Default

COLLABORATORS

	TITLE : Default		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		November 2, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Default

1.1 Main

```
             World Wide BBS 3.0 (2.4.95)
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WWBBS is shareware.  If you use WWBBS regularly then please register.  See

             Author
              or the ReadMe file for more information.


             Introduction

             Installation

             Using WWBBS

             Using BBSPrefs

             Using the other tools

             Using the commands

             History

             Author
```

1.2 Introduction

```
Main Features:

    o Is a commodity.

    o Has nice GUI, thanks to triton.library.

    o Everything runs through stdio, so every program you can run through
      the shell you can run through the BBS.
```

o Supports HydraCom for bidirectional transfers.

Requirements:

o Kickstart 2.04, but the higher the better.

o ARexx

o triton.library

Optional:

o OwnDevUnit.library

1.3 Installation

Double-click on the Install icon.

If you are upgrading from an older version, please read the file
History.doc to brief you on the program's changes.

1.4 Using WWBBS

Double-click on the WWBBS icon. It has all the properties that a
commodity has.

On the top-left is the node list. You can double-click on a local
node to logon, and on a remote node when a user is online to open a viewing
console.

On the top-right is the action list. You can click on an action, and
it will execute that command. You can also pass along the currently
selected node to that command. This is configurable through the tool
types. For every action to add, put in this line in this format:

ACTION=<Name>,<Command>

    Name=Name of action to put in listview
    Command=Full path of command to execute. If you would like to
            pass along the node, substitute a "%s" (including quotes)
            and it will pass along the node's id.

Note that when you click on the close window gadget, it does not quit
the program because it is a commodity. Also when doing substition type
arguments such as in Command above, always include quotes unless otherwise
noted.

1.5 Using BBSPrefs

Double-click on the BBSPrefs icon. It is a normal program. ←
Note that
some of the windows opened in this program are pretty big so you may need a
larger screen if the window won't open up. If you are having problems
getting a window to open, try switching to a proportional font, such as
Helvetica/11. That will allow all of them to open on a 640x200 screen
except for NodePrefs, which needs a taller screen. For that you can try
switching to PAL or LACE, or you could make a virtual screen.

There are eleven sub-prefs. They include:

Access Groups
These are the access groups you can select for a
user.

Archivers
These are the archivers that the user can choose ←
from.

Door Variables
All of these variables are set as local environment
variables that the can be read by the programs run from the
bbs.

Editors
These are the editors that the user can choose from ←
.

File Bases
These are the file bases.

Menus
This is the menu tree.

Message Bases
These are the message bases.

News
These are the news file to inform the user of any ←
changes.

Nodes
These are the node configurations.

Protocols

These are the protocols that the user can choose ↩
fom.

System
These are options that configure the entire system.

There are basically two types of prefs. One has a list of items you
can edit, and the other allows you to create a tree, as in sub-directories.
File Base Prefs, Menu Prefs, and Message Base Prefs fall into the latter
category. You can use the arrow keys to navigate the tree. System Prefs
is different from all the other prefs in that there are only options to
set, and no list.

1.6 Using AccessGroupPrefs

These are the fields:

Access Level
     This is the access level of the user. 0 is equivalent to being
     banned from the bbs, 1 is a new user, and 255 is the almighty
     sysop.

Session Time Limit
     In minutes.

Inactivity Time Limit
     In minutes.

Ratio Byte
     Byte ratio for the file base. 0 is no ratio.

Ratio File
     File ratio for the file base. 0 is no ratio.

Days
     Number of days of inactivity before being deleted by UserMaint.

1.7 Using ArchiverPrefs

Extension
     Archiver extension so it can be identified.

Add Command
     Full path of command to run, substituting "%a" for the archive
     and %f for the file(s) to be added.

Extract Command
     Full path of command to run, substituting "%a" for the archive
     and %f for the file(s) to be extracted.

```
View Command
     Full path of command to run, substituting "%s" for the archive.
```

If you're writing a program that uses these configurations, you must make
sure you enclose quotes around the filename(s) you substitute for %f if
they have spaces in them.

