

# 1 INSIDE MANSION BULLETING BOARD

## File Specifications

Mansion uses three kinds of file types. They are fixed, text, and ASCII. The first type of file consists of records of a fixed length, with fields within those records. The second type is pure text, which can be edited with any text editor. Lastly, the third type is a text file, with format criterion.

### FIXED: (F)

This type of file can have up to 32767 records in it. It contains fields which can be of type string, integer, single, double, and long. When writing a sting field, they may not be longer then the number of bytes, and if they are not as long, must be padded with spaces till the length of the field. Integer values may be from -32768 to 32767. Single type values have a range of  $3.42083 \times 10^{38}$  to  $1.75494 \times 10^{-38}$ , true zero, and  $1.7976931348628 \times 10^{308}$  to negative  $3.42083 \times 10^{38}$ . Double type values have a range of  $1.7976931348623 \times 10^{308}$  to  $2.2250738585072 \times 10^{-308}$ , true zero, and negative  $2.2250738585072 \times 10^{-308}$  to negative  $1.7976931348623 \times 10^{308}$ . Long values may range from -2,147,483,648 to 2,147,483,647.

NOTE: Single and Double values are stored in an standard IEEE format to conserve space on disk. Single value numbers are represented with up to 7.2 digits of precision. Double values are represented with up to 15.9 digits of precision. For all number values the high order bit is the sign bit.

### ASCII: (A)

This type of file is a file that can be edited with a text editor, but is required to be in a special format that the BBS can understand.

### TEXT: (T)

This type of file is a file that can be edited with a text editor, and does not need to conform to any particular standards. However, lines of text must not exceed 32767 characters. If this file is displayed to a caller the lines that make up this file should not exceed 80 characters in width.

### ACCESS DENIED (T)

Remarks: A text file displayed to callers if they can not use a board because there access level is not high enough.

### APPLY INTRO (T)

Remarks: A file printed to a caller before they apply for an ID.

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### AUTO MAINT (A)

Remarks: This file contains a list of programs that are run automatically by Mansion once per day. These programs must be Mansion Event Compatible, like the AutoSysOp program provided for you on disk. Only one program is listed per line.

### AUTO MAINT DATE (A)

Remarks: This file contains the date that the **Auto Maint** programs were run. When the last program runs then it changes this date, and then Mansion will not attempt to run these programs more than once per day. This file contains one line which is a date. The date is formatted MM-DD-YYYY.

### B & S NAMES (A)

Remarks: There are two lines, each line terminated by a carriage return.

```
LINE 1:      The BBS name
LINE 2:      The SysOp name
```

### BOARD HELP (T)

Remarks: This file is the help file for an extended description of the commands that can be entered at the board prompt. It is initiated by the user entering "H" at the board command prompt.

### BOARD MENU (T)

Remarks: A file that is printed to a caller when they request to see the menu that tells them what the commands are at the board prompt.

### BOARDS (F)

```
SysOp Name = 20 bytes:String ;SysOp name.
SysOp ID   = 2 bytes:Integer ;SysOp membership number.
Messages   = 2 bytes:Integer ;# of messages on the conference.
SBulletin  = 10 bytes:String ;date special bulletin updated.
Accesses   = 2 bytes:Integer ;# of accesses to conference.
BoardType  = 2 bytes:Integer ;0 = Normal (Handle)
           ;1 = Echo (Handle)
           ;2 = Normal (Real Name)
           ;3 = Echo (Real Name)
           ;4 = Local (Anonymous)
           ;5 = Echo (Anonymous)
Folder     = 45 bytes:String ;folder name (ends in a colon)
Security   = 2 bytes:Integer ;access level of this board
Name       = 20 bytes:String ;name of this conference.
Hold       = 2 bytes:Integer ;number of messages to retain (AutoSysOp)
Age        = 2 bytes:Integer ;maximum days to hold messages
Type       = 1 byte :String ;+ = Read Only
           ;- = Write Only
           ;Space = Read/Write Restricted
           ;! = Read First Only
           ;D = Deleted
```

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Remarks: The record number is the conference ID number. If hold and/or Age is zero then AutoSysOp uses its own default maximum to determine message aging and message ceiling. The folder variable holds the name of the folder and it must end in a colon. Using this in addition to the message base pathway specified in the PATHWAYS file (located in the MPREFS folder) you can locate the messages for the particular conference.

#### BOARDS INFO (F)

```
Boards      = 2 bytes:Integer ;Total Number of Boards (Including Unused)
Reference    = 4 bytes:Single  ;Message Reference Number
Age         = 2 bytes:Integer ;Global Age
Max         = 2 bytes:Integer ;Global Maximum
```

Remarks: The unique reference number (Reference) that is stored in this file is the last stored message number on disk. It is unique because when a message is posted you get this number, add one to it, write the file MSG. X and then update this number. The age is the global number of days to retain a message and is used unless zero. The Max field is the total global number of messages, per board, and is used unless it too is zero. Both Max and Age can be overridden by entering a number greater than zero in their respective fields in the boards file.

#### CALL LIMITS (A)

Remarks: There are two lines, each line terminated by a carriage return.

```
LINE 1:      The BBS name
LINE 2:      The SysOp name
```

#### CALLS (A)

Remarks: Since this is a number and is not negative then the number must be prefixed with a space.

```
LINE 1:      Number of logons to the BBS (Visitor & Members)
```

#### DATA HEADER (A)

```
LINE(s):     Record sorted by reference number
```

Remarks: This file is used to pass information from the certain menu items to their respective commands. For more information consult the menu commands reference section.

