ReVive

COLLABORATORS			
	TITLE : ReVive		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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ReVive

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1.2   Why should you use ReVive?

Answer these questions:

  – Did you ever delete a user, but then wished you hadn't?

  – Did AutoMaint delete a user you were meaning to reevaluate?

  – Did your Amiga clock ever get screwed up, only to have AutoMaintenance
    obliterate gobs and gobs of users who hadn't called in "x" number of
    days?

  – Ever have a user gain SysOp Access on your board, who then presumed to
    play GOD by killing off users they had a grudge against?

  – How about a CoSysOp who turned on you, and decided that their way was
    the best way, so did away with the underlings who didn't follow their
    flag?

If you can answer YES to any of the above questions, then this file is
definately for you! Read on to find out more information as to how and why
you should be using this file!

1.3   How do I install ReVive, v2.0?

To install ReVive, v2.0 into your CNet Amiga 3.05c version, ←
follow the

following steps:

1: First, check to make sure you have all the files:

   ReVive   – This is the main ReVive SysOp Utility.
   ReViveDBM   – This is the ReVive DataBase Manager/LogOff Utility.
   ReVive.guide – This is the file you are viewing presently.
   !Frontiers   – Gee, I wonder what this one might be? Better read it!

2: Copy both the "ReVive" and "ReViveDBM" files into your pfiles section.
   I reccommend placing them in your "pfiles:maintenance/" path, so as to
   be away from those directories which may be accessable by your general
   user populace.

3: Set the values of the two variables found in the "ReViveDBM" file BEFORE
   continuing with the next step. (See the
                 Can I Modify How It Works
                     section for more info).

4: Use one of those "RUN" commands to run the ARexx file "ReViveDBM" from
   within CNet proper. If you don't have an ARexx RUN command, then add in
   the file manually as a SysOp Only pfile. (You should then REMOVE the
   entry once you've run the file once).

   When run manually with no arguments, as you are doing now, the following
   will take place:

        – The initial "ReViveDB" file will be created in your "SysData:"
          directory.
        – A "mirror" image of your "mail:users/" directory will be created
          in the "mail:users2/" directory, if this option is enabled.

   When the file states that it is "done.", you should then remove it from
   your system(if you added it as a pfile). This will make sure a user has
   no way of accidentally executing the file later on(nothing bad would
   happen if this should occur, but the process takes awhile, depending on
   the size of your system, upon which the user will have to wait until
   the process had completed, before they could continue).

5: Now, load your "cnet:bbstext" file into a text editor and go to line 99,
   which looks like the following(in the stock CNet 3.05c bbstext):

            @ Logoff complete\n1
                         ^
                    Control-Y

   Being as numerous other types of pfiles often locate their launching

commands from this line, you'll no doubt also see some other commands
located here as well. You need to add the following launch command in
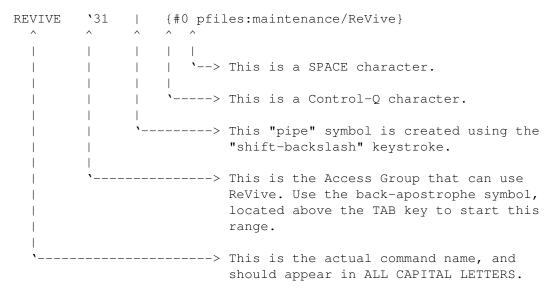FRONT OF ANYTHING ELSE ON THAT LINE:

```
                {#0 pfiles:maintenance/ReViveDBM 1}
                 ^  ^                              ^
                 |  |                              |
      Control-Q ---'  '----- These are SPACES -----'
```

So, when completed, the new line 99 should look like this:

```
    @ Logoff complete\n1{#0 pfiles:maintenance/ReViveDBM 1}...
```

Where the "..." were any other launch commands you may have on that
line. Make sure you include the two SPACES in the line. The first one
isn't all that important, but you MUST include the second one, or you
will be given an error message stating it can't find the file.

Save your bbstext file, then exit the editor.