1.8 Using DoorVarPrefs

```
String
     Sets the variable specified by its name to whatever is in this
     string.

     Note that the following variables can be used in string:

          @BAUD
          @NODENAME
          @USERNAME
          @REALNAME
          @UUCPNAME
          @HOMEDIR
          @ACCESSLEVEL
          @BYTERATIO
          @FILERATIO
          @SCREENWIDTH
          @SCREENHEIGHT
          @EDITOR
          @PROTOCOLSEND
          @PROTOCOLRECEIVE
          @ARCHIVERADD
          @ARCHIVEREXTRACT
          @ARCHIVERVIEW

     For example, putting @BAUD in string will be set to whatever the
     current baud rate is.
```

You can use these variables with the DOSCOMMAND command. Simply add a
$ in front of the variable name. For example,

     DOSCOMMAND C:Echo $USERNAME

will echo the current user's name.

You can actually use these variables anywhere, since they are DOS
environment variables. For example, if you are running a script from
within the BBS, one line could be:

     $EDITOR T:editor_file

which would run the current editor with T:editor_file as the argument.

1.9 Using EditorPrefs

Type
     Standard is any normal editor which runs through the shell and
     does not need ANSI. Visual is like standard but for editors that
     need ANSI. Graphical is for local users so you can run your
     favorite editor.

Command
     Full path of command to run. The file name will be appended to
     the end of the string, unless you insert a "%f" (including
     quotes), at which point it will substitute the filename in place
     of the "%f".

Stack
     Stack size to give command.

1.10 Using FileBasePrefs

Access Range
     Range of access levels to accept, using commands and dashes. For
     example, 1-255 means everything between 1 and 255, including 1
     and 255, 1-5,255 means one through five and 255, etc.

Group
     ID name of group. Try to keep these simple, no spaces and
     only lowercase letters. Try names them with a usenet style
     heirarchy.
     For example, util, util.disk, util.wb, etc.

Directory
     Directory to use for this group.

Disk Space Required
     Disk space required for upload in kilobytes.

Days
     How many days of inactivity before deleting files by FileMaint.

Read Only
     No uploading.

Auto Join
     Automatically join this group for new users.

1.11 Using MenuPrefs

Access Range

Character
     Character of the command.

Default

For menus with sub-menus. When you press return this command
will be executed.

Number
    For menus with sub-menus. When you press a digit this command
    will be executed and the digit will be passed along.

Prompt
    For menus with sub-menus. This is the prompt to print. You can
    use \e to pass ESC, \t for TAB, \b for BS, \n for newline, \f to
    clear screen, and %t for time remaining. No quotes are needed.

Command
    For normal menu items. You can specify ABBEREXX commands and
    System commands.

When displaying a menu, WWBBS will first search for
"WWBBS:Menus/{menu name>.<ascii|ansi>", and if it exists, it will display
it. Otherwise it will just show the standard menu. For example, an ansi
user in the main menu will see "WWBBS:Menus/Main.ansi", if it exists.
    When creating custom menu files, you can add keycodes to hide certain
menu items from users according to their access level. At the beginning of
a line, put:

        @<accesslevel range>@

For example, @1-128,255@ will show this line to users with accesslevels in
the range of 1 to 128, and 255.

1.12   Using MessageBasePrefs

Access Range

Group
    ID name of group. No spaces are allowed. Try to use only
    lowercase letters, and try to name them with a usenet style
    heirarchy.
    For example, computer_talk.amiga, computer_talk.ibm.

Quote Header
    Quote header for replies. Substitute %d for date and %n for
    name.

Read Only
    No posting.

Auto Join
    Automatically join this group for new users.

