabled.

Add to that problem the fact that modem manuals tend to be written for a technically sophisticated audience, with little explanation of how the various commands affect the behavior and performance of your communications software. This adds up to a big source of frustration and disappointment for beginning Sysops.

The installation procedure for Windows NT and Windows 95 takes care of most modem setup issues, and configures your modem correctly for use with *Wildcat!*.

Using TAPI with Windows 95

Windows 95 provides a modem interface called TAPI (Telephony Application Program Interface) that greatly simplifies modem setup and operation.

When Windows 95 is installed, it detects modems and other hardware devices, and configures them for optimum performance. *Wildcat! 5* fully supports TAPI as well as direct serial interface.

Troubleshooting

[My modem won't answer, or answers and immediately hangs up.](#)

[When I restart my computer, sometimes it sees ports that are not there.](#)

[My British modem isn't acting quite right](#)

My modem won't answer, or answers and immediately hangs up.

Verify that both the modem RESET and INIT fields have valid AT commands for your modem(s). Refer to your modem manual for further information.

Also, check the RESULTS field in the "Connect" tab of the **Editing Modem Profile** property sheet in *wcConfig*. This field should simply contain the word CONNECT. In almost all cases, the individual baud rates need NOT be defined.

When I restart my computer, sometimes it sees ports that are not there.

Sometimes, when you restart your computer, Windows 95 will pick up COM port settings from the BIOS, even if they have been disabled.

To temporarily disable this, remove references to the specific port number in REGEDIT, and also under **System/Properties/Device Manager**.

If you must restart Windows 95, the port may appear again. Repeat the steps to remove the references.

My British modem isn't acting quite right

Certain features of the British phone system are different than those of other countries. For instance, the ring signal or dial tone timing may be different. This may not match the default modem settings. Some modems do not default to verifying the DSR (data set ready) on power-up.

You may need to add "&S0" in to your initialization string.

Getting modem information from other PCs

If you run your BBS on more than one PC, and you elect to address the COM ports directly rather than with TAPI, you can install Remote Registry as a network service on your Win95 network. This will enable *wcConfig* to look up port names on other computers on your network when assigning node access.

Remote Registry services are installed automatically on Windows NT systems.

Remote registry is *not* installed by default in Windows 95, and must be installed on each machine on which you will access port information.

To install Remote Registry in Windows 95:

- Have your Windows 95 CD-ROM ready. Note that the network administration tools and resource kit are *not* included on the floppy disk version of Windows 95. You must obtain these tools from Microsoft.
- Go to the **Control Panel** and open the **Network** icon.
- On the **Access Control** tab, turn on **User-level access control**.
- On the **Configuration** tab, click the **Add** button.
- Select **Service** from the list of network components and click the **Add** button, then click the **Have disk** button.
- In the **Install from disk** dialog box, type the drive and path to the files on the Windows 95 CD. The files are located in

`\admin\nettools\remotereg`

- Click OK to go to the **Select Network Service** dialog box. **Microsoft Remote Registry** will be the only selection on the list. Click **OK** to continue the installation.
- Restart your PC when prompted.
- Repeat the procedure for each machine for which remote registry services are required.

Other communication hardware

Wildcat! supports multi-port serial boards and other communication hardware including ISDN, x.25 and Frame Relay devices, through the Windows 95 or Windows NT communication drivers.

Before purchasing a multi-port card or other communication hardware, verify with the vendor that up-to-date drivers are available. Hardware without current drivers for Windows 95 or Windows NT will *not* be accessible to *Wildcat!*.

Tip:

Windows NT requires some types of multi-port serial cards to be set up as network adapters. Please review the documentation for your card and drivers carefully!

Networking

If you are running *Wildcat!* programs on more than one computer, you must set up TCP/IP (Transmission Control Protocol/Internet Protocol) networking, even if your BBS is not connected to the Internet. Otherwise, client programs will not be able to communicate with the *Wildcat!* Server.