#### DEFAULTS (A)

Remarks: Contains one line of text with the absolute pathway to the MPrefs folder.

#### **4 INSIDE MANSION BULLETING BOARD DPRO.DIR (A)**

Remarks: Contains a list of valid download protocols and information needed by the BBS to use them. The exact format of this file is discussed in the external file transfer protocol section of Inside Mansion.

#### **EDITOR (T)**

Remarks: A text file telling a user how to enter a message.

#### **EDITOR MENU (T)**

Remarks: A menu for the text editor (after the caller inputs a message they are given a chance to edit it)

#### **HOST (A)**

Remarks: This file is a collection of quotes or messages organized around a 31 day month. One quote or message is displayed for each day of the month depending on the day and then repeats (unless you change them). This file can be edited with a text editor. The text after the %%DD (DD = Day of the month) is displayed until another %%DD is encountered or a %XXEND. This is displayed during the logoff process.

#### **IDLE TIME (A)**

Remarks: This file contains a number which is the number of seconds the BBS will remain idle (no input from the user) before disconnecting and waiting for the next caller. This number must be positive and should allow the enough time to make a menu choice. Idle time is not used while a caller is writing messages. Since this number is positive, the number must be prefixed with a space.

#### **LIB HEADER (A)**

LINE(s) :      Record sorted by reference number

Remarks: This file is used to pass information from the library menu items to their respective commands. For more information consult the menu commands reference section.

#### **LIBDES HELP (T)**

Remarks: This is the file that is displayed when the caller selects help when entering a description.

#### **LIBKEYWORD HELP (T)**

Remarks: This is the file that is printed when the caller requires help with entering a key string after a file has been uploaded. It should offer suggestions to help the caller pick or choose proper keywords.

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### **LIBNUM HELP (T)**

Remarks: This file is printed when a caller asks for help when selecting a file number to be downloaded from an area.

### **LIBPRO HELP (T)**

Remarks: This is the help file that will be printed when the caller asks for help at the choose protocol prompt while either uploading or downloading.

### **LINES PER MESSAGE (A)**

Remarks: This file contains the number of lines allowed per message. The number of lines per message should not exceed 32767, but should not exceed 400 if you are using Tabby. Since this file contains a number, this number must be positive, and should be prefixed with a space.

### **LOCK (T)**

Remarks: A file informing a caller that they have been locked off the board, and printed before it disconnects them.

### **LOGOFF TEXT (T)**

Remarks: A text file that is displayed at logoff.

### **MAIL INFO (F)**

```
Letters      = 2 bytes:Integer ;Number of letters on the BBS
Age          = 2 bytes:Integer ;Days to hold mail (Since written)
```

Remarks: This file is the main mail control file. The first item is the number of letters on the BBS, and the second item is how long to hang on to mail once it has been written.

### **MAILER (A)**

Remarks: This is the name of the mailer that is launched during Tabby Events and crashmail. It can be any legal macintosh filename. The application must exist in the folder with the Mansion BBS program. The line in this file must end in a return.

### **MANSION LOGO (T)**

Remarks: A file printed to the screen immediately after a caller connects.

### **MESSAGE HEADER (F)**

```
UserId       = 2 bytes:Integer ;Membership number of poster
Accesses     = 2 bytes:Integer ;Number of times message read
```

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```
Reference = 4 bytes:Single ;Text stored under Msg. Reference
From      = 35 bytes:String ;Name of author
WDate    = 10 bytes:String ;Date written (MM-DD-YYYY)
WTime    = 8 bytes:String ;Time written (HH:MM:SS)
Subject   = 71 bytes:String ;Subject of the message.
To        = 35 bytes:String ;Message to name.
Previous  = 2 bytes:Integer ;Undefined
Next      = 2 bytes:Integer ;Undefined
Lock      = 1 byte :String ;Undefined
PDate    = 10 bytes:String ;Date posted (MM-DD-YYYY)
PTime    = 8 bytes:String ;Time posted (HH:MM:SS)
```

Remarks: This file stores the headers, as the name implies, for each message on a board. Every board Mansion creates has this file in the same folder as the messages will be stored. The Time field is in 24 hour military time format. The Subject, To, and From fields may not contain backslashes(/), or commas. Each reference field contains a number that is unique and references the Msg. X file associated with the header record.

### MODEM INFO (A)

Remarks: Contains one line of text with the absolute pathway to your modem driver (Custom) in the modem drivers folder.

### Msg. X (T)

Remarks: Each message has its own file to hold the body of that message. Each paragraph of the file must be terminated by a carriage return (ASCII - 13) and must not exceed 31000 characters (bytes). The separator character (|) is treated like a forced return in Mansion's output to modem routine.

### NET EVENT WARNING (T)

Remarks: A text file telling the caller that an mailer event will take place during their call.

### NET HELP (T)

Remarks: This is the help file that is displayed when a caller asks for help with addressing a netmail message at the send netmail to name prompt.

### NEXT EVENT (T)

```
LINE: 24 Hours Military Start/End event Period
```

Remarks: This tells the BBS when the next event window will be. The time is in 24 hour military time, and is formatted HHMM. HH stands for the hour and MM is used for the minutes. Seconds are not included. This window is automatically updated by a TabbyNet program called Scheduler, once an event is successfully completed. You can have multiple times to allow callers to chat. Event windows may not span midnight (Example: 23000100). If TabbyNet is not being used then this file will contain eight zeros.

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### **PACKAGE SEND (T)**

Remarks: A text file that is displayed to the caller before they send a package to another user.

### **PATHWAYS (A)**

Remarks: Each line contains a pathway to a folder that contains Mansion files. There are four lines, each line terminated by a carriage return.