1.13   Using NewsPrefs

```
Access Range

File
     File to show user.

Date
```

1.14 Using NodePrefs

```
Access Range

Type
     Local is for use locally.  Remote is for remote use.

Device
     For remote nodes only.  Device to use.

Unit
     For remote nodes only.  Unit of device to use.

Buffer Size
     For remote nodes only.  Buffer Size to allocate.

Baud
     For remote nodes only.  Baud rate.

Handshaking
     For remote nodes only.  RTS/CTS handshaking.

Auto Baud
     For remote nodes only.  When answering call, should you change
     baud rate to match?  For error-detecting/compression modems, you
     should not set this.

Front End
     For remote nodes only.  Use StartSession to start a session from
     TrapDoor or UUCICO.

Command
     Command to execute for each session.  Remember that anything that
     runs through shell can be used here.  You should provide a delay
     of about three seconds on remote nodes to allow other side to do
     whatever it needs to do.
```

1.15 Using ProtocolPrefs

```
Send Command
Receive Command
     Command to execute.  Substitute:
         "%d" for device name.
         %u for device unit.
```

```
                    "%l" for unique log file name.
                    "%F" for input file list.
                    "%f" for file name.
                    "%n" for user name.

        Batch
              Protocol handles batch transfers.

        Bidirectional
              Protocol handlers bidirectional transfers.
```

1.16 Using SystemPrefs

```
        Display Mode
              Display mode of console.

        Font
              Font of console

        Only Real Names
              Don't allow aliases.

        Header Color
        Input Color
        Output Color
        Prompt Color
        System Color
              String for <fill> color.  Send \e for ESC, \t for TAB, \b for BS,
              \n for newline, \f to clear screen.
```

1.17 Using the other tools

```
Using Editor
---

        Simple editor.  Usage:

              Editor <file name>


Using ForceLogOff
---

        Run by WWBBS as an action.  Usage:

              ForceLogOff <node id>


Using LogMaint
---

        Run it to trim logs.
```

The template is:

        LogMaint Days/N

    Where 'Days' is how old the logs have to be before deleting them.

Using LogViewer

    Figure it out.

Using BBSRx

    This runs .rexx files while interpreting ABBEREXX, System, Email,
MsgBase, and FileBase commands...see the appropriate doc files for a list
of commands.

    The template is:

        BBSRx File/A

Using StartSession

    Use this in conjunction with TrapDoor and GeTTY. Usage:

        StartSession <node> [-BAUD <baud>]

    The node that you use it with must be denoted as a 'Front End', and
    you must open the serial.device in shared mode from within whatever
    program you are using.

Using UserEditor

    See LogViewer.

Using UserMaint

    Just run it to trim users.

Using MessageMaint

    Just run it to delete old messages.

Using FileMaint

    Usage:

        FileMaint <directory>

    When you run this all old files will be moved to the specified
    directory.

Using XPR

    This tool handles XPR transfers. Usage:

        Command/R,D=Device/K,U=Unit/N,L=Library/K/R,I=Init/K,Log/K,
        FL=FileList/K,FN=FileName/K,ID=UserID/K,RES=Resume/S

    Where:

        Command: S=Send or R=Receive
        Device: serial device, default is "serial.device"
        Unit: unit, default is 0
        Library: xpr.library
        Init: init string, if not specified, will use ENVARC:
        Log: name of log file (DSZ-style)
        FileList: name of file list for batch send*
        FileName: name of file for single file send
        UserID: use with resume
        Resume: if result is supported, all aborted files (receive)
                  have a id tag attached to them. otherwise they are
                  deleted.

    * A file list is a text file with one filename per line.

1.18 Using the commands

                WWBBS supports all
            ABBEREXX
             commands, a few Cnet commands for
compatibility, and an extra rexx variable. These can be used in REXX
files, obviously, and also in MenuPrefs.

    WWBBS also uses many commands which are used in the same way. They
are categorized as follows:

            System
             - General system commands

            Email
             - Email specific commands

            Message Base
             - Message base specific commands

```
      File Base
       – File base specific commands
```

1.19   ABBEREXX Commands

The following is an excerpt from the documentation of TransAmiga by
Tim Aston:

ABBEREXX Commands:

These are the commands that TransAmiga supports as a part of
the Amiga Bulletin Board External Rexx (ABBEREXX) interface
command set. These commands should be used when portability
to other ARexx supporting BBS's is desired.