[Windows 95](#)

[Windows NT](#)

[TCP/IP and NetBios on NT networks](#)

[How do I know what IP address to enter?](#)

[NetWare, LANtastic and other networks](#)

[UsingUNC paths for network drives](#)

Windows 95

To set up TCP/IP networking in Windows 95:

- Open the Windows Control Panel
- Open the **Network** icon.
- If TCP/IP networking is not on the list of **Network Components** already installed, click the **Add** button.
- In the **Select Network Component Type** window, click the **Protocol** icon, and click the **Add** button.
- In the **Select Network Protocol** window, go to the **Manufacturers:** list and click the **Microsoft** icon.
- Go to the **Network Protocols** list and click the **TCP/IP** icon and click the **OK** button. Have your Windows disks ready to insert when prompted.

To configure TCP/IP networking for *Wildcat!*:

- Open the Windows Control Panel
- Open the **Network** icon.
- Select **TCP/IP** from the list of **network components** and click the **Properties** button.
- On the **IP Address tab**, fill in the IP address for your machine, if you know it.
- On the **Bindings tab**, be sure that **Client for Microsoft Networks** is checked.
- On the **DNS Configuration tab**, be sure that **Disable DNS** is checked.
 - **Tip:** This is a global setting. — if other TCP/IP applications require DNS, these can be configured individually in your **Dial-up Networking** settings.
- For the remainder of the tabs on this property sheet, the default settings should be correct.
- Click the **OK** button to save your settings.
- The changes you have made will take effect when you restart your computer.

Windows NT

To set up TCP/IP networking in Windows NT:

- Log onto Windows NT with Administrator access.
- Open the Windows Control Panel.
- Open the **Network** icon.
- If TCP/IP networking is not on the list of **Installed Network Software**, click the **Add Software** button.
- In the **Add Network Software** window, select **TCP/IP Protocol and related components**. Click the **Continue** button.
- Check the options to install. TCP/IP Internetworking Protocol is installed automatically. You only need to install the other options if you have a specific reason to do so. *Wildcat!* requires only the basic protocol.
- Have your Windows disks ready to insert when prompted.

To configure TCP/IP networking for *Wildcat!*:

- Log onto Windows NT with Administrator access.
- Open the Windows Control Panel.
- Open the **Network** icon.
- Select **TCP/IP Protocol** from the list of **Installed Network Software** and click the **Configure** button.
- On the **TCP/IP Configuration** dialog box, enter the IP address and subnet mask.
- For the remainder of the items on this dialog box, the default settings should be correct.
- Click the **OK** button to save your settings.
- The changes you have made will take effect when you restart your computer.

How do I know what IP address to enter?

IP stands for "Internet Protocol". Your IP address identifies your machine, and your local network. *Wildcat!* uses the IP address to identify the sender and recipient of all the data communicated between machines.

Your machine has an IP address whether or not it is connected to the Internet. The following table shows the proper IP address to enter, depending on your network configuration:

Connection type	IP address	Subnet mask	Notes
No Internet connection, standalone machine	10.0.0.1	255.0.0.0	This is a "generic" IP address reserved for machines not connected to the Internet.
No internet connection, 2 or more machines on a local area network	10.0.0.1 10.0.0.2 10.0.0.3 etc.	255.0.0.0	Assign a different number in the last part of the IP address for each machine on the network
Dial-up connection	Determined by your ISP	Determined by your ISP	This address may change whenever you connect — ask your ISP to assign you a fixed IP address.
Full connection	Enter your actual IP address here	Determined by your ISP	Ask your system administrator for help if you do not know your IP address or subnet mask.

NetWare, LANtastic and other networks

The main reason to run additional network protocols, such as NetWare, LANtastic and other network operating systems, is to provide access to files and resources on computers connected to your network, but that are not running Windows 95 or Windows NT.

Wildcat! coexists well with other network operating systems. Most types of networks will allow *Wildcat!* to use shared resources such as disk drives or CD-ROMs.

You must install TCP/IP networking to run *Wildcat!* client programs on workstations connected to your network, regardless of the type of network operating system you use.

- Windows 3.x users on the network can use *Wildcat! Navigator* to communicate with the *Wildcat!* Server.
- Windows 95 and Windows NT users on the network can use any *Wildcat!* client program.

Contact the vendor for your network operating system for availability and configuration of TCP/IP connectivity.