6: Alright, now let's add a new command to your bbsmenu file. Load your
   "cnet:bbsmenu" file into a text editor, then go to the BOTTOM of Menu
   number 2, the "Available Everywhere" menu. Add the following line:

```
      REVIVE   '31   |   {#0 pfiles:maintenance/ReVive}
        ^        ^    ^    ^  ^
        |        |    |    |  |
        |        |    |    |  '--> This is a SPACE character.
        |        |    |    |
        |        |    |    '-----> This is a Control-Q character.
        |        |    |
        |        |    '---------> This "pipe" symbol is created using the
        |        |                "shift-backslash" keystroke.
        |        |
        |        '--------------> This is the Access Group that can use
        |                         ReVive. Use the back-apostrophe symbol,
        |                         located above the TAB key to start this
        |                         range.
        |
        '----------------------> This is the actual command name, and
                                 should appear in ALL CAPITAL LETTERS.
```

Save your bbsmenu file, then exit the text editor.

7: Now you need to RELOAD the two text files. It is NOT neccessary for you
   to reboot your copy of Cnet if it's already loaded. You can simply click
   on the Control-Panel window(to activate it), then press the RAMIGA-T key
   combination. (You could also do this by selecting the "Text/menu reload"
   option found on the "CNet" menu of the Control-Panel screen).

8: That's it! You're done!

1.4   How do I use ReVive, v2.0 on my System?

Whenever you suspect a user account has been deleted mistakenly, you can load the ReVive file simply by typing the command REVIVE from any command prompt within CNet.

After being asked if you wish to view the instructions, the file will ask you which account number(s) you wish to revive. If you're not sure of the account number, just hit ENTER/RETURN at this prompt, and ReVive will scan all your user accounts looking for deleted accounts. It will then display to you a listing of deleted account numbers and will ask you again which account you wish to revive. Typing a "Q" for this question will exit the file without attempting to revive any user accounts.

Once an account ID Number has been given, the file will examine the user account in question, as well as querying the ReViveDB for info also pertaining to that account and will then display this information on the screen for your perusal.

It will then be neccessary for you to make the determination as to whether or not the data in the account goes with the data found in the ReVive database. If the two data match, then it's safe to revive the user account and you can answer YES to the "ReVive this account" question, but if you see that the data between the two does NOT match, then you should NOT revive the account(else this user will inherit someone else's stats).

If you enabled the "UUCP Mail BackUp" option, and answered YES to the above question, you'll then be asked if you wish this user's mail directory contents to also be revived.

Once the above has been completed, the file will either go on to the next account to revive, or will exit the program at that point.

You can specify RANGES of user id numbers to revive directly from the inital question, so stating something like:

                    10,15,28,101-103

Would attempt to revive user account id numbers 10, 15, 28, 101, 102, and 103. Checks are made on each account to insure it IS a deleted account before an attempt to revive it is made as well.

Lastly, if you know the account id number(s) you wish to revive BEFORE you load up the program, you can supply them as ARGUMENTS to the command as well. For instance, using the example accounts above, you could type the following at a command prompt within CNet:

              Main> revive 10,15,28,101-103

That's all there is to USING the program!

1.5   What Exactly Is ReVive, v2.0 doing to my data?

This file modifies data housed in your "bbs.udata" file, which is found in your "SysData:" directory. Here's a breakdown of exactly what occurs during a run of this file(for those weary of heart):

First of all, perhaps a description of the database is in order. One of the initial installation steps you did created the file "ReViveDB", which is also located in your "SysData:" directory. This file contains three pieces of information pertaining to each user on your bbs. Their serial id number(unique), their handle, and their password. Because this file contains password data, it has been encrypted(in case someone should get ahold of this file, it will be fairly useless to them unless they possess a fair amount of ARexx knowledge).

Before anything else is done, the following events occur:

- The total number of user accounts(current & deleted) is pulled from the CNet memory.

- The current values of the "bbs.sdata" file are read into memory. It's the second item in this file we're interested in(the total number of "in-use" accounts you have).