```
LINE 1:      Pathway to Mansion Data Folder
LINE 2:      Pathway (Undefined)
LINE 3:      Pathway to Mail Folder
LINE 4:      Pathway to Messages Folder
```

### **POINTER HELP (T)**

Remarks: This file is displayed when the caller chooses help when asked if they wish to update their high message pointer. This file should contain information telling the caller what this means.

### **QUOTE (A)**

Remarks: This file is a collection of quotes or messages organized around a 31 day month. One quote or message is displayed for each day of the month depending on the day and then repeats (unless you change them). This file can be edited with a text editor. The text after the %%DD (DD = Day of the month) is displayed until another %%DD is encountered or a %XXEND. This is displayed during the logon process, if you leave it in the logon script.

### **READFIRSTONLY (T)**

Remarks: A text file explaining to a caller that they can not write to a board because their access level is not high enough. It also tells them that they may only read the first message.

### **READONLY (T)**

Remarks: A text file explaining to a caller that they can not write to a board because their access level is not high enough.

### **SORRY (T)**

Remarks: A text file informing a user that their ID has not yet been approved.

## **8 INSIDE MANSION BULLETING BOARD SPECIAL BULLETIN (T)**

Remarks: The special bulletin is a file which has the same characteristics as a message (See Msg. X file definition) except it does not have a header stored in the message header file (see Message Header file definition). Each board has its own special bulletin. It is printed out automatically if the caller has not been on since the date the bulletin was created. (See boards file definition). The user can also elect to print out the special bulletin from the board command prompt.

### **STATUSBAR (A)**

```
LINE 1:      Page Flag (0=off, 1=on)
LINE 2:      Local Flag (0=on-line, 1 = local)
LINE 3:      Number of letters for SysOp
LINE 4:      Not Used (should be zero)
LINE 5:      Number of applications waiting to be approved.
LINE 6:      Number of uploads waiting to be approved.
LINE 7:      Not Used (should be zero)
LINE 8:      Number of connections to BBS
```

Remarks: This file contains information about the state of the icons and the number of connections to your BBS. Since these are all integers if the number is not negative then the number must be prefixed with a space.

### **SYSOP HOLD (T)**

Remarks: This file is displayed to callers before they get hung up on, if the board is waiting for the SysOp.

### **SYSOP HOURS (T)**

```
LINE(s):      24 Hours Military Start/End Chat Enable Period
```

Remarks: This file allows a SysOp to control the hours that the SysOp can be paged. Each line is 8 characters in length with the first four characters being the starting time of the ability for a caller to page, and the last four characters are the ending time of chat enable. You can have multiple times to allow callers to chat. Chat times may not span midnight (Example: 23000100)

### **SYSOP NAMES (T)**

```
LINE(s):      Name of a SysOp
```

Remarks: This file allows you to have more than one name for the SysOp. Each name in here can be used to send mail to the SysOp and by any programs that need to send mail to the SysOp. Once a name has been placed in this file it is no longer available, for anyone else to use.



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## 10 INSIDE MANSION BULLETING BOARD TELEPORT CODES (F)

AccessLevel = 2 bytes:Integer ;access level to use this code  
Code = 4 bytes:String ;the code the user types  
Description = 21 bytes:Integer ;the description of the code  
MenuNum = 2 bytes:Integer ;menu number of where the code goes to

Remarks: The first two bytes is the access level that will enable you to control teleporting by access level. The code is what the user type to teleport. The description helps the caller decide what the code will take them, and the menunum is the menu number to take the caller to.

### TELEPORT INFO (A)

Remarks: This is the number of teleport codes that are contained in the **Teleport Codes** file. Since this file contains a positive number the number must be prefixed with a space.

### TERMINALS (A)

LINE 1: Terminal type that is to be entered by user  
LINE 2: Screen width of the terminal  
LINE 3: Terminal type as it will be stored in the user file

Remarks: There needs to be three lines per computer type in this file. The last line one must be "END" or the BBS will produce an error 62. Even though the screen width is a value, this number does not need to be prefixed with a space, even if it is positive. Make sure that you also enter any new terminal types in the **Terminal Menu** file.

### TERMINAL MENU (T)

Remarks: A list of terminals that a user can pick from. Items listed in this file should also be listed in the **Terminals** file also and vise-versa.

### TEXT WARNING (T)

Remarks: A warning displayed to a caller who enters more then the maximum lines in their message.

### THE PROMPT (A)

Remarks: This file contains one line of text, the prompt, used by most of the BBS system to prompt the user for input. The prompt should not exceed 3 characters.

### TOO SLOW (T)

Remarks: A text file that is displayed to the caller when they try to logon the BBS with a modem that is not running at a speed equal to or greater then the

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minimum baud rate allowed to enter the BBS. This is displayed right before they are disconnected.

### TRIES (A)

Remarks: This file contains one line of text, the tries, used by the logon routine. This is the number of times a caller can enter bad passwords, ID numbers, and names, before the BBS will disconnect the caller. The lower the number the higher the security. This number should at least be one, but three is recommended. The number in this case does not have to be prefixed with a space.

### UPRO.DIR (A)

Remarks: Contains a list of valid upload protocols and information needed by the BBS to use them. The exact format of this file is discussed in the external file transfer protocol section of Inside Mansion.

### USER BOARD PREFS (F)