Using UNC paths for network drives

UNC (Universal Naming Convention) is a standard way of identifying network drives and other network resources. UNC paths allow you to access drives on another machine without having to assign those devices a drive letter on your computer.

UNC uses the machine name, the volume label, and the directory name to specify a path. For instance, the UNC name for Drive C on a network machine named BBS might be

```
\\BBS\DRIVE_C
```

You can use UNC paths throughout *Wildcat!*, in any part of any program calling for a volume, drive letter or path.

Security considerations

Much of *Wildcat!*'s architecture and design revolves around creating a secure BBS environment. Although *Wildcat!* is perfectly capable of serving the needs of hobbyist telecommunications enthusiasts, it was designed with a business environment in mind, an environment in which the integrity of information is of paramount importance. *Wildcat!*'s security is second to none.

Since *Wildcat!*'s first release in 1986, the security provisions have never been overcome as the result of a software deficiency or compromise of the program code. The file database structure allows sensitive non-BBS data to reside on the same hard disk as the *Wildcat!* system, since ONLY the specifically authorized database files are ever allowed access. The system operator has full control of the security setup from file and message access to the time remaining prior to logoff.

Should you have any concerns or discover what you believe are problems with a security issue, please contact one of MSI's management staff for an immediate response.

Disclaimer

Although a correctly-set up *Wildcat!* BBS itself is designed to be secure from unauthorized access, a completely secure system is dependent on many additional factors, including:

- the type of network it is connected to
- access rights to network drives and resources for local workstation users
- access rights to network drives and resources for users connecting from outside your network through Wide Area Network ports
- access rights to network drives and resources for users connecting via Internet connections

Internet access in particular is "open" by design, and could pose a security problem not only for the BBS, but for all the resources of your network if your network is not explicitly configured to prevent unauthorized access via common Internet protocols such as FTP, TELNET and RLOGIN.

For that reason, we strongly recommend that you do *not* install this package on a network that has a direct Internet connection, unless you are prepared to invest time and resources into configuring your network to protect it, and *Wildcat!*, from unauthorized access.

Tip: Many systems use a combination of specially-designed hardware and software, known as a "Firewall", to prevent unauthorized access. A number of different configurations are possible. A qualified networking professional can advise you on how to correctly set up a firewall for your system.

Many different network configurations and access profiles are possible in Windows 95 and Windows NT, and this documentation cannot hope to cover the entire range of possibilities. We strongly recommend making full use of the Windows 95 Resource Kit, included on the Win95 CD-ROM distribution disk, and the Windows NT resource kit, available from Microsoft's World Wide Web page at <http://www.microsoft.com/BackOffice/ntutil.htm>.

MD5 Secure Passwords

The RSA Data Security, Inc. Message-Digest Algorithm (MD5) secure password feature is designed as a security measure for Sysops who have their *Wildcat!* BBSs connected to the Internet. MD5 is an encryption specification that allows a host and caller to exchange a password without actually sending the password. The MD5 secure passwords option is automatically used any time you connect with a host that is capable of exchanging MD5 information.

Since it is possible at some points on the Internet to monitor data passed between sites, Internet connections are not inherently secure, MD5 secure passwords are designed to prevent people outside your system from obtaining passwords to your BBS by monitoring network connections.

In order to make use of MD5 Secure Passwords, the caller's communication program must also have the MD5 feature. The free graphical *Wildcat! Navigator* makes use of MD5, as does QmodemPro for Windows and Windows 95, and other quality packages. Here's how it works.

When a caller connects, *Wildcat!* sends a unique group of random characters just before the copyright banner. The caller's communication software encodes this group of characters, plus the caller's password into a new character group called a digest string, with a process known as MD5.

The caller's communication software sends the digest string back to the BBS. The BBS performs the same process of MD5 encoding, using the caller's password from the user database and the original sent to the caller. Then *Wildcat!* can compare the encoded digest string it created with the one received from the caller. If they are identical, the caller can then log in without having to send their unencoded password across the connection. Note that MD5 secure passwords work over regular dialup connections as well.