BBSIDENTIFY ABBEREXX BBS|EMULATION|NAME|SYSOP|TERM|USER –
Returns certain information, depending on the <what>
parameter. Possible values are:
  ABBEREXX: which   returns the current version of the
ABBEREXX implementation (at the moment, '1.0').
  BBS: which returns the current version of TransAmiga is
being used.
  EMULATION: indicates what type of terminal mode the caller
has selected. It returns either 'ASCII' or 'ANSI'.
  NAME: returns the name you have set for the BBS.
[WWBBS will simply return 'World Wide BBS'.]
  SYSOP: returns the name of the SysOp of the BBS.
  TERM: which returns a string of the format <baud> <rows>
<columns> <line number>, eg. 2400 80 24 0.
  USER, which returns a string of the format "<username>"
"<calling from>" <access>, where access is one of: GUEST (a
first time caller, access 0), MEMBER (anyone with access
greater than 0 and less than the privileged access level),
CO–SYSOP (anyone with access equal to or greater than
privileged access, but less than 255), or SYSOP (access
255).   An example return string could be: "Tim Aston" "St.
Catharines, Ont." MEMBER

eg: BBSIDENTIFY ABBEREXX
     BBSIDENTIFY BBS
     BBSIDENTIFY EMULATION
     BBSIDENTIFY NAME
     BBSIDENTIFY SYSOP
     BBSIDENTIFY TERM
     BBSIDENTIFY USER

CHECKABORT –
Returns 1 if the user has pressed one of the abort keys
(CTRL–C or the spacebar), otherwise 0. Takes no parameters.