```
Selections = 999 bytes:String ;the boards marked/unmarked flags
```

Remarks: The record number is the account number to the user. The number of the board that is being marked/unmarked is the direct offset into the string. The position in the string will contain an "\*" if the board is marked, or a space if the board is not marked.

### USERPREFS (F)

```
HighMessage = 4 bytes:Single ;high message read (ref num)
Burglar      = 2 bytes:Integer ;number of failed logon attempts.
Reserved2    = 2 bytes:Integer ;Undefined
ANSI         = 2 bytes:Integer ;ANSI (1 = On, 0, = Off)
FastKey      = 2 bytes:Integer ;Fast Key Selector (1 = ON, 0 = OFF)
Reserved5    = 2 bytes:Integer ;Undefined
RealName     = 35 bytes:String ;callers real name
Handle       = 35 bytes:String ;callers handle on BBS
Reserved6    = 160 bytes:String ;Undefined
```

Remarks: The record number is the account number to the user. After a caller logs off the BBS normally the HighMessage reference number is written to this file if the caller requests it. Burglar is the number of time a caller tried to access the BBS with a user id and did not give the proper password. It is displayed to the real user when that user logs on under the number successfully, and then is reset to zero.

### USERS (F)

```
InUseFlag    = 1 byte :String ;X indicates active membership
Reserved     = 30 bytes:String ;Undefined
Reserved     = 20 bytes:String ;Undefined
Reserved     = 1 byte :String ;Undefined
```

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```
Address      = 40 bytes:String ;callers street address
City        = 25 bytes:String ;callers city
State       = 2 bytes:String ;callers state code
Reserved    = 10 bytes:String ;Undefined
Password    = 10 bytes:String ;callers Password
Phone       = 12 bytes:String ;callers phone number
ComType     = 4 bytes:String ;callers computer type
LastDate    = 10 bytes:String ;callers last date on BBS
FirstDate   = 10 bytes:String ;callers first date on BBS
LastTime    = 8 bytes:String ;callers last time on
ExpertFlag  = 1 byte :String ;flag for expert mode
Interests   = 40 bytes:String ;callers current interests
SysOpFlag   = 1 byte :String ;flag for SysOp status
Zip         = 10 bytes:String ;callers zip code
Reserved    = 10 bytes:String ;Undefined
MailBox     = 2 bytes:Integer ;capacity of callers mailbox
Calls       = 2 bytes:Integer ;number of calls to BBS
BBS Access  = 2 bytes:Integer ;callers access level
TimeLimit   = 2 bytes:Integer ;callers time limit
CallLimit   = 2 bytes:Integer ;callers call limit
TotalTime   = 2 bytes:Integer ;total time by caller on BBS
TotalDown   = 2 bytes:Integer ;total files downloaded
TotalUp     = 2 bytes:Integer ;total files uploaded
TotalPosts  = 2 bytes:Integer ;total messages posted
Reserved    = 2 bytes:Integer ;Undefined
ScreenWidth = 2 bytes:Integer ;callers screen width
Today       = 2 bytes:Integer ;calls made by user last date on
```

Remarks: Record number is user ID number. The InUseFlag indicates that the record is active. (an "X" can be found in the field) When issuing accounts check to see if there are any inactive records before adding a new record to the file. When you add a new record to the end of this file then update **USER INFO** in the MPrefs folder to reflect the new number of records in the file. Access level must not exceed 90

### USERS INFO (F)

```
Users       = 2 bytes:Integer ;Number of User Slots Used
DMailBox    = 2 bytes:Integer ;Default mailbox size
DAccess     = 2 bytes:Integer ;Default access level
```

Remarks: There is only one record in this file. The default mailbox size and the default access level are used by both the Mansion Editor (when approving applications manually) and AutoSysOp.

### VISITOR (T)

Remarks: A file printed only to new callers of the BBS.

### VISITOR PASSWORD (A)

Remarks: This file contains the password that is needed to logon the BBS as a visitor. The word is also displayed to the caller at logon so that know what to enter if they are not a member. The password should end in a return.

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## 14 INSIDE MANSION BULLETING BOARD WRITEONLY (T)

Remarks: A text file explaining that they can not read form the board because their access level is not high enough.

### External Application Specifications

The switch file is created in the Mansion Data folder whenever a caller asks for an external application to be loaded. It is a plain text file that's records are separated by a carriage return. This file is used to pass information to the external application. External applications are responsible for getting other information from the files. (Other file specifications subject to change)

Here is the format of the "Switch" file:

CurrentSpeed (1 =300, 2 =1200, 3 =2400, 4 =9600 5 =19200 6 =38400)  
UserId (An integer)  
LogonTime (Seconds since midnight)  
Menu ID (Menu number that the caller was last at in Mansion)  
Local (0 = Caller on-line, 1 = Local call)  
Program (Name of the Mansion application)  
Real Name (Up to 35 characters)  
MultiFinder flag (0 = Off, 1 = On)  
Tabby launch time (2400 military time/no seconds)  
Access level of the caller (0 - 90)  
MoreTime (Any legal integer)  
ANSI (0=Off, 1 = On)

External applications must be run from the same folder as Mansion, however it is encouraged that each external application have its own folder for its data files as not to overcrowd the Mansion program folder. Since each record in the switch file is separated by a carriage return, do not assume that there may not be more information at the end of this file. Also numeric fields may or may not be prefixed with a space.