TCP/IP and NetBios on NT networks

As another security measure, you should turn off nbt (NetBios over TCP/IP) access to your NT machine. This is best done by blocking TCP ports 137, 138, and 139 at your router. This prevents clever people from manually adding nbt name entries to their systems and accessing public shares (if any) on your machines.

Viruses

Viruses are programs that "infect" other programs, and spread themselves from disk to disk. Many viruses are designed to cause problems of one kind or another on your system, whether it's a peculiar message on your screen, or the destruction of data on your hard and floppy drives.

There are two main types of viruses, and they are transmitted in different ways. Both kinds of viruses will try to infect as many disks and programs as they can.

The first kind of virus infects executable programs, and spreads to other programs when you run a program that is infected. Unless you run an infected program, the virus has no way to spread.

The second type of virus travels on hard and floppy disks, in a special area of the disk called the "boot sector" — hence these are called boot sector viruses. The boot sector contains instructions that are executed by your computer when you reset or "reboot" your PC. If a disk is "bootable", the instructions tell your computer to load the system files for your operating system. If a disk is non-bootable, it displays a message on your screen asking you to insert a system disk.

Boot sector viruses spread from computer to computer from infected floppy disks. Boot sector viruses spread to your hard drive when you inadvertently leave an infected floppy disk in your A: drive and reboot your computer.

The **only** way to infect your computer with a virus is to allow it to come into direct contact with an infected disk or program. A virus cannot travel all by itself over a modem connection, nor can you catch a virus simply by logging onto a BBS or online service.

You *cannot* catch a virus from a mail packet, a text or data file, an archive (unless you extract a virus-infected program and run it), or any other non-executable file. To infect your computer, you must run an infected program or boot your PC from an infected floppy disk.

The simplest way to protect yourself from virus infection is to practice "Safe Computing " — if you don't trade software or floppy disks with other people, you will greatly reduce your risk of catching a virus.

- Make a point of not allowing anyone else with physical access to your machine or network to bring in disks or programs.
- Don't allow disks to leave your premises — they could easily be infected, even inadvertently, and brought back in to infect your PC.

If you feel there is still a risk of virus infection with all these precautions in place, invest in a good virus scanning utility and run it on any new programs and disks before you use them in your PC. Virus scanning programs are not perfect — they may trigger false alarms if by some coincidence a small fragment of code in a non-infected program happens to match a portion of code in a known virus. Programs that modify their own executable files can also trigger virus scanners with a false alarm.

If you feel for any reason your computer may have become infected with a virus, call a qualified computer professional for help.

Hackers

Hackers are simply people who enjoy playing with computers, mainly for the challenge and enjoyment of learning all there is to know about a particular machine, operating system, or application.

Like most pleasurable pursuits, however, hacking can be taken to extremes. Whereas most people respect locked doors and "no trespassing" signs, there are some few who do not. Just like the real world, the electronic community has its share of vandals and burglars, and these are the kind of people who have created the sensationalized image of the predatory hacker. The fact is, breaking into computer systems is just as much a criminal activity as breaking into houses.

- You can protect your BBS from break-ins in the same way as you'd protect yourself and your property — by paying attention to the appearance of your system, and not leaving clues that suggest that you are careless about security, or making it obvious you're not actively maintaining the system.
- Likewise, you should take reasonable care with passwords, check your system configuration regularly to ensure that people don't have access to parts of the BBS they shouldn't see, and give the system a professional, well-cared-for look.
- If you run third-party utilities with *Wildcat!*, including *wcCode* applications, be sure these programs come from a reliable, trustworthy source and do not contain any "back doors" or hidden functions that could compromise the security of your BBS.

Even an accomplished and determined hacker poses no real threat to *Wildcat!*, so long as you take these basic precautions.

Some people, although they are not hackers in the true sense, may use threats or intimidation to convince you that they know some way to compromise your system security. The more you know about your system, the better prepared you are to recognize these people for what they are and, consequently, the easier it is to protect yourself from them.

Once again, feel free to call MSI if you have any concerns about the security of *Wildcat!*.

Upgrading from Wildcat! 5 Preview (Annihilator CD)

The information in this section is intended to assist you in upgrading directly from the *Wildcat!* 5 Annihilator Preview CD, released in October 1995, to the release version of *Wildcat!* 5 BBS.