Alright, once an account id number is given to ReVive, it will undergo the following series of events:

- It will pull the above mentioned three items from the DB that pertain to the id number specified.

- From the actual user account, the real name, street, city & state, zip, voice phone number, data phone number, last call date, and the uucp mail directory name will be pulled.

- The current year(2 digits), month and day are also pulled from memory.

You are then presented with this information for approval to ReVive the account. If you state YES to revive the account, then the following will then occur:

- A directory will be created in the "mail:users/" directory to hold this user's mail. The filename used will be the "uucp directory name" that was pulled from the account above.

- The handle, password, and serial id number read from the ReVive database is then written directly to this user's account in memory.

- Their last call date is then updated to reflect today's date.

- The account is then written to disk for permanent use.

- The number of "in-use" accounts is incremented by one. This new value is then placed BOTH in CNet Memory as well as being SAVED to DISK inside the "bbs.sdata" directory. (Note that you won't see the updated value appear in CNet's Control Window until AFTER you've either resized the window or collapsed it into it's icon, then reopened it. The same quirky nature occurs when you KILL a user account using CNet's built-in VDE editor)

If the "Backup UUCP Mail Dir" option is enabled, and you specify YES to the "revive mail dir" question, then this final step will be taken:

- The files found in the "mirror" user directory(in the "mail:users2/") directory will be COPIED INTO the same directory in "mail:users/".

– The file then either exits or continues on to the next user account to
  ReVive.

     Whenever a user logs off of your bbs, two things will occur:

– Their serial id number, handle and password are compared to those found
  in the ReVive database. If any of the three are found to be different,
  then all three values are resaved to the database file.

– The contents of the "mirror" image mail directory for this user are
  deleted, and the current contents of their mail directory are copied
  to the mirror directory.

    And THAT'S exactly what happens during usage of this file!

1.6   Can I modify how ReVive, v2.0 does it's work?

     There are two variables located at the top of the "ReViveDBM" command
file that will allow you to control how the file does it's work:

mail – This variable holds a "1" for YES, or a "0" for NO. If set to YES,
        then a "mirror" image of your "mail:users/" directory will be made
        in a directory called "mail:users2/". This directory will hold ALL
        files found in ALL user uucp directories on your system. I highly
        suggest using this feature if you have the room on your hard drive.
        Estimates as to how MUCH room you'll need on the drive will vary,
        depending on how many users you have, and what kinds of things you
        have to offer your users. Five megabytes free would be a good idea.

        Of all the pieces of information that are LOST when an account is
        deleted, it is the MAIL directory which can cause the most grief,
        as this directory holds a lot more information than just the user's
        mail. Things like: user signature files, their ud select buffer,
        network alias file, custom dictionary file, config files for other
        pfiles(wof, supertags, games, etc.), any files they may have SAVED
        (using the .PUT command in an editor, or using the SAVE command off
        the OLM command line), as well as the file that houses information
        pertaining to which message and file subbases they chose to be
        JOINED or DROPPED from.

skip – This variable can either be a null value(using skip=""), or can
        contain a series of id numbers, each separated with at least one
        SPACE character, for instance: skip="1 2 5"   This variable allows
        you to specify which user accounts you wish NOT to have their UUCP
        Mail directories backed up in. I included this variable for those
        who may be using other backup types of programs pertaining to
        backing up SysOp Info(which might also include their mail contents).
        If you're not sure which accounts may be getting backed up elsewhere,
        I suggest keeping this variable set to a null value(skip="").

1.7   Here's an alternate use for ReVive!

How many times have you had users send you feedback from the logon prompt asking you what their password was?

Have you ever logged onto another bbs(a multi-line bbs), and had one of your users, who also happened to be online, send you an OLM asking you for their password?

If you tell ReVive you wish to revive a user who has NOT been deleted, you'll be told this, as well as being shown that user's handle, real name, and PASSWORD.

You can use this feature of revive for a faster way than having to manually enter the appropriate screen on the appropriate VDE screen within CNet. All it takes is: REVIVE #, where # is the user's ID Number!