If you are writing an external application you are encouraged to keep your eye on the Enchanted Mansion BBS in Des Moines, IA. In the Software Design support area, there may be additional information about writing external programs. There are also example programs in the support area library. We hope that more people will take advantage of writing external applications for Mansion BBS.

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### File Placement

You do not need to create files that are suffixed with a \*, they will automatically be created for you. However, you will need to keep an eye on them since some of them will fill up your hard disk very quickly. You can delete these files at any time, since they are automatically recreated when needed.

### CD ROM

This folder is located in the Mansion Data folder and should not be moved. It contains your file listings of those library sections which have files on a CD ROM (Read Only) drive. Since you can not write to a CD ROM drive the section.dir files can be placed in this folder and Mansion will update them here. It will then not allow any uploads to the libraries listed here.

SECTION.DIR XXX'S\* These files are the ones that contain your file listings.

If you do not have any files in a particular area then

you should not have to have a section.dir file for it.  
do not need to create these files, under normal  
will be created and updated for you.

You  
usage,they

### HELP FOLDER

This folder is located in the Mansion Data folder and can not be moved.

BOARD HELP This is the file that is displayed to give more detailed help when a caller selects help from the conference menu.

LIBDES HELP This is the file that is displayed when the caller selects help when entering a description.

LIBPRO HELP This is the help file that will be printed when the caller asks for help at the choose protocol prompt while either uploading or downloading.

LIBNUM HELP This file is printed when a caller asks for help when selecting a file number to be downloaded from an area.

LIBKEYWORD HELP This is the file that is printed when the caller requires help with entering a key string after a file has been uploaded. It should offer suggestions to help the caller pick or choose proper keywords.

NET HELP This is the help file that is displayed when a caller asks for help with addressing a netmail message at the send netmail to name prompt.

POINTER HELP This file is displayed when the caller chooses help when asked if they wish to update their high message pointer. This file should contain information telling the caller what this means.

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### LOGS

ERRLOG*	A list of any error your BBS encounters that are not serious enough to halt the operation of the board. For example, a text file is missing.
MANSION LOG*	A log file used by Mansion external applications
USERLOG*	A list of logons to your BBS.

### MANSION DATA

This folder is located in the folder that holds the Mansion programs and should not be moved.

TELEPORT CODES	A data file containing a list of your teleport codes.
BOARDS	A data file containing information about the boards.
USERS	System information about users, such as passwords.
USERPREFS	Configuration information about users.
USER BOARD PREFS	User board preferences.
SWITCH	A file that will be present when a caller has launched an external application. It will be deleted when Mansion is reloaded.
STATUSBAR	Maintains information about the stat of your status bar so that when you move from application to application, Mansion remembers what it looked like.
CALLS	This is a file that contains the total number of calls that have been made to your BBS.
TERMINALS	A data file containing a list of computer types.
LIB HEADER	A file that is used by the BBS menu system to get extra information about some library commands.
SYSOP HOURS	A file containing the hours that the SysOp is available for chats. If a caller attempts to page the system operator and the time is not within the range of these hours they will be told the SysOp is not available.
DATA HEADER	A file, when used with the menus, allows some menu commands to possess extra data.
UPRO.DIR	This file holds information about what protocols are currently available for use in uploading to your bulletin board.
DPRO.DIR	This file holds information about what protocols are currently available for use in downloading from your bulletin board.
SYSOP NAMES	A text file with a list of valid SysOp names



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**\*\*\* THESE FOLDERS MUST BE PRESENT IN MANSION DATA \*\*\***

CD ROM	Contains any CD ROM Section.dirs.
CHAT	Contains the chat session logs of conversations.
HELP	Contains help files.
LOGS	Contains a number of Mansion log files.
MENUS	Contains your menus.
MPREFS	Contains many preferences files.
SCRIPTS	Contains your scripts.
TEXT	Contains primarily text files
TMT	Holds temporary files.

### MENUS

MENU TEXT X'S	These files are text files that are printed out before the menu. These files are optional.
MENU X'S	These are files that have the information on how to put menus together.

NOTE: You must at least have menu #1.

MENU.TEMP*	This file is a temporary menu file built by the BBS when a caller moves to a new menu.
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### MODEM DRIVERS

Contains any number of Modem Drivers. You must at least have the Custom modem driver present or the BBS will not load. For information on constructing your own modem driver, see the index under modem drivers.

### MPREFS

AUTO MAINT	This is a list of Mansion Auto Maintenance Programs
AUTO MAINT DATE	The last date the maintenance programs were run.
B & S NAME	Contains the BBS and SysOp name.
BOARDS INFO	CONTAINS the number of boards and Ageing info
IDLE TIME	The number of idle seconds before the BBS resets.
LINES PER MESSAGE	The maximum number of lines allowed per message
MAIL INFO	Number of mail messages and Ageing mail info.
MAILER	The name of the mailer if one is used.
MODEM INFO	Contains the name of the modem driver being used.
TELEPORT INFO	Number of teleport commands.
THE PROMPT	The prompt string used at most prompts.
TRIES	The number of tries to logon before hanging up.
USERS INFO	Contains the number of users
VISITOR PASSWORD	Contains the password needed to logon as a visitor.