If you have already upgraded your BBS to the Gamma version, released in February 1996, please skip to the next section.

The installation procedure moves or overwrites most of the executable application files (EXE), application extension files (DLL), and *Wildcat!* support files, and replaces them with updated versions. These updated program and support files are required if your BBS is to function properly.

PROTECT YOUR EXISTING FILES AND DATA!

Before installing *Wildcat!* 5 over top of your existing Annihilator Preview files, make a backup of your existing *Wildcat!* system. DO NOT SKIP THIS STEP.

Install *Wildcat!* 5 in the same directory as your existing *Wildcat!* 5 system. The installation program will convert or replace your existing *Wildcat!* 5 files for you automatically.

Files replaced during installation

The following files will be replaced during the installation. Where noted, you have the option to replace all, some or none of your existing files. In most cases, "replace ALL" is the correct option to select.

- All *.EXE, *.DLL, *.HLP, *.CNT files belonging to *Wildcat!* BBS will be replaced.
- Your existing *Wildcat!* Library file WILDCAT.WCL will be overwritten. This file contains the compiled version of all the text mode menu commands.
- Your existing prompt file WILDCAT.WCP will be moved to \WC5\LANGUAGE and will then be overwritten with the current version.
- Your existing menu data file WILDCAT.MNU will be moved to \WC5\LANGUAGE.
- You will have the option to replace all, some or none of your Display files in the HELP, BULL, MENU and DISP directories. We recommend replacing all of the HELP and DISP display files with the newer versions that reflect changes in *Wildcat!*'s user interface since the Annihilator Preview release. You can replace MENU and BULL files individually, at your discretion.
- Your old QUESNEW.DAT file will be overwritten. You will have the opportunity to replace all, some or none of your other questionnaire data files in the \WC5\QUES directory. You should re-check all your existing questionnaire data files for proper operation.
- Sample HTML files will be installed in your \WC5\HTTP and \WC5\HTTP\PUBLIC directories, *only* if those files don't already exist.
- Any existing .WCX files in your \WC5 directory will be deleted. Older versions of these wcCode programs will *not* run with the release version of *Wildcat!*.
- A new set of client programs for *Wildcat!* Navigator will be installed for use by your callers.

Files that can be deleted after installation

The following files are part of the original "Annihilator Preview" release, and should be deleted manually. They will not function with the release version of *Wildcat!* 5.

WCC.CNT
WCC.EXE
WCC.HLP
WCCDLL.DLL
WCIDE.CNT
WCIDE.EXE
WCIDE.HLP
WCOFTP.DLL
WCOTELNT.DLL

All files in the "Developer Info" directory

wcCode

- If you have purchased wcCode, and wish to make use of your existing WCC source files, you should open and edit each one before recompiling, as the syntax and operation of many *wcCode* commands has changed. Do not attempt to use your old WCX files with *Wildcat!* 5!

Internet Connectivity Pack

- QUIKGATE.EXE and QUIKGATE.HLP will be deleted, and will be replaced by ADDNEWS.EXE and ADDNEWS.HLP.
- Sample UUCICO configuration files will be installed *only* if they don't already exist. The new version of UUCICO.EXE included with Internet Connectivity Pack supports 32-bit operation, and now supports TCP/IP as well as Dial-up connections. Please review the Connectivity Pack manual, and LATENEWS.HLP for updated information.

Upgrading from Wildcat! 5 Gamma release

The information in this section is intended to assist you in upgrading directly from the *Wildcat!* 5 Gamma version, released in February 1995, to the release version of *Wildcat!* 5 BBS.

If you have not already upgraded your BBS to the Gamma version, released in February 1996, please skip to the previous section.

The installation procedure moves or overwrites most of the executable application files (EXE), application extension files (DLL), and *Wildcat!* support files, and replaces them with updated versions. These updated program and support files are required if your BBS is to function properly.

PROTECT YOUR EXISTING FILES AND DATA!

Before installing *Wildcat!* 5 over top of your existing Annihilator Preview files, make a backup of your existing *Wildcat!* system. DO NOT SKIP THIS STEP.