CLS –
Sends the   screen   clearing code. Takes no parameters and
returns nothing.

```
GETCHAR -
Waits for a single character from the user.   It  returns as
soon as it gets something, and does not wait for the user to
press RETURN. It  takes  no  arguments,  and  the character
received  will  be  returned,  or '###PANIC' if the user was
unexpectedly logged off due to carrier loss, timeout, etc.

HANGUP -
Hangs the  online  caller  up,  and  after  the  ARexx macro
terminates, the  logoff procedure  will be initiated.  Note,
that if it is a local logon, nothing  actually happens until
the ARexx macro terminates.  Takes no parameters and returns
nothing.

IREADY -
If there  is any  input waiting  in the  serial buffer, this
command returns  1, else  0.   No input is retrieved though.
It takes no parameters.

MAYGETCHAR -
Checks if they user has  entered  a  character,  and returns
immediately, with  the result  being either the key the user
pressed or 'NOCHAR' if a key  was  not  pressed.   Takes  no
parameters.

eg:  MAYGETCHAR
     cmd=RESULT
     if cmd~='NOCHAR' then call do_cmd

NEWLINE -
Sends the newline code (a carriage return followed by a line
feed).  Takes no parameters and returns nothing.

PRINT <string> -
Sends the given string with a newline appended.   It returns
nothing.

PROMPT <length> NORMAL|HIDE|YESNO|NOYES "<prompt>" -
Prompts the  user to enter text with the given length as the
maximum.   Three types of text input are currently supported:
  NORMAL: Normal line oriented input
  HIDE: As above, but  hid  user  input  behind  dashes (-).
Useful for passwords, etc.
  YESNO: A Yes or No response, with Yes as the default.
  NOYES: A Yes or No response, with No as the defalut.
The prompt text must be enclosed in quotes, an din order for
the BBS to  "see"  these  quotes,  they  themselves  must be
quoted (see examples).

This  command  returns  the  string  entered in the cases of
NORMAL and HIDE types, and either  'Y'  or  'N' in  the cases
the YESNO and NOYES types.

eg:  PROMPT 30 'NORMAL' '"Enter your favourite colour: "'
     PROMPT 10 'HIDE' '"Where were YOU last night?"'
     PROMPT 1 'YESNO' '"Was it good for you?"'
```

```
SEND <string> -
Sends the  given string  exactly as  is to the user, with no
translation or screening done on the part of TransAmiga.  It
returns nothing.

SENDFILE <filename> -
Sends  the  given  text  file  to  the online user, the full
pathname must be given.  More? prompts will automatically be
displayed  as  usual,  and  all  TransAmiga imbedded control
codes are available as usual.  If the current user  has ANSI
turned on,  it will first look for <filename>.ANSI, and fall
back to the original filename if  that  is  not  found.   It
returns nothing.
[WWBBS will first search for '<filename>.<node>' and then
for '<filename>'.]

eg: SENDFILE 'BBS:Text/Title'

SETNODELOCATION <where> -
This allows  you to  change the string that indicates what a
user is doing that is displayed  with the  List Online Users
command, or the TrBLAD programme.  [WWBBS ignores this
command because the location is always automatically set
according to the menu location.]

eg:  SETNODELOCATION 'Playing "Kill the Capitalists"'

SYSOPLOG <string> -
Creates a  log entry  with the  given string.   The date and
time will  automatically  be  added infront.   It  will be
appended to TransAmiga's log file.  It returns nothing.
[WWBBS will add to the log file according to the name of the
menu option, because WWBBS supports multiple logs under
different names.]

eg:  SYSOPLOG 'Lost all his/her money at poker'


ABBEREXX Variables:

Part of  the ABBEREXX  standard is  the maintenance of three
ARexx variables.   These are: CARRIER,  TIMEONLINE  and
TIMELEFT.  CARRIER, as explained above, indicates whether or
not there is a user online line, it contains the  value 1 if
a  user  is  online,  0  otherwise.  TIMEONLINE and TIMELEFT
indicate, in minute, how much time the user has spent online
today  and  how  much  time he/she has  left  for  today
respectively.

eg:  PRINT 'You've used' TIMEONLINE 'minutes today'
     QUERY 'How do you feel about that?'
     answer=RESULT

     if CARRIER=0 then do
          SYSOPLOG 'Carrier Drop!'
          exit 10
```

```
                    end
                    if timeleft<=0 then do
                            SYSOPLOG 'No more time!'
                            exit 10
                    end
```

WWBBS also supports an additional variable called LOCAL. If
the current user is logged on locally, then this variable is
set to 1, and is otherwise 0 (for remote users).

Note that these variables are available only after the first
command is sent to WWBBS (an ABBEREXX command for example).

1.20 System Commands

ANSIDetect

Useful in REXX files only. Returns "1" is ANSI is detected,
otherwise "0" in result variable.

ChatRequest

Delay <ticks>

Useful as first command to WWBBS. Allow for remote systems to do
whatever they need to do so that you don't send stuff before they
are ready. There are 50 ticks in a second.

DoLogoff

Useful in REXX session script. Use only after successful
DoLogon command.

DoLogon

Useful in REXX session script. Use to see if a user is able to
logon. Returns "1" if successful in result variable, otherwise
"0".

DosCommand <command>

Use this to run commands through WWBBS as if you were typing it
from within a shell. To run REXX scripts you would use this to
execute the WWBBS Rx program.

EditPrefs

Allows user to edit his preferences.

EditUser

Allows user to edit his user info. Generally you would only want
a user to run this when he first registers.

Logon [user name]

Logon procedure. Returns "NEWUSER" in result variable if user
designates himself as a new user Otherwise returns nothing.
Note that the name Sysop is a synonym for the first user in the
user list. If you provide a user name it will try to logon as
that user otherwise the normal routine is performed.

PageUser

Send a short message to a user that is on another node.

ReadNews <New|Old>

If Old specified then it allows the user to select which news
file to read. If New is specified then it shows any new news
files that may be present.

Register

Register new user. Use after Logon returns "NEWUSER". This
command returns 1 if successful in rc variable and 0 otherwise.