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AUTOSYSOP	A program that performs many SysOp functions automatically using a Mansion compatible event mechanism.
DEFAULTS	A file which contains the pathway to MPrefs folder.
MANSION	The BBS program itself.
MANSION EDITOR	The program that has many configuring options
NEXT EVENT	A file that specifies the next Tabby event. This must be present whether you are running Tabby or not.

### SCRIPTS

This folder contains script files that are used by Mansion.

LOGON	This script is executed after logon.
VISITOR	This script is executed after a visitor logs on.
DISCONNECT	This file is executed after a caller is disconnected.

### TEXT

ACCESS DENIED	A text file displayed to callers if they can not use a board because there access level is not high enough.
APPLY INTRO	File printed to a caller before they apply for an ID
BOARD MENU	A file that is printed to a caller when they request to see the menu that tells them what the commands are at the board prompt.
EDITOR	A text file telling a user how to enter a message.
EDITOR MENU	A menu for the text editor (after the caller inputs a message they are given a chance to edit it)
HOST	A set of quotes that are displayed by day of month at logon
LOCK	A file informing a caller that they have been locked off the board, and printed before it disconnects them.
LOGOFF TEXT	A text file that is displayed at logoff.
MANSION LOGO	A file printed to the screen immediately after a caller connects.
NET EVENT WARNING	A text file telling the caller that an mailer event will take place during their call.
PACKAGE SEND	A text file that is displayed to the caller before they send a package to another user.
QUOTES	A set of quotes that are displayed by day of month at logoff.
READFIRSTONLY	A text file explaining to a caller that they can not write to a board because their access level is not high enough. It also tells them that they may only read the first message.

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READONLY

A text file explaining to a caller that they can not

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	write to a board because their access level is not high enough.	
SORRY	A text file informing a user that their ID has not yet been approved.	
SYSOP HOLD	This file is displayed to callers before they get hung up on, if the board is waiting for the SysOp.	
TERMINAL MENU	A list of terminals that a user can pick from.	
TEXT WARNING	A warning displayed to a caller who enters more then the maximum lines in their message.	
TOO SLOW	A text file that is displayed to the caller when they try to logon the BBS with a modem that is not running at a speed equal to or greater then the minimum baud rate allowed to enter the BBS. This is right before they are disconnected.	displayed
VISITOR	A file printed only to new callers of the BBS.	
WRITEONLY	A text file explaining that they can not read form the board because their access level is not high enough.	

### TMT

This folder contains temporary files used by the BBS from time to time. For example, messages are held here while they are being written until they are saved.

NO WINDOW*	This file is present in the folder if the SysOp currently has the Windows menu item in Mansion checked. If this file is present, Mansion will not open its windows.	
NO PAGE*	This file will only be present if the SysOp has turned off the ability for callers to page him/her.	
NO SOUND*	This file will only be present if the SysOp has turned off the ability for Mansion to make any sounds. This file will be created when the SysOp unchecks the Paging menu item.	
ONLY SYSOP*	If this file is present, the BBS will only allow the SysOp to enter the BBS. This file is created when the SysOp, checks the SysOp Hold menu item.	

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### External Protocol Specifications

In order for you to create external file transfer protocols for Mansion you must own one of the following development systems:

LightSpeed Pascal or C  
MPW (capable of creating a pure code resource)  
MDS Assembler

You should also consider getting Microsoft QuickBASIC, since there is a tremendous amount of information in there manual to help you create the external file transfer protocols. This section shows you examples and gives you enough information information for you to create your own external file transfer protocols for Mansion's library. I want to thank the product manager of QuickBASIC for giving us permission to use Microsoft's examples and glue files allowing us to add the ability to have external file transfer protocols.

On Mansion in Des Moines is the header and glue files for C, PASCAL, and Assembler, and are not to be redistributed and are only to be used in conjunction with the Mansion bulletin board system.

An example of one machine language external library (file transfer protocol) for Mansion might be the copy file example provided on the QuickBASIC distribution disk:

```
;-----
;CopyFile.a          (c) 1988 Microsoft Corporation
;
; This source file is part of the MPW Library sample
;
;-----

        INCLUDE 'BASIC.a'

;-----
;Synopsis:
;   CALL CopyFile(inChannel, outChannel, inFileRefNum, outFileRefNum)
;Output:
;   This copies the input file to the output file, and
;   sets inFileRefNum and outFileRefNum to the file reference numbers
;   of their associated channels.
;-----

        SEG          'CopyFile'
CopyFile:PROC EXPORT
        BSR.S      GetIntegerArg          ;[d3:w] = inChannel# argument
        MOVE.W     d3,d4                  ;[d4:w] = inChannel#
        BSR.S      GetIntegerArg          ;[d3:w] = outChannel# argument
        MOVE.W     d3,d5                  ;[d5:w] = outChannel#
        BSR.S      GetIntegerVar         ;a2 points to inFileRefNum
        MOVE.W     d4,d0
        JSR        ChanToFileRefnum(a5)  ;[d0:w] = file ref number for inChannel
        MOVE.W     d0,(a2)                ;return as result in inFileRefNum
        BSR.S      GetIntegerVar         ;a2 points to outFileRefNum
        MOVE.W     d5,d0
```