Install *Wildcat!* 5 in the same directory as your existing *Wildcat!* 5 system. The installation program will convert or replace your existing *Wildcat!* 5 files for you automatically.

Files replaced during installation

The following files will be replaced during the installation. Where noted, you have the option to replace all, some or none of your existing files. In most cases, "replace ALL" is the correct option to select.

- All *.EXE, *.DLL, *.HLP, *.CNT files belonging to *Wildcat!* BBS will be replaced.
- Your existing *Wildcat!* Library file WILDCAT.WCL will be overwritten. This file contains the compiled version of all the text mode menu commands.
- Your existing prompt file WILDCAT.WCP will be overwritten with the current version. This clears up problems created in some cases when the prompt file was edited in *wcDraw*.
- Your existing menu data file WILDCAT.MNU will be moved to \WC5\LANGUAGE.
- You will have the option to replace all, some or none of your Display files in the HELP, BULL, MENU and DISP directories. We recommend replacing all of the HELP and DISP display files with the newer versions that reflect changes in *Wildcat!*'s user interface since the Annihilator Preview release. You can replace MENU and BULL files individually, at your discretion.
- You will have the opportunity to replace all, some or none of your other questionnaire data files in the \WC5\QUES directory. You should re-check all your existing questionnaire data files for proper operation.
- Any existing .WCX files in your \WC5 directory will be deleted. Older versions of these *wcCode* programs will *not* run with the release version of *Wildcat!*.
- A new set of client programs for *Wildcat! Navigator* will be installed for use by your callers.

wcCode

- If you have purchased *wcCode*, and wish to make use of your existing WCC source files, you should open and edit each one before recompiling, as the syntax and operation of many *wcCode* commands has changed. Do not attempt to use your old WCX files with *Wildcat!* 5!

Internet Connectivity Pack

- QUIKGATE.EXE and QUIKGATE.HLP will be deleted, and will be replaced by ADDNEWS.EXE and ADDNEWS.HLP.
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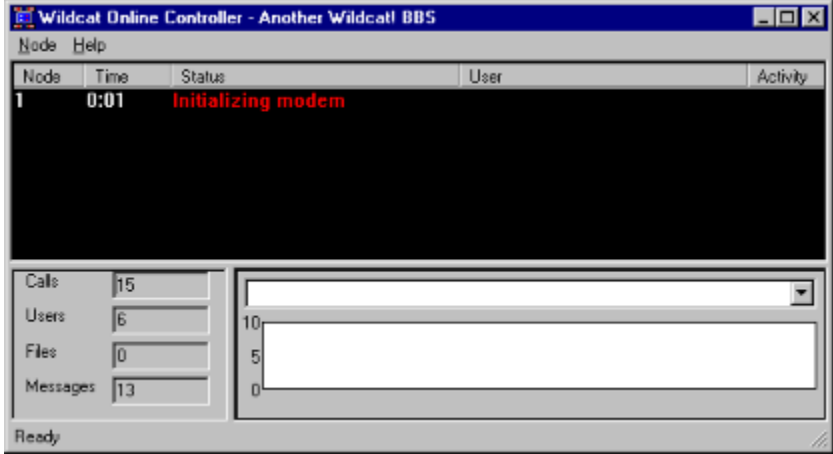
Wildcat Online Controller - Another Wildcat! BBS

Node Help

Node	Time	Status	User	Activity
1	0:01	initializing modem		

Calls: 15
Users: 6
Files: 0
Messages: 13

Ready



I want to run wcOnline on a workstation. What files do I need?

The following files must be installed on in the WC5 directory on each network machines that will be running *wcOnline*. This permits *wcOnline* to communicate with *wcServer*, without requiring you to give access to your server's WC5 directory:

GIFSCOPE.EXE	MFC40.DLL
MSVCRT40.DLL	WCCOMM.DLL
WCCORE.DLL	WCDOORNT.DLL
WCGUIAGT.DLL	WCHTTPS.DLL
WCOFTP.DLL	WCOHTTP.DLL
WCOMODEM.DLL	WCONLINE.EXE
WCOTELNT.DLL	WC SOCK32.DLL
WCSRV.DLL	WCVIEW.EXE