RunMenu <menu name>

Runs the specified menu.

ShowStats

Shows the user's stats.

StartTimer

Start the time-limit timer. You only need to use this if you
call StopTimer.

StopTimer

Stop the time-limit timer. Be sure you call StartTimer to
restart the timer.

UserEditor

For sysops. Allows them to edit users by specifying their name.

UserList

Lists users.

ValidateNewUsers

For sysops. Shows a list of new users and allows them to edit
them.

WhoIsOnline

Shows who is online.

1.21 Email Commands

NextEmail

>   Go to next email.

CurrentEmail

>   View current email.

PreviousEmail

>   Go to previous email.

JumptoEmail

>   Jump to email #x.

ListEmail

>   List email.

WriteEmail

>   Send email to another user.

ReplyToEmail

>   Reply to current email.

DeleteEmail

>   Delete current email.

Feedback

>   Send email to sysop.

ShowNewEmail

>   Show if user has new email.

1.22 Message Base Commands

InitMessageGlobal

>   Creates a new global file in the user's home directory so that
>   all file bases marked as Auto Join are joined.

EditMessageSearchPatterns

>   Edits message search patterns.

JoinMessageArea

Join/unjoin current message area in global list.

ChangeMessageArea

Change message area/directory.

ParentMessageArea

Change to parent message area.

NextMessageArea

Change to next message area.

PreviousMessageArea

Change to previous message area.

NextUnreadMessage

Read next unread message. If it doesn't exist it will search for
the next area with unread messages.

CurrentMessage

Read current message.

NextThread

Go to next thread. Read first response.

PreviousThread

Go to previous thread. Read last response.

JumptoThread

Jump to thread #x.

ListThreads

List threads.

NextResponse

Go to next response.

PreviousResponse

Go to previous response.

JumptoResponse

Jump to response #x.

ListResponses

```
      List responses.

SearchNextMessage

      Search for next message that matches pattern set in
      EditMessageSearchPattern.

CatchupMessages

      Mark all messages as read.

WriteMessage

      Post a message.

ReplytoMessage

      Reply to current message.

MailReplytoMessage

      Mail reply to current message.

KillMessage

      Kill current message.

EditMessageAreaDescription

      Edit the message area description that is displayed every time a
      user enters the area.
```

1.23   File Base Commands

```
InitFileGlobal

      Creates a new global file in the user's home directory so that
      all file bases marked as Auto Join are joined.

EditFileSearchPatterns

      Edits file search patterns.

JoinFileArea

      Join/unjoin current file area in global list.

ChangeFileArea

      Change file area/directory.

ParentFileArea

      Change to parent file area.
```

NextFileArea

    Change to next file area.

PreviousFileArea

    Change to previous file area.

NextFile

    Read next file. If it doesn't exist it will search for the next
    area with new files.

CurrentFile

    Redisplay current file.

PreviousFile

    Read previous file.

JumptoFile

    Jump to file #.

ListFiles

    List files.

SearchNextFile

    Search for next file that matches pattern set in
    EditFileSearchPattern.

CatchupFiles

    Mark all files as read.

Upload

    Upload file(s).

Download

    Download tagged files, or current file.

ClearFileTagList

    Clear file tag list.

EditFileTagList

    Edit file tag list.

TagFile

```
        Tag/untag current file.

    ViewArchive

        Views current file archive if configured in ArchiverPrefs.

    ReadTextFile

        Reads current file if it is a text file.

    UploadFromDisk

        Upload files that are already on the hard disk.

    KillFile

        Kills current file.

    MoveFile

        Moves current file to specified directory.

    EditFileDescription

        Edits the current file's description.

    EditFileAreaDescription

        Edits the file area description that is displayed every time a
        user enters the area.
```