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```
JSR ChanToFileRefnum(a5) ;[d0:w] = file ref number for inChannel
MOVE.W d0,(a2) ;return as result in inFileRefNum

Loop:
MOVEQ #1,d1 ;error if file not opened for INPUT
MOVE.W d4,d0
JSR SetChan(a5) ;set channel to inChannel for InpChar
JSR InpChar(a5) ;[d0:b] = character
BCS.S GotEof ;branch if End-of-file
MOVE.B d0,d2 ;save character in d2
MOVEQ #2,d1 ;error if file not opened for OUTPUT
MOVE.W d5,d0
JSR SetChan(a5) ;set channel to outChannel for OutChar
MOVE.B d2,d0 ;[d0:b] = byte to copy
JSR OutChar(a5) ;output next char
BRA.S Loop

GotEof:
MOVEQ #0,d0 ;indicates segment is not to remain
RTS ; resident

GetIntegerArg:
JSR GetNextLibArg(a5) ;Get the next argument
JSR LongArg(a5) ;[d3:l] = integer (error if arg can't)
RTS

GetIntegerVar:
JSR GetNextLibArg(a5) ;Get the next argument
CMP.W #3,d0
BNE.S TypeMismatch ;branch if not int variable
RTS

TypeMismatch:
MOVEQ #13,d2 ;Give Type Mismatch error
JSR BasicError(a5)
ENDP
END
```

This example for MPW assembler shows how one may go about making a copy of a file. Using the ideas developed here you can use Mansion's parameter list to write your external file transfer protocol.

### File Transfer Parameters Passed

Download protocol slots that can be used:

```
CALL EDP1(FullName$,Which%)
CALL EDP2(FullName$,Which%)
CALL EDP3(FullName$,Which%)
CALL EDP4(FullName$,Which%)
CALL EDP5(FullName$,Which%)
CALL EDP6(FullName$,Which%)
CALL EDP7(FullName$,Which%)
CALL EDP8(FullName$,Which%)
```

Each one of these EDP routines are for download protocols.

On Entry: I pass the FullName which includes the pathway (example: Harddisk:Folder:Program) and a simple integer flag. This flag when picked up by your routine will have a value depending on the information in the

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Pro.Dir files. You must save the file under the name that is passed to you and not anything else. The library ignores the returned file names.

On Exit: You will need to set the "Which" integer to anything other than zero to indicate a successful transfer, or zero if the routine was aborted due to error. You will also need to do your own dialog box stuff to allow the end user to view the progress of the transfer.

Upload protocol slots that can be used:

```
CALL EUP1(FullName$,Which%)
CALL EUP2(FullName$,Which%)
CALL EUP3(FullName$,Which%)
CALL EUP4(FullName$,Which%)
CALL EUP5(FullName$,Which%)
CALL EUP6(FullName$,Which%)
CALL EUP7(FullName$,Which%)
CALL EUP8(FullName$,Which%)
```

Each one of these EDP routines are for uploading protocols.

On Entry: I pass the FullName which includes the pathway (example: Harddisk:Folder:Program) to which the file is to be uploaded and saved as and a simple integer flag. This flag when picked up by your routine will have a value depending on the information in the Pro.Dir files.

On Exit: You will need to set the "Which" integer to anything other than zero or three to indicate a successful transfer, or zero if the routine was aborted due to error. You will also need to do your own dialog box to allow the end user to view the progress of the transfer.

What is passed initially to the "Which" integer variable, is determined by two files on the Mansion disk. The first file is called "UPRO.DIR" which holds information about the upload protocol xmodem and all of the upload external file transfer protocols. The other file "DPRO.DIR" holds the information about the download side of the xmodem protocol and all download external protocols.

The sample line format of the UPRO.DIR file is given (This also applies to external download file transfer protocols too, only the routine names are changed.):

Sample Line From UPRO.DIR:

```
Z|2|3|XMODEM(MacBinary/1K Blocks)
```

The "Z" is what the user selects to choose this protocol. The two is a single digit character to give the routine any information it might need (it can be ignored if not needed) and is passed to the routine though the "Which" integer variable on



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the parameter list. The three is the selector of the routine name. For external upload protocols you must name them and enter the appropriate number in the third column.

Sample Line From DPRO.DIR:

S121XMODEM(MacBinary/Normal Blocks)

The download PRO file is formatted slightly differently. Like the UPRO.DIR the first column contains the letter that the user must select for the user to choose this protocol. Then second column is used internally by the BBS and should remain one. The two is a single digit character to give the routine any information it might need (it can be ignored if not needed) and is passed to the routine though the "Which" integer variable on the parameter list. The one is the selector of the routine name. For external download protocols you must name them and enter the appropriate number in the third column.

(External upload routine names and selectors)

Routine #		Routine Name
3	=	EUP1
4	=	EUP2
5	=	EUP3
6	=	EUP4
7	=	EUP5
8	=	EUP6
9	=	EUP7
0	=	EUP8

And the text after that is to tell the caller what protocol he/she is selecting it can be any length up to 60 characters. When you are creating your external protocol you must give it one of the names in the right column above.

(External download routine names and selectors)

Routine #		Routine Name
3	=	EDP1
4	=	EDP2
5	=	EDP3
6	=	EDP4
7	=	EDP5
8	=	EDP6
9	=	EDP7
0	=	EDP8

Once you understand all this you will need to understand how to build an external file transfer protocol. There are five steps to this and only LightSpeed C will be used to demonstrate. However, if you are using another language then you can adapt this information to it.

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1.             Start a new project and add the library called "Basic.Lib". According to Microsoft you may need to use RelConver to convert the file Basic.Lib.Rel to a library.
2.             Add you code for your pure code resource routine to the project.
3.             Select the project type from the Project menu. Select the code resource radio button, enter MBPC for the resource type (if you are using an assembler this would be named MBLC), enter a resource number (not one that is being used by Mansion of this type), and enter one of the routine names listed earlier. (EDP# or EUP#)
4.             Using the Build Resource menu, build the resource.
5.             Exit LightSpeed C and use ResEdit to move the newly created MBPC to Mansion and add a line with the appropriate information to either the UPRO.DIR file or DPRO.DIR file. (Be careful not to have an extra blank line at the end of the PRO files.

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### Sounds

Sounds are used through out Mansion to give you audio feedback to certain key events. What follows is a list of SND 's resources and their names. Mansion comes shipped with an optional sound file and you are welcome change them. You can replace these with your own, but you must keep the names the same. If you do not want a particular sound, just remove it from the system, or from the suitcase file and Mansion will make believe it does not exist.

Sounds need to either be installed with Suitcase™ or placed in your system for them to accessible by the BBS. If the sound takes up too much memory, or if you are low on memory it will not play. Keep this in mind when you are creating your own sounds.

If you select the menu item, Sounds, so that it becomes unchecked Mansion will not produce any sound until this menu item is unchecked. This also includes paging. A user will be allowed to page, but if the sounds menu item is not checked, the host computer will not produce the page sound (the page icon will still be inverted).

Note: When you select the Sounds menu item, a file will be created on your disk called **NO SOUND** that tells Mansion not to play any sounds. This file is created in the TMT folder. You can throw this file away, and Mansion will start playing sounds again, but Mansion will not update its menu until it is reloaded. If you try to update the menu after throwing this file away manually, the BBS will attempt to recreate it again.

<u>ID#</u>	<u>Name</u>	<u>Description</u>
10000	Alert	Plays when caller pages you.
10001	Terminated	Plays when BBS is resetting.
10002	Mail	Plays after mail is saved to SysOp.
10003	Carrier	Plays when caller loses carrier.
10004	Page	Plays when reminding of page.
10005	Network	Plays when you get crash mail.
10006	Time	Plays when a caller times out.
10007	1200	Plays when caller connects at 1200.
10008	19200	Plays when caller connects at 19200.
10009	2400	Plays when caller connects at 2400.
10010	300	Plays when caller connects at 300.
10011	9600	Plays when caller connects at 9600.
10011	38400	Plays when caller connects at 38400.

## Modem Drivers

Modem drivers are the files that are located in the **Modem Drivers** folder in the **MPrefs** folder. These files tell the BBS software how to talk to your modem. When you edit your the modem settings with the Mansion Editor and save your changes, they are saved to a file called **Custom**. Once you have your modem configured properly, you can duplicate and rename the copy the same as your modem and share the driver with everyone. Then all someone has to do is select named driver, and the setting will be loaded and saved in the custom driver. The information contained in the custom driver is used exclusively by the BBS to talk to the modem.

Modem drivers must have the following attributes:

File Type: MDvr  
Creator: Mike

Sample Modem Driver File (USR 9600 HST)

```
;BEGIN Modem Driver
9600      <- Highest modem speed supported by the BBS.
300      <- Slowest modem speed supported by the BBS.
DTR      <- The hang-up type (+++ or DTR).
;Begin Modem Initialization---
ATZ      <- To initialize modem before a call.
ATH1     <- ...
AT&A0
AT&K0
ATE0X3
ATS0=0S15=2
ATH0
;END
ATH1     <- Modem off-hook command.
ATH0     <- Modem on-hook command.
;END Modem Driver
```

Any line that begins with a ; (semi-colon) must be exactly as shown here or the BBS will interpret the modem driver as corrupted or will not work properly. The initialize modem commands are executed until the ";END" is encountered, or ten commands whichever comes first. You will need to change the file type to TEXT to edit the file with a text editor, and then you must set the file type back to DRvr before trying to use the driver.

## Maximums And Version Information

The following are capacities:

- The maximum number of messages per conference is 999.
- The maximum number of conferences is 32767.
- Access levels may not exceed level 90.
- Screen widths should not exceed 80 characters per line.
- There can be 999 library sections.
- There can be 32767 membership accounts.
- There can be 32767 teleport commands

Mansion version numbers contain a standard numbering system. See the example that follows:

EXAMPLE:

### **MANSION 8.10**

The number [8] to the left of the decimal point is the major version number. When this number changes you can be certain that the program has changed significantly and that there is an upgrade fee involved with getting it. It also means that there is additional new features, and possibly some bug fixes.

The number [1] just to the right of the decimal point means that the program has had new features added, but the new features are not as significant enough to warrant a major version change, or to charge an upgrade fee. It may also include bug fixes from the last version.

The last number [0] indicates a bug fix version only. If everything else stays the same and only this number changes you will know that only bugs were fixed and no new features were added. There is also no upgrade fee involved with the bug fix version.

Please do not ask for beta or alpha versions. If they are distributed, you will be notified. Alpha versions are marked with the letter "A" after the name, and a beta version is marked with a "B" after the name. If you would like to know what the current version of Mansion is, all you need to do is call the support board, and as you log off, the version number will be displayed.