1.24 History

```
3.1 (22.7.95)

o Moved display mode and font settings from SystemPrefs to the main
  program.

o Added option for the user to turn the user monitor messages on or off.

o Added environmental variables for message and file area stuff.  These
  variables are updated every time the user changes the current area:

    MESSAGEBASE_PATH - to pass along to OpenMessageGroup()
    MESSAGEBASE_AREA - to pass along to OpenMessageGroup()
    MESSAGEBASE_ACCESSRANGE - max 20 chars
    MESSAGEBASE_GROUP - max 20 chars
    MESSAGEBASE_QUOTEHEADER - max 80 chars
    MESSAGEBASE_DAYS - long integer
    MESSAGEBASE_READONLY - "1" for yes, "0" for no
    MESSAGEBASE_AUTOJOIN - "1" for yes, "0" for no

    FILEBASE_PATH - to pass along to OpenFileGroup()
    FILEBASE_AREA - to pass along to OpenFileGroup()
    FILEBASE_ACCESSRANGE - max 20 chars
```

```
        FILEBASE_GROUP - max 40 chars
        FILEBASE_DIRECTORY - max 255 chars
        FILEBASE_DISKSPACEREQUIRED - long integer, in kilobytes
        FILEBASE_DAYS - long integer
        FILEBASE_READONLY - "1" for yes, "0" for no
        FILEBASE_AUTOJOIN - "1" for yes, "0" for no
```

o Took out all DoorVar stuff so you, the user, don't have to worry about
  it. You can still create your own local variables with the SetLocalVar
  utility. You will use SetLocalVar from within a script, and after you
  are done with your environmental variable, you should delete it. For
  example:

```
    ; dummy script
    SetLocalVar SYSOP "MEDUMBDUMB"
    ; execute door
    SetLocalVar SYSOP
```

o When displaying a text file, if WWBBS finds that the first line of the
  text file is "@ANSI" (excluding quotes), then it will display the file as
  is, with no translations (that means carriage returns do not become a
  line feed and carriage return), and no More? prompts.

3.0 (2.4.95)

o 'ListEmail', 'ListThreads', 'ListResponses', and 'ListFiles' commands
  added.

o Added MessageMaint and FileMaint utilities to keep message and file bases
  under control.

o User's can now create their own personal signature files, which are
  appended to all of their messages and emails, by going into 'Edit
  Preferences'.

o 'EditMessageAreaDescription' and 'EditFileAreaDescription' commands
  added. The descriptions you enter will be displayed when a user enters
  the area.

o 'UploadFromDisk' will now check if the file has a comment and it will let
  you use it as the description, if you so desire.

o Increased 'Access Range' buffer size from 10 to 20.

o Finally wrote the code for the 'PageUser' command.

o Added 'StartTimer' and 'StopTimer' commands which coincidently start the
  timer and stop the timer, respectively.

o LastDownloadDate attribute is now updated after a download.

o 'KillMessage' command added. Surprisingly, it kills the current message.
  If you chose not to update your config file, you will have to added this
  to the message base menu. You should configure it as a sysop-only
  command.

o Message and file areas are now saved after logoff, and restored upon

logon.

o 'NextMessageArea', 'PreviousMessageArea', 'NextFileArea', and
  'PreviousFileArea' commands now work properly when there is no
  currently selected area.

o 'ParentMessageArea' and 'ParentFileArea' commands now work properly.

2.6 (28.1.95)

o Fixed a major bug with the user files. Previously it would lock up when
  performing various functions (running UserEditor, listing users, etc.),
  but only if you had Workbench 2.1 or lower. I am confident that this
  problem has been fixed.

o Fixed StartSession. It was completely broken in previous releases but it
  now works as expected.

o In SendFile, added ability to show different text files depending on
  which node the user is logged on to. ShowText will now search first for
  the file '<filename>.<node>', and then for '<filename>'. For example, if
  you say 'ShowText title_screen.txt', and the user is on node 'R1', it
  will first search for 'title_screen.txt.R1', and then for
  'title_screen.txt'. Note, SendFile is an ABBEREXX command which can also
  be used in the menu command string.

o Added several variables to the Door Variables list:

    BYTERATIO – User's byte ratio
    FILERATIO – User's file ratio
    PROTOCOLSEND – Send command for the user's current protocol
    PROTOCOLRECEIVE – Receive command for the user's current protocol
    ARCHIVERADD – Add command for the user's current archiver
    ARCHIVEREXTRACT – Extract command for the user's current archiver
    ARCHIVERVIEW – View command for the user's current archiver

  If you didn't update your config file, you can simply add these variables
  manually, by inserting a '@' in front of the variable name for the
  'String' field. For example, for 'BYTERATIO', set 'String' to be
  '@BYTERATIO'.

o In EditorPrefs, you can now substitute "%f" (including quotes) in the
  command string to insert the file name. For example:

    CED "%f" –keepio

  The %f will be substituted with the filename. Be sure you include
  quotes. Note that you do not need to include a "%f". If there is no
  "%f" then the filename will simply be appended to the end of the command
  line. In fact, omitting the "%f" is preferred as it may cause problems
  with some programs who are not expecting a "%f". Use at your own risk.

2.5 (7.1.95)

o Added ACCESSLEVEL to the list of variables in DoorVarPrefs. I had
  documented this feature but I never put it in until now.

o Added message base system and many commands associated with the message
  base system.

o Added email system and several commands associated with the email system.

o Took out 'Log Days' from SystemPrefs. Instead, you simply specify the
  number of days to keep in the command line when you run LogMaint.

o Downloads are now kept track of in File Base.

o All windows have been shrunken as necessary to be able to fit on a
  640x200 screen. They are still resizeable, so don't worry.

o Error messages are given if for some reason a window can not be opened.

o UserEditor no longer scans the user list every time you edit a user.
  Instead, it scans only after a user is deleted or his access level is
  changed.

o When editing users from within the BBS, wrong values would be displayed
  for some fields. This has been fixed.

o ABBEREXX Command BBSIdentify User would not return anything. This has
  been fixed.

o Added some file base commands to BBSRx, MoveFile and EditFileDescription.

2.3 (15.10.94)

o Added SearchNext command to file base, which will go to the next file
  that matches the search pattern

o Added ViewArchive command to file base, which will view the current file
  if there is a configured archiver to view the archive.

o Added ReadTextFile command to file base, which will read the current file
  if it is a text file.

o Shows file descriptions correctly now.

o Restores the old character in MenuPrefs when you get a "Character is in
  use" error message.

o Added KillFile command to file base, which will kill the current file.

2.2 (24.9.94)

o Sometimes programs would stop outputting text..this has been fixed.

o Some problems with saving some variables such as Editor in Edit Prefs
  have been fixed.

o Had problems when quitting while a user was locally online. It's more
  reliable now.

o There was a bug in the handler when dealing with ACTION_WAIT_CHAR packets
  (WaitForChar())..this has been fixed.

o Fixed protocols config so that commands point to the right place.

o Fixed mysterious log off when typing too fast.

o Most file base functions have been added.

2.1 (22.9.94)

o If user typed in wrong password, it would display correct password.
  Hehe. This has been fixed.

o Loss of carrier handling fixed.

o Time limit is now set correctly

o The Games menu was not updated to the new design. If you choose to not
  install the config file, then go into MenuPrefs and enter the Games menu,
  and make sure all of the menu items have an access range such as "1-255"
  instead of 0.

Thanks to Roger Earl for pointing these out.

o Also, if you choose to not install the config file, then go into
  EditorPrefs and make Editor's command to point to WWBBS:Editor.

o I didn't realize it but the wwbbs.lib support library requires
  wwbbs.library's include files, such as the pragmas. As these are going
  to change in the near future I am electing to not include them. I have
  fixed it so it will work without them. Simply compile it yourself
  and rename the object file that is created to LIB:wwbbs.lib.

1.25 Author

    World Wide BBS is now shareware. If you use this program, I request
    that you send me a donation of US$30. In return I will send you all
    updates. Only registered users will have access to updates, unless
    there is a silly bug that prevents users from evaluating this program.

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